



# TOURNAMENT RULES AND PROCEDURES

VERSION 1.4

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# GAMECASTER TOURNAMENT

## THIS DOCUMENT

This Tournament Rules and Procedures document defines the rules and procedures for participating in a Gamecaster Tournament. All Gamecaster Competitors must read this document prior to competing.

*This document may be amended, supplemented, waived and otherwise modified at any time by Gamecaster, Inc. at its sole and complete discretion.*

## THE TOURNAMENT

### GENERAL

Gamecaster Tournaments commemorate head-to-head computer and video game gaming. Competitors compete in multiple game Contests on multiple hardware platforms. Gamecaster Tournaments provide the opportunity for people of all genders and ages to compete head-to-head on a level playing field (within the structure described herein). Competitors who demonstrate superior strategy, hand-eye coordination, prediction and awareness rise to become Gamecaster champions.

### DURATION

A typical Gamecaster Tournament takes place over a multiple-day period and may have multiple Contests operating sequentially. The first days of the Tournament are eliminations, followed by one or more days of finals.

### FIELD OF PLAY

The Gamecaster Field of Play (or "Contest Arena") is a large circular platform raised off the ground. Competitors sit or stand at networked game stations mounted to the circular platform. The circular platform may slowly rotate during the contest.

### GAME OF PLAY

The official Game of Tournament will be Battlefield 2142 for the PC.

## COMMUNICATING

### WEBSITE

The Gamecaster website contains information about Gamecaster, Inc. and Gamecaster Tournaments. The website URL is: [www.gamecaster.com](http://www.gamecaster.com)

### E-MAIL

Gamecaster, Inc. may send e-mail messages to current and former Competitors, in order to provide general Tournament and/or Contest-specific information. It is the responsibility of each Competitor to make sure that Gamecaster has the Competitor's current e-mail address.

### ADDRESS AND PHONE

The Gamecaster, Inc. official address and telephone are:

Gamecaster, Inc.  
402 West Broadway, 4th Floor  
San Diego, CA 92101  
Phone: (619) 234-4263 Fax: (619) 234-0929

# TOURNAMENT RULES

## 1. GENERAL

### 1.1 DEFINITIONS

The following terms are used throughout this document:

- a. **Tournament:** A multi-day Gamecaster video-gaming event where people compete with one another in multiple Contests.
- b. **Contest:** A specific type of game-play within a Tournament.
- c. **Eliminations:** A Contest format where Competitors are successively eliminated, until a single winner is determined.
- d. **Match:** One game in a series of eliminations within a Contest.
- e. **Entrant:** A person who has completed, signed and submitted all registration materials for a Tournament and is awaiting acceptance from Gamecaster.
- f. **Competitor:** A person who has completed and submitted all registration materials and has received confirmation from Gamecaster Inc. that they will be allowed to participate in a Gamecaster Tournament.
- g. **Team:** Two or more Competitors playing in a Contest as a cooperative unit. Also includes all Coaches affiliated with such Competitors.
- h. **Captain:** A Competitor who is the single person in command of a Team.
- i. **Coach:** A Competitor who is not engaged in contest play but who provides training or supervision for a Competitor or Team.
- j. **Qualified Adult:** A person age twenty-one or older, prior to the first day of Tournament, who has read this Tournament Rules and Procedures document, and who takes responsibility for the actions of one or more minor Competitors under their charge. For the requirements of this document, a Qualified Adult is considered to be a "Competitor".

### 1.2 TITLES AND AUTHORITY

#### 1.2.1 GAMECASTER EXECUTIVE OFFICERS

"Gamecaster Executive Officers" have jurisdiction in all Tournament matters, as follows:

- a. **Gamecaster President and CEO:** Has final authority on all Gamecaster matters.
- b. **Authorized Proxy:** The Gamecaster President and CEO may authorize certain persons to serve as substitute(s) and wield certain authority in specific areas for a specific time.

#### 1.2.2 GAMECASTER OFFICIALS

"Gamecaster Officials" are employees or agents of Gamecaster, Inc. Their titles and areas of responsibility are as follows:

- a. **Check-in Staff:** All Competitor and Team check-in procedures.
- b. **Warm Up Area Crew:** All Warm Up Area operations including LAN Administration.
- c. **Field of Play Crew:** All Field of Play staging operations including LAN Administration.
- d. **Referees:** Field of Play Match operations and Competitor supervision during Matches.
- e. **Judges:** Rules analysis and place announcement after Matches.

