

[THIS AGREEMENT WAS MADE ON 12 JANUARY 2020]  
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## EVENT MINIMUM STANDARDS

DATED 12 JANUARY 2020

**1. BACKGROUND**

- 1.1 Tournament Organizers: The Tournament Organizers of tier 1 Tournaments in professional CS:GO.
- 1.2 CSPPA. CSPPA is the worldwide association representing the interests of professional CS:GO players, amongst others, in connection with their participation in Tournaments.
- 1.3 Purpose. The purpose of these Event Minimum Standards is to establish certain minimum standards with respect to Tournaments, to ensure that such standards applies across different Tournaments and to improve the working conditions for professional CS:GO player with respect to participation in Tournaments.

**2. DEFINITIONS**

- 2.1 Defined terms. The following terms shall have the following meaning in these Event Minimum Standards including Clause 1 (*Background*) and the Annexes:

"**Annexes**" means any annex to these Event Minimum Standards.

"**Arbitration Regulation**" means the regulation setting out rules and arbitral procedures for resolution of disputes in respect of Player Contracts.

"**Arena Venue**" means the facilities where the Matches of a Tournament is played (other than the facilities of Matches played at any Pre-Arena Venue).

"**BO1**" means best of 1 (one) map.

"**BO3**" means best of 3 (three) maps.

"**BO5**" means best of 5 (five) maps.

"**CS:GO**" means the multiplayer first-person shooter video game 'Counter-Strike: Global Offensive' developed by Valve Corporation.

"**CSPPA**" means the worldwide association representing the interests of professional CS:GO players which are members of the CSPPA called 'Counter-Strike Professional Players' Association' which is organized as a Danish law association with company registration number (CVR) 40 23 59 22 and registered address at Frederiksholms Kanal 4, 2nd floor, DK-1200, Copenhagen C, Denmark.

"**CSPPA Regulations**" these Event Minimum Standards, the Player Contract Minimum Standards, the Transfer Regulation, the Arbitration Regulation and any other regulations issued by the CSPPA per agreement with Tournament Organizers and Organisations from time to time.

"**Event Minimum Standards**" means the minimum standards with respect to Tournaments set out in this regulation including any Annex.

"**League Tournament**" means a Tournament where the first Match of the Tournament and the final Match of the Tournament is 14 (fourteen) or more calendar days apart.

"**Major**" means Tournament which is publicly awarded the status of a 'major' by Valve (including for the avoidance of doubt any 'minor' part of such Major and any qualification in respect of such 'minor' or any other Valve-partnered events that accompany or relate to the Major tournament).

"**Major Period**" means the period of a Major (including, for the avoidance of doubt, the period of any minor) during which no Player shall be required to participate in a Tournament other than such Major.

**"Match"** means any CS:GO match forming part of a Tournament.

**"Material Tournament Commitment"** means, in respect of a Tournament as, any of the following activities to be performed by a Roster Member:

- a) participation in Matches (including Matches which a Roster Member may qualify to in the Tournament);
- b) marketing activities;
- c) media and interview activities;
- d) signing sessions;
- e) fan sessions; and/or
- f) show-matches.

**"Non-Tournament Period"** means:

- a) a Player Break Period; and
- b) a Major Period.

**"Online Qualifier"** means any CS:GO tournament played online in respect of which the main prize is qualification to a Tournament.

**"Organisation"** means a person employing the Roster Members of a Participating Team pursuant to Player Contracts.

**"Participating Team"** means the CS:GO team entered into the Tournament which a Roster plays on behalf of.

**"Player"** means a professional CS:GO player of a Roster.

**"Player Break Period"** each of the Summer Break and the Winter Break (as such periods may be changed or adjusted by CSPPA from time to time after consulting with Tournament Organizers and Valve) during which no Player shall be required to participate in a Tournament.

**"Player Contract Minimum Standards"** regulation setting out certain minimum standards with respect to Player Contracts.

**"Practice Facilities"** means the place where the Roster practices and prepares for the Matches of the Tournament as such term is further described in Clause 7 (*Practice Conditions*).

**"Pre-Arena Venue"** means the facilities of any initial Matches of a Tournament in case such Matches are played at another location than the Arena Venue.

