
REGULATIONS

1. INTRODUCTION

The company Ankama Games, a SASU (simplified corporation with a sole shareholder) whose headquarters is located at 75 Boulevard d'Armentières 59100 Roubaix, RCS Lille no. 492 360 730 (hereinafter the "**Organizer**") is organizing, from July 30th to November 5th 2017, an amateur PvP competition for the DOFUS video game entitled "DOFUS World Series" which takes place online for the qualifying stages and in Paris for the grand final (hereinafter the "**Tournament**") in accordance with the terms set out in these regulations.

2. ACCEPTANCE/AMENDMENT OF THE REGULATIONS

Participation in the Tournament implies and entails the unconditional acceptance by the participant of these regulations (hereinafter the "**Regulations**"), and of the principle of the Tournament as well as the ethical codes applicable on the Internet. Any person who violates one or more articles of the Regulations, or of the aforementioned conditions and rules will be forbidden from participating in the Tournament and from any prize to which (s)he may have been otherwise entitled.

The Organizer may, at any time, amend the Regulations by informing the participants thereof on the <https://www.dofus.com> website as soon as possible. Additionally, an email will be sent to the participants.

3. COMPETENCE AND TERRITORIAL AGREEMENT

Participation in the Tournament is open subject to the provisions of article 2 of the Regulations to any physical person having reached the age of at least 12 years on the first day of the qualifying stage with access to an Internet connection and in possession of an Ankama game account, excluding employees of the Organizer and their family members (spouses, ancestors, descendants, brothers and sisters).

Any person under the age of majority participating in the Tournament is required to submit to the Organizer at community@ankama.com, a parental authorization duly completed and signed by a legal guardian and accompanied by an official document as proof of identity of the legal representative and of the minor (it must be legible and must include the surnames, first names, date and place of birth, photograph and signature of the holder, as well as the dates of issue and expiry of the document, and the issuing authority). The parental authorization can be downloaded from the website http://statics.ankama.com/comm/news/dofus/www/06_2017/autorisation-parentale-dws-en.pdf. The Organizer reserves the right to perform any verifications, as well as to disqualify any participating minor who does not submit an authorization.

4. REGISTRATION

Participation in the Tournament is open to teams of **3 separate players** from the DOFUS community and each with a character of a minimum level of 150. To register, candidates must be in possession of an Ankama account that is **certified in their name** and be logged in to the website www.dofus.com. One of the 3 players acting in the name and on behalf of the members of their team must go to the registration page and fill out the dedicated form:

- choose a valid team name,
- provide the character name and server of their 2 teammates,
- accept the terms and conditions of these Regulations in their entirety.
- Then, confirm their team's registration.

Once the registration has been pre-saved, the 2 teammates immediately receive a team membership notification visible on the dofus.com website. They must then go to this page themselves to finalize their registration.

/!\ Notifications will not be sent by Ankabox message. Remain vigilant and stay safe from phishing attempts. /

A team is considered to be registered when the leader has correctly confirmed its registration and the 2 teammates have each validated their membership. It is still possible for the 3 players to cancel their membership to a team, which will then result in the automatic deregistration of the team from the tournament.

The **Sacrier**, **Eniripsa**, **Osamodas**, **Xelor** and **Feca** classes are not permitted to appear together in the same team composition, as is also the case for any class duplicates. Furthermore, registration with a team containing a combination of the following classes is also not permitted:

- **Sadida/Osamodas**
- **Masqueraider/Osamodas**
- **Masqueraider/Sacrier**
- **Ecaflip/Feca**
- **Ouginak/Feca**
- **Enutrof/Xelor**
- **Enutrof/Sacrier**
- **Enutrof/Eliotrope**

Only one single registration per account and per person is permitted.

If a player is caught having registered several characters via several accounts, all teams including one of these characters will be disqualified and the player will be sanctioned across all of their accounts, including in the case where the cheating is discovered only after the Tournament has begun.

Participation in the Tournament is limited to 4500 players, equal to 1500 teams.

The first 1500 teams to have **validated** their registration will be selected to participate in the Tournament. Any teams in excess of this quota will be placed on a waiting list. In the event that a team is disqualified before the start of the competition, the teams on the waiting list will be selected by order of registration validation.