- f. **Security:** Protect and serve all involved. Enforcement of rules, procedures and access to all areas.
- g. **Contest Scoring & Scheduling:** Timing and scoring of all Matches, Byes, Postponements and Forfeits.

## 1.3 DOCUMENTS

### 1.3.1 COMPETITOR AGREEMENT

The Competitor Agreement is a legal document. It describes the relationship between Gamecaster, Inc. and Competitors. All Entrants must sign and submit the Competitor Agreement as an essential part of the registration process.

### 1.3.2 BETA TEST AGREEMENT & ADDITIONAL DOCUMENTS

All Competitors must sign the Battlefield 2142 Beta Test Agreement (attached herein). There may be additional documents that are relevant to Gamecaster Competitors. Additional documents may be e-mailed to Competitors and/or made available on the Gamecaster website.

## 1.4 REGISTRATION REQUIREMENTS

To compete in a Gamecaster Tournament, a person must register by completing, signing and submitting all entry documents.

*Gamecaster, Inc. reserves the right to reject any entry for any reason at its sole and complete discretion.*

### 1.4.1 ONLINE REGISTRATION

Registration to compete in a Gamecaster Tournament is done via Gamecaster's Online Registration System, which is available on the Gamecaster website prior to the respective Tournament. To qualify as an Entrant, a person must electronically complete and electronically submit their Online Registration data.

### 1.4.2 COMPETITOR AGREEMENT

After electronically completing and submitting their Online Registration data, an Entrant must download, print, read and sign their Competitor Agreement. The Entrant must then send an original, signed hardcopy of their Competitor Agreement to Gamecaster, Inc. via U.S. mail.

### 1.4.3 ENTRY FEES

As part of the Registration process, Entrants must pay all required Tournament Entry Fees. Entrants may choose to pay the Entry Fees by credit card during the Online Registration process, or they may mail a check or money order payable to Gamecaster, Inc.

### 1.4.4 GAMECASTER RIGHTS

Successfully completing the registration process does not automatically elevate an Entrant to Competitor status. Gamecaster, Inc, at its sole and complete discretion, determines who may compete in Gamecaster Tournaments.

If Gamecaster rejects the registration of any Entrant, any fees paid by that Entrant will be refunded or not charged.

### 1.4.5 CHANGING CONTESTS

Once an Entrant has registered for, and been accepted as a Competitor for a specific Gamecaster Contest or set of Contests in a Tournament, they cannot move to a different Contest or set of Contests during the Tournament.

For example, if a Competitor has registered to compete only in a "Platform X Game X Contest" they cannot move to a "Platform Y Game Y Contest" during the Tournament unless they have pre-registered for the latter Contest as well.

As defined in "1.7 Gamecaster Ranking", a Competitor may change their type(s) of Contest between Tournaments, but they will lose their Seeding and Ranking Points.

#### **1.4.6 COMPETITOR ELIGIBILITY**

If an Entrant has previously competed in any televised computer or video game Tournaments other than in a Gamecaster Tournament, they must request in writing or via e-mail that they be allowed to compete in a Gamecaster Tournament. Gamecaster reserves the sole authority to approve or disapprove any such request.

### **1.5 TEAMS**

As defined previously, a Gamecaster Team includes two or more Competitors competing in a Contest as a cooperative unit. All Teams are required to have a designated Captain.

#### **1.5.1 TEAM NAME**

Gamecaster, Inc. reserves the right to reject Entries from any Team whose name it considers inappropriate or offensive.

#### **1.5.2 TEAM MEMBERS**

A Competitor may be a member of only one Team during any Tournament.

#### **1.5.3 TEAM CONTINUITY**

For a Team to maintain its Seeding and Gamecaster Ranking, it must maintain one original member -- its Captain -- from Tournament to Tournament.

### **1.6 SEEDING**

Competitors and Teams may be seeded (or given a starting point) in a Gamecaster Contest based on past performance. Competitors and Teams with the highest previous win percentage may be allowed to compete in Contest Finals without having to compete in qualifying Matches.

### **1.7 GAMECASTER RANKING**

The Ranking of a Gamecaster Competitor or Team is for chronological purposes. Gamecaster Ranking is determined by points accumulated (or "win percentage"). A Competitor or Team earns points by winning Matches and Contests. Gamecaster Rankings may be posted on Gamecaster.com for public display.