**"Roster"** has the meaning ascribed to such term in the Transfer Regulation.

**"Roster Member"** has the meaning ascribed to such term in the Transfer Regulation.

**"Summer Break"** means currently, in each calendar year, a period of up to 4 (four) consecutive calendar weeks starting in July of such calendar year and ending in August of the same calendar year.

**"Tournament"** means a tier 1 CS:GO tournament excluding any Online Qualifiers or Majors.

**"Tournament Accommodation"** means the accommodation where a Roster Members live and sleep during a Tournament or a League Tournament as further described in Clause 6 (*Tournament Accommodation*).

**"Tournament Days"** means each calendar day of a Tournament Period.

"**Tournament Location**" means the city of the Arena Venue.

"**Tournament Information Sheet**" means a notice substantially in the form set out in of Annex 1 (*Form of Tournament Information Sheet*).

"**Tournament Organizer**" means, in respect of a Tournament, the person designated as a 'Tournament Organizer' in respect of such Tournament in Annex 4 (*Tournament Organizer Details*) of the Transfer Regulation.

"**Tournament Period**" means in respect of any Tournament, the period (i) from and including the earlier of the date on which the Rosters is required to be present at the Tournament Location, the Tournament Accommodation or to play a Match (ii) to and including the date of the final Match of such Tournament.

"**Winter Break**" means currently, in each calendar year, a period of up to 3 (three) consecutive calendar weeks starting in December of such calendar year and ending in January of the immediately following calendar year.

## 2.2 Interpretation:

In these Event Minimum Standards, except to the extent that the context requires otherwise:

- a) References to a provision of law are references to that provision as amended, extended or re-enacted and includes all laws and official requirements made under or deriving validity from it or enacting such modification.
- b) Reference to any document, or to a provision in a document, shall be construed as a reference to such document or provision as amended, supplemented, modified, restated or novated from time to time.
- c) Use of the singular shall include the plural and vice versa. Words denoting any gender shall include any other gender and words denoting natural persons shall include any other persons.
- d) Headings are for ease of reference only and the headings shall not be taken into account in construing this Agreement.
- e) A reference to a "person" includes any individual, firm, company, corporation, government, state or agency of a state or any association, foundation, trust, joint venture, consortium or partnership (whether or not having separate legal personality) or 2 (two) or more of the foregoing.
- f) A reference to a "Tournament" shall include any event or competition of such Tournament as amended, re-branded, renamed or adjusted from time to time.

## 3. **REGISTRATION AND TRANSFERS OF PLAYERS**

- 3.1 Rules and procedures on registration and transfers a Player and other Roster Members in connection with participation in a Tournament shall be as set out in the Transfer Regulation.

## 4. **FORMAT**

- 4.1 A Player shall not be required to play more than 2 (two) BO3s per calendar day. If a Player is scheduled to play 2 (two) BO3s maps in one calendar day, the Tournament Organizer shall ensure that the Player has a break of minimum 3 (three) hours between the end of the first BO3 and the start of the second BO3.
- 4.2 If a Player plays the last BO3 of the day, then such Player shall not play the next BO3 the immediately following day without a break of at least 12 (twelve) hours before.

- 4.3 If a Player plays a BO5, the Tournament Organizer shall ensure that the Player has a break of no less than 30 (thirty) minutes between map 3 and 4 of such BO5 during which the Player shall have access to appropriate food, snacks and soft drinks.
- 4.4 The Tournament Organizer shall no later than 7 (seven) calendar days prior to the first Match of a Tournament notify to the Organisation of the Participating Team reasonable details in respect of the Tournament format. Such notification shall substantially be as set out in a Tournament Information Sheet and shall include:
- a) clear rules and procedures for seeding and/or drawing rules;
  - b) the applicable competition format(s) of the Tournament (e.g. Single Elimination, GSL and/or Round Robin etc.);
  - c) the match format in respect of each Match of the Tournament (e.g. BO1, BO3 or BO5).
- 4.5 A group stage draw must be announced no later than 9 (nine) calendar days prior to the first Match of a Tournament, unless more than 30 (thirty) % of the Participating Teams of such Tournament are not know at such date.