Team names in violation of the terms and conditions (offensive, political, religious, sexual, provocative) will lead to the team's **registration being cancelled** with no possibility of re-registration.

Registrations for the Tournament will take place **from July 5th 2017 at 5 p.m. to July 12th 2017 at 11:59 p.m.**

Participation in the Tournament is free of charge.

Players are not permitted to change class from Monday, July 3rd to Thursday, July 20th under penalty of their registration not being validated.

Players are not permitted to reserve a server change for Tuesdays, July 4th, 11th, and 18th under penalty of their registration not being validated.

No other participation mode will be accepted.

Registering under a false identity or the identity of another person or providing false information or registering under several identities will lead to the cancellation of participation.

Any participation that is fraudulent and/or does not comply with the Regulations will not be taken into consideration and will invalidate participation **for all members of the team**. The Organizer reserves the right to perform any verifications in respect of this article or the Regulations as a whole, notably to remove any player having committed wrongdoing of any kind, without, however, being required to systematically verify all players, and may limit such verification to the Tournament winners. Any player thus disqualified will, without further notice, lead to the disqualification of the team of which (s)he is a member and none of its members will have any claim to winnings of any sort. The Organizer reserves the right to put the prize fund that would have been unduly allocated to them back into play.

5. SPECIFICATIONS

The Tournament takes place on a specific server open for the occasion and closed to spectators (except with special permissions).

Characters imported to the tournament server are blank copies of the original characters; only the name, class, sex and appearance are retained. They are, therefore, completely new and unequipped.

Characters are automatically raised to level 200 on the tournament server.

The characters' characteristics are reset and raised to 100 by default, with 995 natural points to reallocate as they so wish.

Characters have all of their class spells, as well as the "common" game spells, raised to level 6.

Characters have access to a pre-selected list of items selected entirely at random, as well as a stable containing a collection of level-100 mounts. Sidekicks and summons weapons are not available.

Smithmaging is not available on the tournament server.

Characters benefit from a permanent bonus on the tournament server, giving them an additional 1AP, 1MP and 1 Range.

Characters may reset their characteristics and spells as often as they wish by means of the various NPCs available.

Tournament mode is activated: Participants do not see the initiative order in the timeline, nor the positions of their opponents on the map during the fight preparation phase. This information is revealed once all characters have clicked "ready" and the fight has begun.

6. QUALIFICATION – STAGE 1

Procedure

Stage 1 of the the Tournament qualifications takes place according to a Swiss-style system of rounds. 17 rounds are planned, at the following dates and times:

Sunday, July 30th

- 2 p.m.: Round 1
- 4 p.m.: Round 2
- 6 p.m.: Round 3

Monday, July 31st

- 8 p.m.: Round 4
- 10 p.m.: Round 5

Sunday, August 6th

- 2 p.m.: Round 6
- 4 p.m.: Round 7
- 6 p.m.: Round 8

Monday, August 7th

- 8 p.m.: Round 9
- 10 p.m.: Round 10

Thursday, August 10th

- 8 p.m.: Round 11
- 10 p.m.: Round 12

Sunday, August 20th

- 2 p.m.: Round 13
- 4 p.m.: Round 14
- 6 p.m.: Round 15

Monday, August 21st

- 8 p.m.: Round 16
- 10 p.m.: Round 17

Each team has to participate in the 17 rounds indicated on the schedule. The times of the second and third rounds for each day are given on an informative basis only. It is possible that the launch of these matches may be delayed, for any reason. Participants must ensure that they are available on match days and must pay attention to any announcements made in the red channel in-game to launch their fights. They must be prepared to play at a slightly later time than that announced. A round will not be launched with a delay of longer than one hour. No delays or absences will be tolerated.

Fights will be launched automatically. Players do not need to go to the fight map or launch a challenge themselves. If the 6 players are logged in to the server at the scheduled start time of the fight, the preparation phase will be launched. If one or more players are missing, a new attempt to launch the fight will take place every two minutes, until 10 minutes after the scheduled start time. If the fight could not be launched after these 6 attempts, the incomplete teams will be declared the losers by forfeit. The fight preparation phase will end when the players have all chosen to click on the ready button, or 15 minutes after the time indicated on the calendar.