#### **1.7.1 MAINTAINING GAMECASTER RANKING**

In order for a Competitor or Team to maintain their Gamecaster Ranking from previous Tournaments, the Competitor or Team must meet the following criteria:

- a. The Competitor or Team name must be the same as the name used in previous Tournaments.
- b. The Competitor's or Team's Contest type must be consistent with the type of Contest played in previous Tournaments.

For questions about Gamecaster Ranking or Tournament Seeding, contact Gamecaster, Inc. via e-mail at:

[rankings@gamecaster.com](mailto:rankings@gamecaster.com)

## 2. TOURNAMENT ACTIVITIES

### 2.1 AGE REQUIREMENTS

#### 2.1.1 AGE LIMITS AND RESTRICTIONS

There are specific age limits for Competitors, depending upon the rating of the game used in a Contest, as follows:

- a. Games rated **Everyone** (or “**E**”) may be played by Competitors ages **6** and older.
- b. Games rated **Teen** (or “**T**”) may only be played by Competitors ages **13** and older.
- c. Games rated **Mature** (or “**M**”) may only be played by Competitors ages **17** and older.

Children under the age of six are not eligible to compete in a Gamecaster Tournament.

#### 2.1.2 ADULT-SUPERVISED CHILDREN

Children under the age of eighteen must be accompanied by a Qualified Adult who must be present at all times during the Tournament.

### 2.2 COMPETITOR RESPONSIBILITIES

All Gamecaster Competitors have certain responsibilities.

#### 2.2.1 RESPONSE TO OFFICIALS

Competitors must at all times follow all instructions provided by Gamecaster Officers and Officials.

#### 2.2.2 RULES AND PROCEDURES

Competitors are responsible for knowing all of the Gamecaster Tournament Rules and Procedures as described in this document.

#### 2.2.3 KNOWING MATCH TIMES

Competitors are responsible for knowing their Match times and for being physically present in the Warm-up Area and ready to compete 30 minutes prior to their scheduled Match time.

#### 2.2.4 CHECK-IN

Prior to Tournament, Gamecaster will send Competitors an e-mail with Check-In schedules and instructions. Competitors must follow these instructions and check-in within the scheduled times, or face disqualification.

#### 2.2.5 PROMPTNESS

Competitors are responsible for arriving on time for all of their Matches in any Contest that requires their participation. Competitors who do not arrive on time for their Match will forfeit their Match.

#### 2.2.6 INFORMING OFFICIALS

Competitors are responsible for informing Gamecaster Officials of any problems that could affect the Competitor's Match participation.

#### 2.2.7 ID BADGES

Competitors must wear their ID badges at all times at the Tournament venue. ID badges will be distributed to Competitors at Check-in.

**2.2.8 MEDIA INTERVIEWS**

Gamecaster may invite members of the media to view the Tournament and interview Competitors. However, Competitors or Teams may only grant interviews to credentialed media personnel who are accompanied by a Gamecaster Official.

**2.3 GAMECASTER, INC. RIGHTS**

Due to possible arrangements with Tournament, Arena and/or Competitor sponsors, Gamecaster, Inc. reserves certain rights:

**2.3.1 CAMERAS AND RECORDING DEVICES**

Still cameras, video cameras, video/camera phones, audio recorders and other recording devices of any kind are not allowed to be used in or around the Gamecaster Contest Arena.

Gamecaster Competitors, Teams, Captains, Coaches, Qualified Adults and spectators may not videotape, photograph or record any Contest Matches in any medium whatsoever.

**2.3.2 OFFENSIVE/CONFLICTING SIGNAGE**

Gamecaster, Inc. reserves the right to require removal of any logos, signage or other materials that Gamecaster, in its sole discretion, determines to be either offensive or in conflict with Gamecaster, Inc. or any of its sponsors or affiliates.

**2.4 PROHIBITED ACTIVITIES**

The following violations can result in the Disqualification or Expulsion of a Competitor or Team from a Contest and/or Tournament:

**2.4.1 UNRULY BEHAVIOR**

Fighting, belligerence, or other unruly behavior, including abusive language or physical contact with any Gamecaster Officer, Official, Competitor or spectator, will not be tolerated and can result in the expulsion of the offending Competitor or Team from the Contest and/or entire Tournament.

**2.4.2 SCOOTERS, BICYCLES, SKATES**

Scooters, Bicycles and skates are not allowed in or around the Contest Arena.

**2.4.3 SMOKING**

Smoking is not allowed in or around the Contest Arena. Depending on the venue, smoking may be totally prohibited in any indoor area.