## **5. TRAVEL**

- 5.1 If the total travel time of a Roster Member to the Tournament Location is:
- a) more than 5 (five) hours, then the Tournament Organizer shall use reasonable commercial efforts to ensure that travel is made convenient for the Roster Member (for example that the duration of the travel is as short as possible and with as few stops or layovers as possible and that the Roster Member and the Organisation at least 7 (seven) calendar days prior to the date on which the Tournament Organizer books tickets for such Roster Member is offered to upgrade to premium economy or better on their own or their Organisation's account).
  - b) less than 5 (five) hours, then travel on economy class for each Roster Member shall always be acceptable.
- 5.2 When a Roster Member arrives at the final airport on its travel to the Tournament Location, suitable and convenient transportation (other than public transportation) shall be available to the Roster Member to the Tournament Accommodation of such Roster Member (see 6 (*Tournament Accommodation*) below).

## **6. TOURNAMENT ACCOMODATION**

- 6.1 The Tournament Organizer shall provide a hotel room or a furnished apartment or house with separate beds for each Roster Member participating in its Tournament and shall, to the extent possible (in the opinion of the Tournament Organizer), use reasonable commercial efforts (other than in the case of a League Tournament where the Tournament Organizer shall use best endeavors) to offer to Roster Members or their Organisation at least 10 (ten) calendar days prior to the first Match of the Tournament an option to upgrade to an individual hotel room or a furnished apartment or house with individual rooms (it being understood that the Tournament Organizer has no obligation to cover the costs of such individual accommodation is covered by the Organisation of the Roster Members or the Roster Members themselves (the "**Tournament Accommodation**").
- 6.2 The Tournament Organizer shall ensure that the Tournament Accommodation is of a reasonably high standard.
- 6.3 The travel distance from the Tournament Accommodation to:
- a) the Pre-Arena Venue may not exceed 30 (thirty) minutes; and
  - b) the Arena Venue may not exceed 45 (forty-five) minutes

- 6.4 If the distance from the Tournament Accommodation to:
- a) the Pre-Arena Venue is more than 1 (one) kilometer, then free and suitable transportation for the Roster Members between the Tournament Accommodation and the Pre-Arena Venue must be reasonably available at all times;
  - b) to the Arena Venue is more than 1 (one) kilometer, then free and suitable transportation for the Roster Members between the Tournament Accommodation and the Arena Venue must be reasonably available at all times; and/or
  - c) to the Arena Venue is 1 (one) kilometer or less, then, upon request by the Roster Members, the Roster Members shall be escorted by security staff from the Tournament Accommodation to the Arena Venue unless transportation by car is provided.
- 6.5 The Tournament Organizer shall ensure that each Roster Member has easy access to a high standard gym at the Tournament Accommodation. If there is no gym at Tournament Accommodation, the Tournament Organizer must facilitate free and easy access for each Roster Member to a high standard gym in reasonable proximity of the Tournament Accommodation.
- 6.6 If the Tournament Accommodation is a hotel, the Tournament Organizer shall work with the hotel to ensure that to the extent reasonably possible, each Roster Member participating in the Tournament can enter and leave the hotel, use the facilities of the hotel and generally live in the hotel with minimal interference by fans.
- 6.7 Each Roster Member shall have access to a top-quality Wi-Fi connection at the Tournament Accommodation and the Practice Facilities and, if restricted premium Wi-Fi access is available at the hotel, the Tournament Organizer shall ensure that each Roster Member has access thereto.
- 6.8 The Tournament Organizer shall provide at least 3 (three) meals for each Roster Member on each Tournament Day where a Roster Member stays at the Tournament Accommodation. The Tournament Organizer shall ensure that each such meal is healthy and fitting considering the tasks required by the Roster Member and each meal is available at times fitting each Roster Member's schedule and commitments in respect of the Tournament.

## **7. PRACTICE CONDITIONS**

- 7.1 If the practice facilities are at Tournament Accommodation, then the Tournament Organizer shall ensure that individual practice facilities are available for each Roster 24 (twenty-four) hours a day. If the practice facilities are at the Arena Venue, Pre-Arena Venue or other location, then the Tournament Organizer shall ensure that individual practice facilities are available for each Roster 18 (eighteen) hours a day. Such practice facilities (the "**Practice Facilities**") must:
- a) be in a private room which is reasonably sound proofed and separated from public areas and, in particular, Roster Members of other Participating Teams. Such room shall be:
    - i) at the Tournament Accommodation to allow for each Roster Member to practice for the Tournament in a private and convenient atmosphere; or
    - ii) if it is not practicably possible to have the practice facilities at the Tournament Accommodation, at the Arena Venue or the Pre-Arena Venue (if any), provided however that (A) the Tournament Organizer shall use best efforts to ensure that such facilities are available for each Roster Member 24 (twenty-four) hours a day and (B) that transportation to such venue is provided;