Participants are responsible for completing, after each fight, an end-of-fight form to indicate which of the two teams won the match.

/!\ Filling out the results is obligatory for both teams after each fight, and teams that do not do so, or that try to falsify the results will be sanctioned (see "Rules and Sanctions"). /!

Matching Process

Round 1 matching is done by random draw. From round 2, teams are matched depending on the number of points they have accumulated. Teams having accumulated the most points are matched first.

In the case of an odd number of teams in a points bracket, one team is matched with a team in the bracket below.

In the case of an odd number of teams in the lowest points bracket, one of the worst teams drawn at random is automatically awarded a victory. They do not fight in the current round but they get 3 points. The same team may not benefit from an automatic victory twice.

Insofar as possible, we avoid matching two teams who have already fought one another.

The random drawing of matches is carried out automatically by a software program.

Accumulation of Points

Team Points

Teams accumulate points for each fight, according to the following rule:

- Victory: 3 points
- Draw: 1 point

- Defeat: 0 points

When a fight reaches the end of a 20th game turn (just before the counter changes to 21), it is stopped. If one of the two teams has a number advantage at that time (not including Osamodas' Spiritual Leash), it is the winner. If both teams still have the same number of characters alive, a draw is declared.

Advanced Points

A second value is put in place to distinguish the teams in case of a draw: the Win Percentage (WP). This is the average % of victories over the various opponents encountered by the team (not including automatic victories).

NB: If $\text{PtsTeam} / (3 * \text{NbFights}) < 0.33$, then this value is replaced by 0.33. This specification is used to reduce the impact of forfeits on the teams' WP.

Qualification Criteria

The 32 best teams at the end of the first stage qualify for the second stage. The teams are ranked according to 2 criteria of descending importance:

1. Primarily, a team's position in the rankings is determined by the points they have accumulated.
2. In the case of a draw between several teams, the WP (see "*Advanced Points*") is used.

7. QUALIFICATIONS – STAGE 2

Procedure

The second stage of qualifications takes place according to a sudden death fight-tree system.

The sweet sixteens are played in two winning matches.

The elite eight are played in three winning matches.

Composition restrictions no longer apply at this stage of the competition, and during each match, both teams have to carry out a draft phase to determine how their team will be composed.

The draft phase takes place according to the following plan, where A and B represent the team A and team B captains respectively:

- A forbids a class
- B forbids a class
- A chooses a class
- B chooses a class
- B forbids a class
- A forbids a class
- B forbids a class

- A forbids a class
- B chooses a class
- A chooses a class
- A forbids a class
- B forbids a class
- A chooses a class
- B chooses a class

When a class is forbidden, neither of the two teams can choose it or forbid it again. When a class is chosen by one of the two teams, the other can no longer forbid it or choose it.

To carry out the draft phase, players will be contacted by their referee representative and invited to join their group. The draft phase will then take place in the DOFUS game's group channel.

For each action, one minute of thinking time is granted. Once this deadline has been exceeded, the referee will select the class to be forbidden or chosen at random from the classes that are still available, without the player having any further say.

Fights are scheduled to take place at the following dates and times:

Thursday, August 24th

- 8 p.m.: Sweet Sixteens

Sunday, August 27th

- 8 p.m.: Elite Eights

During a fight, players have the right to a 10 minute break before launching the next draft phase. Once this is complete, they have 15 minutes before they have to launch the next fight.

To save time, they have been provided with tournament accounts with all of the classes. They can, therefore, prepare several characters in advance if they wish to do so.

At this stage, matches cannot end in a draw.

8. CHAMPIONSHIP

Procedure

The 8 teams that make it through the qualifying stages will go up against one another during the championship. At this stage of the competition, the teams must choose a replacement who can act in their place in case of unavailability. This replacement will be rewarded at the same level as the three other players. Each team will confront all of the others twice.

14 days are planned for these confrontations, spread out at a rate of one match per team and per day, at the following dates and times:

Sunday, September 10th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Monday, September 11th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Sunday, September 17th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Monday, September 18th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Sunday, September 24th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Monday, September 25th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Sunday, October 1st

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Monday, October 2nd

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Sunday, October 8th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Monday, October 9th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Sunday, October 15th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Monday, October 16th

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Sunday, October 22nd

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Monday, October 23rd

- 7 p.m.: Match 1
- 8 p.m.: Match 2
- 9 p.m.: Match 3
- 10 p.m.: Match 4

Tuesday, October 24th

- Play-offs

The times of matches 2 to 4 are given on a provisional basis only. The matches will not overlap and will be launched once the previous match is finished.