**2.4.4 ALCOHOL AND DRUGS**

The consumption of alcohol or use/possession of illegal drugs is not allowed anywhere at a Gamecaster Tournament.

**2.4.5 NO PETS**

No pets of any kind are allowed anywhere at a Gamecaster Tournament.

**2.5 SECURITY**

Competitors are hereby informed that there may be recording security cameras and security officers monitoring any area of the Tournament venue at any time.

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## 3. MATCH RULES

### 3.1 DEFINITIONS

The following are definitions of terms used for Gamecaster contests:

- a. **Contest Arena:** A large circular platform raised off the ground. Competitors sit or stand at networked game stations mounted to the circular platform. Also referred to as the "**Arena**".
- b. **Field of Play:** An alternative description of the Contest Arena.
- c. **Queuing/Staging Areas:** Areas where Competitors wait just prior to their Matches.
- d. **Warm-Up Area:** A specific area for Competitors to practice prior to their Matches.
- e. **Strategy:** The exhibition of an offensive or defensive plan that exploits the Competitors strengths against the weaknesses of their opponent(s) or guards their weaknesses against the strengths of their opponent.
- f. **Timeout:** A temporary halting of a Match. Timeouts are usually called to reconnect disconnected equipment or reboot hardware. A Timeout can be called at any time during a Match at the sole and complete discretion of a Referee, Judge, Gamecaster Executive Officer or Official.
- g. **Fault:** A wrong action performed by a Competitor or Team attributable to bad judgment, ignorance or inattention (a Competitor moving their in-game persona before the official start of the Match, for example). A Fault can be called either by the Referee(s) or by any of the Judges.
- h. **Restart:** Means that after a Fault or Timeout has been declared, the Match is allowed to resume.
- i. **Disqualification:** Means that a Competitor or Team is no longer permitted to compete in the current Gamecaster Tournament.
- j. **Forfeit:** Means that a Competitor loses a Match, either because they were not ready to compete at the scheduled time, or for a mistake or fault or failure to perform during a Match.
- k. **Postponement:** Means that a match is delayed from its scheduled start time. This is described in more detail below.
- l. **Bye:** Means that a Competitor does not have to compete in an early eliminations match, in order to properly structure later eliminations.

### 3.2 MATCHES

During Matches, Competitors will engage in head-to-head Tournament for a designated time period. Some specific items to note are:

#### 3.2.1 POSTPONEMENT

The term "Postponement" means that a match is delayed from its scheduled start time. If a Competitor is unable to compete in a Match, they may request that the Match be Postponed, subject to the following requirements:

- a. A Competitor is allowed **one** Postponement during Matches for a single Contest.
- b. Gamecaster Officials must be notified of the Postponement request.
- c. The Match can be re-scheduled, as determined by Gamecaster Officials.
- d. The Competitor's opponent agrees to the Postponement.

In addition, Gamecaster, Inc. reserves the right to postpone any Match for any reason at its sole and complete discretion.

**3.2.2 WARM-UP AREA**

The Warm-up Area is a section of the Tournament venue dedicated to practicing just before Matches. The Warm-up Area is equipped with networked game stations for use by Competitors only. When Matches are in progress or about to start, only Competitors who are in the next Match may use the Warm-up Area stations.

At other times, the Warm-up area may be used by any Competitor on a first-come-first-served basis. Warm-up Area hours of operation will be posted during the Tournament.

**3.2.3 MATCH DURATION**

The length of time for a Match will be announced prior to contest and may vary based on both the type of game and the eliminations sequence.

**3.2.4 TIME BETWEEN MATCHES**

No Competitor will be required to compete in more than one Match in any **fifteen-minute** period. Competitors who are not prepared to compete after this period may be required to Forfeit. Time spent in post-Match interviews will not be counted as part of this Time Between Matches period.

**3.2.5 CHEAT CODES OR EXTERNAL ASSISTANCE**

The use of cheat codes during matches is not allowed, except as expressly permitted by special decision of Gamecaster, Inc. at its sole and complete discretion.

**3.3 DUTIES OF JUDGES**

Gamecaster Judges are used when necessary to provide decisions on the outcome of Gamecaster Matches.

**3.3.1 CONSULTING OFFICIALS**

To resolve ambiguous situations, Judges may individually or collectively discuss rules interpretation issues with Gamecaster Officials.

**3.3.2 CONSULTING COMPETITORS**

If necessary to render a decision during a Match, the Judges may consult with one or more Competitors. However, during any such discussion with one Competitor, at least one opposing Competitor must be present as an observer.