- b) include gaming hardware for at least 6 (six) Roster Members which must be identical to the hardware used for Matches in the Tournament (specifics of which must meet these Event Minimum Standards);
- c) be equipped with gaming monitors with a screen size of 24"-24.5", 240hz, 1ms rate, fully customisable colour settings (saturation, gamma hue & colour vibrance), fully customisable sharpness settings and have a default monitor stand that will not block a Player's keyboard or mice placement;
- d) The Practice Facilities shall be equipped with PC hardware that includes as a minimum:
  - i) CPU: Intel® Core™ i7-7700 (or AMD equivalent) or, if a Tournament Organizer wish to use newer CPU, then the Tournament Organizer must make sure that the CPU has a core frequency at least as high as the one in i7-7700; and
  - ii) GPU: NVIDIA 1070 for any existing GPUs and 1080 for any new GPUs (or AMD equivalent).
- e) be equipped structurally stable tables:
  - i) with adjustable height, if feasible;
  - ii) with a standard height set at 70 (seventy) to 80 (eighty) centimetres;
  - iii) with desk tops of at least 120 (one-hundred and twenty) centimetres in length and 70 (seventy) cm in width;
  - iv) with each Player having the full 120 (one-hundred and twenty) centimetres reserved for them to be able to properly place mice, mousepad and keyboard;
  - v) without damages in any way or having been put together by two different tables.

Recommendations regarding specific tables to be given by the CSPPA upon request.
- f) be equipped with premium gaming chairs of the same type as the gaming chairs used for Matches in the Tournament (specifics of which meet these Event Minimum Standards); and
- g) be properly air conditioned or ventilated, in order to secure an acceptable work climate for the Roster Members. The suggested temperature for Roster Members during practice is 21 (twenty-one) degrees Celsius. Such temperature must be able should be changed to meet the different requirements of Players. To the extent possible, the flow or blowing of air from the air condition or ventilation should not be focussed directly at Roster Members.

## **8. PLAYER LOUNGES**

- 8.1 The Tournament Organizer shall use reasonable commercial efforts to ensure that the Roster Members have access to a player lounge at the Tournament Accommodation no less than 14 (hours) hours a day. Such player lounge at the hotel must include:
  - a) recreational activities such as, for example, table tennis, screens showing Matches of the Tournament, gaming consoles, large sofa area etc. (it being understood that these features may differ and that each feature referred to may not be available in the player lounge of every Tournament);
  - b) snacks and drinks (including healthy snacks and drinks such as protein bars, smoothies, sparkling water etc.).
- 8.2 The Tournament Organizer shall ensure that each Player has access to a player lounge at the Arena Venue before and after Matches. Such player lounge at the Arena Venue must:

- a) be accessible via a security entrance to ensure that only Roster Members, officials of Participating Teams and CSPPA and all Tournament staff with a need for access are allowed in the Player Lounge;
- b) access to recreational activities such as, for example, table tennis, screens showing Matches of the Tournament, gaming consoles, large sofa area etc. (it being understood that not each of these features may differ and that each feature referred to may not be available in the player lounge of every Tournament);
- c) be reasonably isolated from any noise and activities of the Arena Venue and otherwise;
- d) include the following products:
  - i) Cold beverages such (including still and sparkling water and a variety of diet/non-diet soft drinks (such as Cola, Sprite, Fanta, energy drinks etc.);
  - ii) Hot beverages such as coffee including cream/milk and sugar options;
  - iii) Fruits (such as bananas, apples, etc.);
  - iv) Assorted nuts;
  - v) Bars (such as chocolate bars, protein bars etc.); and
  - vi) Food and snacks of a high standard (including healthy options).

## **9. PLAYER BENEFITS**

- 9.1 Each Roster Member shall, upon request, be offered at least 2 (two) free tickets for friends and family to any part of a Tournament being played at the Arena Venue in front of an audience.