All championship matches are played in accordance with the draft system. At this stage of the Tournament, forfeiting no longer results in an elimination. An absent team is considered as having lost.

Accumulation of Points

Team Points

Teams accumulate points for each fight, according to the following rule:

- Victory: 3 points
- Draw: 1 point
- Defeat: 0 points

When a fight reaches the end of a 20th game turn (just before the counter changes to 21), it is stopped. If one of the two teams has a number advantage at that time (not including Osamodas' Spiritual Leash), it is the winner. If both teams still have the same number of characters alive, a draw is declared.

Deciding Factors

In the event of a draw between one or more teams at the end of the championship, their position will be decided, in descending order, by:

- The outcome of the matches they have played against one another. In the case where team A defeated team B twice during the championship, they are awarded a higher ranking.
- A play-off on Tuesday, October 24th.

At the end of the championship, the 4 teams at the top of the rankings qualify for the finals.

9. FINAL STAGES

Procedure

Fights are played as BO5 (3 winning matches) using the draft system, and a draw is no longer possible.

The team in 1st place at the end of the 14 days of the championship goes up against the one in 4th place. The team ranked 2nd confronts the team ranked 3rd.

Saturday, October 28th:

- 7 p.m.: Semi-final 1

Sunday, October 29th:

- 7 p.m.: Semi-final 2

The two winning teams then qualify for the grand final, which will take place during the Paris Games Week event from November 1st to 5th 2017. The Organizer makes the reservation and covers the transport and accommodation costs for the 6 qualified players, as well as the 2 replacements, for their travel to this event under the following specific conditions: a return ticket (hereinafter the "**Journey**") by train for residents in mainland France by the cheapest tariff and up to a limit of €300 per person for the Journey or a plane or train Journey for residents outside mainland France, at the cheapest tariff and up to a limit of €1200 per person. Accommodation may be located in Paris or in the surrounding areas, in a single or double room, in an establishment rated two-stars or above and for a maximum of 3 nights (the exact number of nights will be communicated at a later date). No other costs will be covered by the Organizer. Players will need to provide the information necessary to make the reservations in the shortest delay possible. Players will be responsible for any damage they cause and will have to pay any related financial costs. Any display of abnormal behavior during the Journey or at the place of accommodation may result in the disqualification of the player concerned. If the player concerned is a replacement, their disqualification will lead to the immediate disqualification of all members of their team.

10. REWARDS

The initial Cash Prize for the Tournament amounts to €10,000, split between the 8 best teams in the competition. To this total is potentially added the sum corresponding to 50% of the income, excluding tax, from the sale of a quantity of the "Zadioc Set" and the "Gladiator Attitude" purchased in the [DOFUS website shop](#) between Wednesday, June 21st 2017 and Sunday, October 22nd 2017 at 11:59 p.m. (hereinafter the "**Bonus**"). This will be rounded up to the next Euro in such a way that the bonus added to the basic cash prize is equal to a multiple of 4.

First Place

- €4,000 + 40% of the bonus
- A "1-year subscription" pack
- The Champion Set
- An exclusive title
- Automatic qualification to the final stage of the next championship organized for the Dofus game

Second Place

- €2,000 + 20% of the bonus
- A "6-month subscription" pack
- Automatic qualification to the final stage of the next championship organized for the Dofus game

Third Place

- €1,000 + 10% of the bonus
- A "3-month subscription" pack

- Automatic qualification to the final stage of the next championship organized for the Dofus game

Fourth Place

- €1,000 + 10% of the bonus
- A "3-month subscription" pack
- Automatic qualification to the final stage of the next championship organized for the Dofus game

Fifth Place

- €800 + 8% of the bonus
- A "3-month subscription" pack
- Automatic qualification to the final stage of the next championship organized for the Dofus game

Sixth Place

- €600 + 6% of the bonus
- A "3-month subscription" pack
- Qualification to the play-off matches in the next championship

Seventh Place

- €400 + 4% of the bonus
- A "3-month subscription" pack
- Qualification to the play-off matches in the next championship

Eighth Place

- €200 + 2% of the bonus
- A "3-month subscription" pack

The aforementioned monetary prizes are given **per team** and are to be shared in equal parts between the members of the winning team, including replacements, subject to the following conditions.