**3.3.3 DISQUALIFICATION DECISIONS**

If a Judge observes or is made aware of a violation, he or she may request a Timeout to discuss the matter with the other Judges and with other Officials. If the Judges reach a unanimous decision, they can collectively Disqualify a Competitor.

**3.4 DUTIES OF REFEREES**

When necessary, Referees supervise the Competitors during Matches.

**3.4.1 REFEREE ASSIGNMENT**

Each Referee is assigned to a single Competitor or Team.

**3.4.2 MATCH READINESS**

Prior to each Match start, each Referee determines if their Competitor or Team is ready to start the Match. When all Competitors or Teams indicate their readiness, the Referees will start the Match.

### **3.5 RULES COMPLIANCE**

Gamecaster, Inc. and its Executive Officers reserve the right to Disqualify or Expel a Competitor or Team that is not in compliance with these Tournament Rules and Procedures.

#### **3.5.1 TEAM RESPONSIBILITY**

The action of a single Team member is considered to be the action of the entire Team.

#### **3.5.2 DISQUALIFICATION**

If a Competitor or Team is Disqualified, any wins at the Tournament may be declared invalid and will not count toward the Seeding or Gamecaster Ranking.

#### **3.5.3 COMPETITOR OR TEAM EXPULSION**

If a Competitor or Team is expelled, they must leave the Tournament premises for the duration of the Tournament and they may be declared ineligible to compete in any subsequent Gamecaster Tournament(s). Expelled Competitors or Teams may lose their Seeding and/or Gamecaster Ranking.

#### **3.5.4 SABOTAGE**

The term "Sabotage" means the deliberate tampering with a Competitor's or Team's networked game station, hardware or software without the specific authorization of that Competitor or Team. Any Competitor or Team found to have deliberately engaged in Sabotage will be expelled from the Tournament venue.

#### **3.5.5 COUNTERFEITING**

If any Competitor or Team counterfeits any ID badges or any other Gamecaster documents whatsoever, they will be expelled from the Tournament venue.

#### **3.5.6 REPEATED WARNINGS**

If a Competitor or Team unintentionally performs an action that violates these Tournament Rules and Procedures, A Gamecaster Official may issue a warning. If a Competitor or Team is repeatedly warned for the same violation:

- a. On the first warning, the Competitor or Team has the violation explained to them, and is told that it must not occur again.
- b. On the second warning for the same offense, the Competitor or Team will be told that they must not commit the same offense again, or they will be Disqualified and/or Expelled.
- c. On the third warning for the same offense, the Competitor or Team will be Disqualified and/or expelled from the Tournament venue.

### **3.6 PROTESTS AND APPEALS**

#### **3.6.1 COMPETITOR RIGHTS**

A Competitor or Team has the right to protest and appeal the decision of a Gamecaster Official, Judge or Referee. The Competitor/Team must submit their protest and appeal to Gamecaster, Inc. in writing within **one hour** of the decision.

#### **3.6.2 FINAL DECISION**

On a future date, Gamecaster, Inc. will issue a final decision on the protest matter. The decision of the Gamecaster Executive Officer will be final and not subject to further protest or appeal.

# TOURNAMENT PROCEDURES

## A. Entering a Tournament

### A.1 Registering

To compete in a Gamecaster Tournament, you must complete, sign and submit all entry and release forms as described in this document. Gamecaster's Online Registration System works as follows:

#### A.1.1 Register Online

Get online and navigate to the Gamemaster.com website. Click on "Events", then on "Register Now", which will take you to the Online Registration section. There, electronically complete, re-check and submit the Online Registration data.

#### A.1.2 Competitor Agreement

On the website, click on "Competitor Agreement". There, download, print, read and, if you agree with the terms, sign the Competitor Agreement provided.

#### A.1.3 Entry Fees

All fees must be paid by Entrants, either electronically by credit card during Online Registration or by standard mail via check or money order made payable to Gamecaster, Inc.

#### A.1.4 Mail to Gamecaster

To complete your registration, you must send to Gamecaster, via standard mail, an original signed hardcopy of Competitor Agreement. If you have chosen not to pay the entry fee(s) online, then also include your entry fee check or money order made out to "Gamecaster, Inc." The address for mailing the registration is:

Gamecaster, Inc.  
ATTN: Registration  
402 West Broadway  
4<sup>th</sup> Floor  
San Diego, CA 92101

After sending in the Competitor Agreement and/or fees, check your registration account(s) and/or e-mail frequently for your Confirmation. If Gamecaster does not accept your application, your fees will be refunded or not charged.