## **10. SECURITY**

- 10.1 The Tournament Organizer must use best efforts to ensure the security for Roster Members at Tournaments.
- 10.2 The Tournament Organizer must ensure that any person attending the Arena Venue is checked in accordance with local security standards and other standards applicable to similar local sports event and, if available and permitted under local regulations, checked by a metal detector.
- 10.3 The Tournament Organizer shall use commercially reasonable efforts to ensure that the stage of the Arena Venue and any stage of any Pre-Arena Venue is designed to prevent fans from getting access to the stage.
- 10.4 The Tournament Organizer shall ensure that access checks and badges are in place to restrict access to areas where Roster Members stays.

## **11. VENUE CONDITIONS**

- 11.1 The Tournament Organizer shall to the extent possible ensure that each Roster Member has access to restrooms not available to the public at the Arena Venue and any Pre-Arena Venue.
- 11.2 Generally, the same equipment must be available to the Roster Members during all stages of a Tournament.
- 11.3 The facilities at the Arena Venue and any Pre-Arena Venue used for Matches shall be equipped with gaming monitors with a screen size of 24"-24.5", 240hz, 1ms rate, fully customisable colour settings (saturation, gamma hue & colour vibrance), fully customisable sharpness settings and have a default monitor stand that will not block the player's keyboard or mice placement.

- 11.4 The facilities at the Arena Venue and any Pre-Arena Venue used for Matches shall be equipped with PC hardware that includes as a minimum:
- a) CPU: Intel® Core™ i7-7700 (or AMD equivalent) or, if a Tournament Organizer wish to use newer CPU, then the Tournament Organizer must make sure that the CPU has a core frequency at least as high as the one in i7-7700; and
  - b) GPU: NVIDIA 1070 for any existing GPUs and 1080 for any new GPUs (or AMD equivalent).
- 11.5 The facilities at the Arena Venue and any Pre-Arena Venue used for Matches shall be equipped with structurally stable tables:
- a) with adjustable height, if feasible;
  - b) with a standard height set at 70 (seventy) to 80 (eighty) centimetres;
  - c) with desktops of at least 120 (one-hundred and twenty) centimetres in length and 70 (seventy) cm in width;
  - d) with each Player having the full 120 (one-hundred and twenty) centimetres reserved for them to be able to properly place mice, mousepad and keyboard;
  - e) without damages in any way or having been put together by two different tables.
- Recommendations regarding specific tables to be given by the CSPPA upon request.
- 11.6 The facilities at the Arena Venue and any Pre-Arena Venue used for Matches shall be equipped with premium gaming chairs of the same model as the gaming chairs made available in the Practice Facilities (see Paragraph f) of Clause 7 (*Practice Conditions*) above.
- 11.7 The facilities at the Arena Venue and any Pre-Arena Venue used for Matches shall be properly air conditioned or ventilated, in order to secure an acceptable work climate. The suggested temperature for Roster Members during practice is 21 (twenty-one) degrees Celsius. Such temperature must be able to be changed to meet the different requirements of Players. To the extent possible, the flow or blowing of air from the air condition or ventilation should not be focussed directly at a Roster Member.
- 11.8 Upon request by a Player with reasonable notice, the Tournament Organizer shall make available hand warmers and/or heat cannons for such Player.
- 11.9 The facilities used for Matches at the Arena Venue and any Pre-Arena Venue shall allow for Players to use private in-ears and subject to Clause 11.10, private headsets.
- 11.10 A Player shall only be required to use a sponsored or provided headset, if:
- a) such headset has the highest industry standard of sound proofing;
  - b) such sponsored headset allows an average person to use customary gaming in-ears without discomfort;
  - c) each earpad of such sponsored headset covers the ear of an average person rather than resting on top of that person's ears;
  - d) the size and fitting of such sponsored headset is adjustable in line with the highest industry standard;
  - e) a Player has made reasonable complaints about the headset, the Tournament Organizer has used commercially reasonable efforts to resolve such complaints;
  - f) such headset has not been subject to material complaints from multiple Players (subject to such complaints being communicated by the CSPPA in writing at least 1 (one) month ahead of the relevant Tournament); and

g) such sponsored headset has already been used by another Player, has been properly cleaned before use. If requested by a Tournament Organizer, CSPPA shall provide the Tournament Organizer with a list of 3 (three) headsets which are pre-approved by CSPPA.