The aforementioned non-monetary prizes are given **per member** of the team, including replacements.

/!\ Cash prizes will only be payable into a bank account held by the person certified on the ANKAMA account to be rewarded. Therefore, a player cannot claim the promised sum if his or her ANKAMA account has not been certified in their name.

Players who have qualified for the championship at the end of the day of August 27th 2017 will receive, in the week that follows, an email at the address provided in their ANKAMA account. They will be asked to provide a valid, official document as proof of identity, as well as their bank details.

In the case of a player under the age of 16 years, who is still in compulsory education, the Organizer will pay the amount of the reward that is due to them into an account opened at the Caisse des dépôts et consignations (Deposits and Consignments Fund) by the minor's legal representative. In the case of a player who is a minor over the age of 16, the Organizer will contact the player's legal representative to organize the terms of the payment of the share owed to this player. The minor and their legal representative will have to provide proof of identity by producing a copy of an official document.

The official document must be legible and include the surnames, first names, date and place of birth, photograph and signature of the holder, as well as the dates of issue and expiry of the document, and the issuing authority.

If the requested documents are not produced by the winners before September 30th 2017 at 11:59 p.m. or do not comply with the rules set out above or indicate a different identity from that registered on the certified Ankama account or if the player has violated the terms of the Regulations, the delinquent player shall no longer lay claim to their share of the cash prize, which will then be paid in equal parts to all partners on his/her team. In the event that no members of a same team are able to supply these documents, the cash prize that was intended for them will not be paid out./!\

11. RULES & SANCTIONS

The Tournament is subject to a series of rules that aim to ensure the smooth operation of the event. Violations of these different rules will result in the application of sanctions by the Organizers.

Rules

- All participants agree to respect the code of conduct as set out in the Regulations.
- All participants must respect the other participants, commentators and organizers. Any insults or provocations will be sanctioned.
- All participants must regularly consult the round schedule, and be present and ready to launch their fight within the given timeframes.
- All participants must systematically complete the end-of-fight form after each match.
- An incomplete team is not permitted to fight. It is declared forfeit.
- During the qualification stage, a launched fight can never be relaunched or paused, even in the event of a bug or connection problems. During the championship, the "pause" function may be requested by the players in the event of a bug. The Organizers will then decide amongst themselves whether to relaunch the match or continue it. Any misuse of the request to pause the game may be sanctioned.
- Multicounts are forbidden. Several players are permitted to take part from a single location and, as a result, share the same IP, but it is imperative that they play on different computers.

Sanctions

The Organizer reserves the right to take any appropriate disciplinary measures in the case of non-compliance with the code of conduct, whether it concerns a behavior listed in the Regulations or behavior that is disruptive or likely to disrupt the smooth operation of the game. The sanctions are as follows:

Details of the Sanctions

- **Warning:** Without direct consequence, the warning is, however, recorded and may lead to a more serious sanction for the team in the case of a repeat offence.
- **Imposed Defeat:** The team that committed the violation is automatically considered the loser of the fight in progress or of their next fight.
- **Elimination:** The team that committed the violation is eliminated from the Tournament.
- **Disqualification:** The team that committed the violation is eliminated from the Tournament, excluded from any rewards, and its members receive a sanction on their Ankama account.

Sanctions Grid

- **Uncompleted form:** The team has not filled out their end-of-fight form.
 1. Warning
 2. Elimination in the case of repeat offence
- **Form completed incorrectly:** The team filled out the end-of-fight form, but the given result is incorrect.
 1. Warning
 2. Elimination in the case of repeat offence
- **Insult or Provocation:** One of the team members has insulted or provoked another player, a commentator or an organizer.
 1. Warning
 2. Second warning in the case of repeat offence
 3. Disqualification in the case of second repeat offence
- **Absence:** The team does not show up for their fight at the scheduled time, or was incomplete, and the fight could not be played.
 1. Elimination
- **Multicounts:** The team has played a fight using a multicount.
 1. Disqualification

Complaint

Prizes cannot be reimbursed or replaced, nor can they be exchanged and no cash equivalent will be awarded, under any circumstance whatsoever, even in the event of force majeure. Prizes in kind are not subject to a guarantee.