## B. Arrival and Setup

### B.1 Parking

If necessary, signs and/or personnel will direct you to a parking area. Competitors must park in the designated areas only.

## B.2 Check-in

Prior to the Tournament, you'll receive an e-mail indicating the Check-In schedule and other instructions. Be sure you know the Check-In schedule. If you show up after Check-In has ended, you may not be allowed to compete.

Check-in will be done on a first-come, first-served basis. Signs will be posted to indicate the location of the Check-In area. To check in, you'll need to provide some form of personal ID to the Gamecaster Check-in Staff. Also, be sure to bring copies of all your Gamecaster registration documents.

### B.2.1 Competitor Badges

After your credentials have been confirmed, the official Gamecaster photographer will take your photograph and a member of the Check-in Staff will create your photo ID badge. You must wear your ID badge at all times while on the Tournament premises.

*Note: Photo ID Badges may be created electronically via the Online Registration System, and distributed upon Check-in.*

### B.2.2 Additional Items

In addition to the Photo ID Badge, the Gamecaster Check-in Staff member may provide you with:

- **Map** – A map of the Tournament premises.
- **Parking Pass** – Depending upon the Tournament venue, you may need one for your vehicle.
- **Contest Schedule** – A schedule of the Tournament proceedings in chronological order.

## B.3 Information Booth

An Information Booth is located on the Tournament premises. Competitors may use the Information Booth for the following:

- To inform Officials that you or your Team are unable to compete in a Match as scheduled
- To report security, safety and procedural violations
- For scheduling and/or procedural questions
- As a place to turn in any designated forms
- Lost and Found

## B.4 Prohibited Activities

As a reminder, the following can get you and your Team disqualified, or even expelled from the Tournament:

- Fighting, belligerence, or other unruly behavior, including abusive language or physical contact with anyone else at the Tournament.
- Bringing scooters, bicycles or skates in or around the Contest Arena.
- Smoking in or around the Contest Arena, or anywhere else that No Smoking signs are posted.
- Consumption of alcohol or use/possession of any illegal drugs.
- Bringing pets to a Gamecaster Tournament.
- Video or audio recording of any activities around the Contest area(s).

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## C. During the Tournament

### C.1 Competitor Seating Area

There will be a designated Competitor Seating Area for watching Matches.

If seating is available, you may sit in the Public Seating Area. However, if the Public Seating Area becomes crowded, you must move to the Competitor Seating Area.

### C.2 Your Responsibilities

#### C.2.1 Knowing the Match Schedules

When competing in a Gamecaster Tournament, you are responsible for knowing your individual Match schedules. Individual Match schedules will be posted prior to each Match.

If you are scheduled to compete, are not in or near the Warm-up Area **30 minutes** prior to your Match, and a Gamecaster Official cannot find you, you will Forfeit the Match.

#### C.2.2 Time Between Matches

Competitors or Teams will have a minimum of **15 minutes** between Matches (pre- and post-match interview time is excluded). If you're not ready to compete when your next Match is scheduled, you may be required to Forfeit.

*Note: As the Contest moves into the final eliminations, the time between Matches will become shorter.*

Remember that you may only give interviews to media personnel if they are accompanied by a Gamecaster Official.

#### C.2.3 Unable To Compete

If you are unable to compete, you must notify a Gamecaster Official at the Information Booth.

### C.3 Pre-Match Preparation

#### C.3.1 Warm-Up Area

Approximately 30 minutes before your scheduled Match time, a Gamecaster crewmember will escort you into the Warm-up Area, where you can practice just prior to your Match.

*Note: You can practice at other times when the Warm-up area is open, but only on a first-come-first-served basis and only when no Matches are in progress or about to start.*

#### C.3.2 Pre-Match Queuing Area

As your Match time approaches, a Gamecaster crewmember will escort you from the Warm-up Area to the Pre-Match Queuing Area.

#### C.3.3 Pre-Match Staging Area

Just prior to the Match, you will be escorted from the Queuing Area to the Staging Area just outside the Field of Play. There, you wait until it is time for your Match.

#### C.3.4 Entry to the Field of Play

When it is time, you will then be escorted onto the Field of Play's platform. Take your position at your designated game station, and make any necessary and allowed adjustments to your control devices, equipment and so on.

**C.3.5 Final Preparations**

Gamecaster crewmembers will load the game, configure its settings and queue the map(s).