- 11.11 If a Players participate in “player walk-ins” as part of an opening ceremony of a Tournament or similar event, then Players must be given an opportunity to be able to wash their hands or be provided with hand sanitizers before start of play.
- 11.12 The facilities used for Matches at the Arena Venue and any Pre-Arena Venue must have enough space for Coaches to be able to walk freely behind Players and Coaches must be provided with a chair to sit on during all Matches of a Tournament.
- 11.13 Participating Teams and Players shall have at least 30 (thirty) minutes of time to setup equipment for a Match.
- 11.14 If Tournament Organizer requires drinks to be contained in special unbranded bottles (e.g. shakers), then such shakers must be cleaned properly before use (including for the avoidance of doubt if such unbranded bottles are unused).
- 11.15 The Tournament Organizer must ensure that lightning in the facilities at the Arena Venue and any Pre-Arena Venue used for Matches does not cause problems for the Player during Matches and play (for example, lighting being so strong that it blinds a Player).
- 11.16 If a Match is played in a booth at the Arena Venue or any Pre-Arena Venue, the Tournament Organizer shall communicate and cooperate with Player representatives of the CSPPA to handle any issues with respect to such booth (for example, such booth not being sufficiently soundproof, tells from spectators and other issues).
- 11.17 With respect to any Tournament being played at an Arena Venue or any Pre-Arena Venue in front of an audience, the Tournament Organizer shall communicate and cooperate with Player representatives of the CSPPA within a reasonable period before the first Match of the Tournament so that the parties can cooperate to ensure that the stage design, the hardware and any other feature of such Arena Venue or Pre-Arena Venue protect the competitive integrity of the Matches of the Tournament to the greatest extent possible and, specifically, to ensure that the ability of the audience and/or the stage design to impact on the competitive outcome of a Match is as limited as possible.
- 11.18 The Tournament Organizer shall provide at least 3 (three) meals for each Roster Member on each Tournament Day where a Roster Member stays at the Arena Venue or any Pre-Arena Venue. The Tournament Organizer shall ensure that each such meal is healthy and fitting considering the tasks required by the Roster Member and each meal is available at times fitting each Roster Member's schedule and commitments in respect of the Tournament. If a Roster Member has reasonable dietary or allergic concerns with the catering provided at the Arena Venue or any Pre-Arena Venue, such Roster Member may request (i) the Tournament Organizer to supply alternative food or (ii) the Tournament Organizer's approval refund alternative food purchased by Roster Member.

## **12. PLAYER COMMITMENTS**

- 12.1 Any Material Tournament Commitment of a Roster Member in respect of a Tournament shall be notified to the Organisation of the Roster Members' Participating Team no later than 7 (seven) calendar days before the first Match of such Tournament. Such notification shall substantially set as set out in a Tournament Information Sheet and shall include:

- a) a calendar including each day of the Tournament Period and setting out the scheduling of each such Material Tournament Commitment on the relevant Tournament Days;
  - b) the scope of each Material Tournament Commitment (defined numerically where possible); and
  - c) reasonable procedures and notice periods for the Tournament Organizer to change such schedule.
- 12.2 The Tournament Organizer shall use best efforts to ensure that Material Tournament Commitments are planned and scheduled so that each Player has reasonable time to practice and relax and recover.
- 12.3 Per any 7 (seven) Tournament Days (excluding, for the avoidance of doubt any Tournament which has a duration of less than 7 (seven) Tournament Days), the Tournament Organizer shall:
- a) use reasonable commercial efforts to ensure that each Roster Member has at least 1 (one) full day without any Material Tournament Commitments to practice and relax and recover except for Material Tournament Commitments on such day which does not exceed up to 2 (two) hours in aggregate, provided, however that any such Material Tournament Commitments have been scheduled in consultation with the Roster Member.
  - b) ensure that the media commitments of a Roster in respect of a Tournament does not exceed 4 (four) hours including travel time and the Tournament Organizer shall use best efforts to ensure that such media activities must be handled efficiently and professionally and at the time and place notified in the Tournament Notification.
- 12.4 If a Roster Member is required to be present at the Tournament Location for more than 3 (three) consecutive weeks, then the Tournament Organizer shall use best efforts to ensure that such Roster Members has at least 5 (five) full consecutive days without any Material Tournament Commitments to practice and relax and recover except for Material Tournament Commitments on such days which does not exceed up to 2 (two) hours in aggregate per day, provided, however that any such Material Tournament Commitments have been scheduled in consultation with the Roster Member.
- 12.5 A Player shall only be required to participate in 1 (one) signing session with fans per 7 (seven) consecutive Tournament Days during a Tournament. The duration of such signing session (excluding transportation) shall not exceed 45 (forty-five) minutes. The Tournament Organizer is required to “cut the line” of the signing session 15 (fifteen) minutes before the time at which the signing session is required to end and use best endeavours to ensure that no Roster Member shall be required to say no to fans waiting.
- 12.6 A Player shall in respect of a Tournament (other than a League Tournament) only be required to participate in 1 (one) press session during such Tournament and in respect of a League Tournament only be required to participate in 1 (one) press session per 14 (fourteen) consecutive Tournament Days. The duration of such press session (excluding transportation) shall not exceed 30 (thirty) minutes. The Tournament Organizer shall, however, be allowed to require that each Roster Member of the Participating Team winning the Tournament shall participate in an additional press session after the final Match of the Tournament.
- 12.7 Players shall only be required to play show matches on a voluntary and case-by-case basis.
- 13. PRIZE MONEY**
- 13.1 No later than 30 (thirty) calendar days after the last Match of a Tournament, the Tournament Organizer shall provide separate written notices to the Organisation of each Participating Team which is entitled to an amount of the total prize pool for such Tournament (i) confirming the amount of such Participating Team's share of the total prize