The Organizer cannot be held responsible if, for reasons beyond its control, the operation, its terms and/or the prizes must be delayed, modified or cancelled, in part or in whole.

12. SECURITY

Participants are responsible for the security and the stability of their internet connection. Ankama cannot be held responsible for damages caused by a connection problem or an external attack.

We strongly advise against the use of customer-to-customer voice communication software (such as Skype), which make it easier for ill-intentioned people to recover your IP address. It is preferable to use software packages that operate through the intermediary of a server (Discord, TeamSpeak, Mumble), choosing your server carefully, of course.

13. ANNEX

In unforeseen circumstances and faced with a situation where it is necessary, the Organizers reserve the right to modify all or part of these Regulations in the aim of ensuring the continuity of the event under the best possible conditions.

14. CNIL (DATA PROTECTION AND CIVIL LIBERTIES) PROVISIONS

Data of a personal nature that you may be asked to provide by the Organizer, namely, where applicable, email address, surname, first name or postal address are required for your participation to be taken into account, for the determination of the winners, the allocation of prizes and the verification of the respect of participation rules. This information is intended for use by the Organizer. In accordance with the French data protection legislation ("Informatique et Libertés") of January 6th 1978, art. L.27, each player has the right to access, correct or delete information concerning them on legitimate grounds, upon simple written request sent to *Ankama – Informations personnelles, 75 Bld d'Armentières, BP 60403, 59057 Roubaix Cedex 1* or on the *support.ankama.com* website.

15. DISPUTES AND LIABILITIES

Participation involves the acknowledgement and acceptance of the characteristics or limitations of the Internet, the absence of protection of certain data against possible

misappropriation or piracy and risks of contamination by any viruses that may be present on the network. It is, therefore, the responsibility of each player to take the appropriate measures to protect his or her data.

The Organizer will not be held responsible in the event of a malfunctioning of the Internet network that prevents access to the Tournament or its correct operation. Players are responsible for the security and the stability of their internet connection. Any defeat resulting from a connection problem or external attacks will not be sufficient grounds to relaunch the fight, and the Organizer will not be held responsible for any damages caused.

In the case of a computer virus, external attack, fraud, or technical malfunction, the Organizer reserves the right to cancel or modify the terms of the Tournament at his discretion and shall not be held liable for this by the players. He reserves the right, under such circumstances, to not allocate the prizes and/or to bring proceedings before the competent courts against the parties who have committed such frauds.

The Organizer will have the final decision on any dispute relating to the Tournament and to its Regulations. No reply will be given to any request by telephone or in writing concerning the interpretation or application of these Regulations, the mechanisms or terms of the Tournament or the allocation of the prizes.

The Organizer reserves the right, if the circumstances demand it, to shorten, extend, modify or cancel this Tournament. He cannot be held liable as a result. In particular, the Organizer reserves the right, where applicable, to invalidate and/or cancel all or part of the Tournament if it appears that frauds or malfunctions have occurred in any form whatsoever. Any inaccurate or false declaration or any fraud will result in the player's disqualification. Under such circumstances, the Organizer reserves the right to block access, to not distribute the prize to the person committing the fraud and/or to bring legal proceedings against any participant who has committed or attempted to commit fraud. Non-exhaustively, a person committing fraud is defined as:

- Any person who has registered under a false identity;
- Any person who has registered as a third-party;

The Organizer cannot be held liable for the above and the players cannot therefore claim any compensation or indemnity of any nature whatsoever.

16. APPLICABLE LAW & SETTLEMENT OF DISPUTES

These Regulations are subject exclusively to French law.

Any dispute or claim in relation to this Tournament must be submitted in writing and sent to the address given in article 1. It will not be taken into consideration after a deadline of one (1) month after the closure of the Tournament.

Any dispute arising from the execution or the interpretation of the Regulations will be raised to the competent courts of Metropolitan Lille and this, even where there are multiple defendants, an interlocutory application or the introduction of third-parties.