Each Referee will ask their assigned Competitors if they are "Ready".

When all Competitors have confirmed that they are "Ready", the Referees will start the Match.

**C.4 The Match**

Below are the general Match procedures. Obviously, different venues, Contest types and other factors may require changes to the procedures described.

**C.4.1 Follow Instructions**

At all times in the Field of Play, you must follow the instructions of the Referees, or of any other Gamecaster Officials.

**C.4.2 Match Start**

You can prepare your setup, but do not start the game until your Referee has officially started the Match.

**C.4.3 Match Duration**

The length of each Match will be determined prior to contest and will vary based on the chosen game(s). It's your responsibility to find out and know this time duration.

**C.4.4 Match Conclusion**

At the conclusion of the Match, you must stay at your game station while the Judges arrive at a decision.

You will then be escorted to the Field of Play's Winner Announcement Area.

**C.4.5 Winner Announcement**

The official winner of the Match will be announced. You will then be escorted off the Field of Play's circular platform.

## **BATTLEFIELD 2142 BETA TEST AGREEMENT**

YOU ARE PARTICIPATING IN A COMPETITION (THE “**COMPETITION**”) WHERE YOU WILL BE USING A PRE-RELEASE PRODUCT BEING DEVELOPED BY OR FOR ELECTRONIC ARTS INC. (“**EA**” OR “**WE**” OR “**OUR**”) WHICH MAY BE PROVIDED TO YOU FROM AS PART OF THIS COMPETITION (COLLECTIVELY, THE “**PRODUCTS**”). IN ORDER TO PARTICIPATE IN THIS COMPETITION, YOU MUST AGREE TO THE FOLLOWING PROVISIONS:

1. Your participation as a participant in the Competition is purely voluntary. You will not receive any compensation of any kind as a result of your participation as a Competition competitor. You may stop being a Competition competitor at any time that you wish as provided in Section 2 below.
2. This Agreement shall commence from the time you sign the document below until terminated as provided in this section. Your ability to use the Products may be terminated immediately if you fail to comply with any of the terms and conditions of this Agreement. You acknowledge that all EA materials and information furnished to you as part of this Competition, including, without limitation, the Product(s) (collectively, the “**Beta-Test Materials**”) are being shared with you for a limited period of time. EA may terminate this Agreement, in whole or in part, at any time with or without cause. Upon termination of this Agreement for any reason, all license rights granted hereunder shall terminate. Sections 4-13 shall survive termination of this Agreement for any reason.
3. You represent and warrant that: (i) all information you have provided during the registration/application process and in connection with this Competition is accurate and not misleading; and (ii) you are not a current employee or consultant of a competitor of ours.
4. You acknowledge that the version of the Product(s) that you are testing is beta-version software that is not complete, has not been fully-tested by EA, and is not ready for sale to the general public. You agree that, to the maximum extent permitted by applicable law, EA and its affiliates disclaims all liability to you for any problems you have regarding the Product(s) or your participation in the Competition, or for any damage that the Beta-Test Materials may cause. EA and its affiliates shall, in no event, be liable for any special, incidental, indirect, or consequential damages whatsoever.
5. Without limiting Section 4 above, you further agree that notwithstanding any damages that you might incur for any reason whatsoever, the entire liability of EA and any of its affiliates under any provision of this Agreement and your exclusive remedy for all of the foregoing shall be limited to Fifty U.S. Dollars (\$50). The foregoing limitations, exclusions and disclaimers shall apply to the maximum extent permitted by applicable law, even if any remedy fails of its essential purposes.
6. THE PRODUCT(S) AND THE BETA-TEST MATERIALS ARE PROVIDED TO YOU ‘AS IS’. EA DOES NOT MAKE, AND HEREBY DISCLAIMS, ANY AND ALL OTHER EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NONINFRINGEMENT.
7. You agree, but are not obligated, to provide feedback and suggestions to EA regarding your experiences using the Product(s) and other Beta-Test Materials as reasonably requested by EA, or as otherwise voluntarily provided by you (collectively, the “**Feedback**”). All rights, title and interests in and to the Beta-Test Materials and Feedback shall, as between EA and you, be and remain the sole property of EA. Nothing in this Agreement shall be construed as granting you any rights of any kind with respect to the Beta-Test Materials, other than the personal and non-transferable privilege to use the Beta-Test Materials during the period specified by EA (unless terminated earlier as provided in Section 2 above), solely for the purpose of using the Product(s) for the benefit of EA as part of this Competition. Furthermore, you hereby grant EA the complete, perpetual, and irrevocable right to quote, re-post, use, reproduce, modify, distribute, transmit, broadcast, and otherwise communicate, and publicly display and perform any Feedback which is provided by you hereunder in any form, anywhere, with or without attribution to your personal or screen name in EA's discretion, and without any notice or compensation to you of any kind. You represent and warrant that you have right to enter into this Agreement and that any Feedback which is provided by you

hereunder is original work made solely by you and does not infringe any third party intellectual property rights.

8. You agree that: (a) you will not copy or reproduce the Beta-Test Materials; (b) you will not use the Beta-Test Materials for any purpose other than for the Competition; (c) you will use the Beta-Test Materials in strict compliance with the provisions of this Agreement; (d) you will carry out your performance in the Competition personally and will not provide access to the Beta-Test Materials to any other person; (e) you will not decompile, disassemble, or otherwise reverse engineer or attempt to reconstruct or discover any source code or underlying ideas or algorithms of the Product(s), or any part thereof, to the maximum extent this restriction is permitted under applicable law.

9. You agree that you will not alter, modify, or create a derivative work of the Beta-Test Materials in any manner, nor remove any copyright notice, trademark notice, and/or other proprietary legend or label set forth on or contained within the Beta-Test Materials. You agree to use the Beta-Test Materials in compliance with all applicable laws.

10. You acknowledge and agree that this Competition and the Beta-Test Materials are confidential. You will use your best efforts to safeguard and to prevent unauthorized access to, copying, disclosure and unauthorized use of the Product(s) and Beta-Test Materials. You agree that breach of the above confidentiality obligations will cause irreparable harm to EA, and EA is entitled to (in addition to any other remedies available to it) ex parte injunctive relief without bond to prevent the breach or threatened breach of your obligations. Your obligation to keep the Beta-Test Materials confidential will continue until EA publicly distributes, or has otherwise disclosed to the public through no fault of yours, each of the Product(s) and the content that you are testing.

11. This Agreement is personal to you, and you may not assign this Agreement, nor any of your rights or obligations hereunder. Any assignment by you shall be null and void.

12. The laws of the State of California will govern this Agreement, except for that body of laws relating to conflicts of laws. The parties agree that any dispute arising under this Agreement will be resolved in the state or federal courts within the Northern District of California and each party expressly consents to jurisdiction therein.

13. This Agreement, the Terms of Services and the Code of Conduct constitute the entire agreement and understanding between the parties with respect to the subject matter hereof, and supersedes all prior and contemporaneous negotiations, discussions and understandings of the parties, whether written or oral. Should any provision of this Agreement be determined to be void, invalid or otherwise unenforceable by any court or tribunal of competent jurisdiction, such determination shall not affect the remaining provisions hereof which shall remain in full force and effect. No waiver or modification of any of the provisions of this Agreement shall be valid unless in writing and signed by both of the parties.

(Sign Here) \_\_\_\_\_ Date: \_\_\_\_\_, 2006

## Code of Conduct

As a participant I agree:

1. To focus on the game and/or features being tested in program
2. To not bully or “flame” other members in the program
3. To not make any comments or distribute any content that is harmful, abusive, profane, racially or ethnically offensive, vulgar, sexually explicit, defamatory, infringing, invasive of personal privacy or publicity rights, or in a reasonable person's view, objectionable in the related chat or forums
4. To not use cheat programs while participating
5. To not use exploits, unless directed to do so by the beta test administrator for testing purposes, while in the program
6. To only use the bug reporting features to report report bugs found in the beta testing area
7. To not share screen names, links or communications as they relate to the program
8. To not be disruptive in the program chat areas, forums or other community discussion areas.
9. To not post unsolicited advertisements or off topic material in the forums or chat areas.
10. To not pursue unwanted contact with the EA QA Analysts, Producers or other game development personnel if they have to work in the beta testing area.
11. To use the bug reporting feature in the beta program and do not use email and/or customer service for bug reporting.
12. To respond to surveys, questionnaires and chat inquiries from the program administrator while in the program.
13. To abide by EA’s safety guidelines and instructions while I am on EA’s premises.
14. To abide by the terms and conditions in EA’s then current terms of service, which can be found at [www.ea.com](http://www.ea.com) (select the link to “Terms of Services”).

(Sign Here) \_\_\_\_\_ Date: \_\_\_\_\_, 2006