pool and (ii) setting out any details are necessary for such Participating Team to invoice the Tournament Organizer for such amount together with any forms or information which are otherwise required from the Participating Team in order for the Tournament Organizer to distribute such amount (including without limitation any applicable tax forms or other governmental forms to be completed by the Organisation of such Participating Team).

- 13.2 If a duly completed invoice and other applicable reasonably required by the Tournament Organizer in the notice referred to in Clause 13.1 has been provided by or on behalf of a Participating Team, then the Tournament Organizer shall within 90 (ninety) calendar days after the last Match of a Tournament distribute the relevant amount of the prize pool to the Organisation of the Participating Team for on-distribution to the Roster Members of such Participating Team in accordance with the applicable Player Contract.

#### **14. SCHEDULING OF TOURNAMENTS**

- 14.1 Tournament Organizers shall use best efforts to (i) consult with CSPPA with respect to the scheduling of Tournaments (ii) schedule Tournament Periods and Tournament Locations as early as possible and (iii) to avoid that a Tournament Period interferes with Tournament Periods of other Tournaments within the same tier.
- 14.2 Tournament Organizers shall ensure that no Tournament interferes with a Non-Tournament Period.

#### **15. COMMUNICATION WITH PLAYERS AND CSPPA**

- 15.1 The Tournament Organizer shall designate a Player Relations Manager who shall be responsible for Player related matters and issues (including without limitation matters and issues related to these Event Minimum Standards).
- 15.2 The Player Relations Manager shall work closely and coordinate with the CSPPA (CSPPA to appoint a CSPPA representative) to ensure quick and effective resolution to matters and issues with respect to Players that may arise.

#### **16. ACCES TO FIRST AID, DOCTOR, PHYSIOTHERAPIST AND MASSAGE THERAPIST**

- 16.1 The Tournament Organizer shall ensure that first aid and first aid personnel will be available for Roster Members at the Arena Venue in connection with Matches.
- 16.2 The Tournament Organizer shall ensure that Roster Members have access to treatment from a physiotherapist and a massage therapist when reasonably needed and shall facilitate that Roster Members have easy access to book such treatments when reasonably needed by contacting the Player Relations Manager and only to the extent such treatments and the costs thereof are part of the standard services offered in the Tournament, the Tournament Organizer shall cover costs of such therapy (for the avoidance of doubt, in any other case, the Organisation of the Roster Member or the Roster Member himself shall cover the costs of such treatment).

#### **17. BROADCAST**

- 17.1 The Tournament Organizer shall ensure that communication with respect to a Rosters' tactics and gameplay is not broadcasted or otherwise disclosed to any non-Roster Members unless agreed to in writing with the respective team.
- 17.2 The Tournament Organizer shall consult with the CSPPA before implementing new broadcast features that would have a direct impact on a Roster Member such as Roster Member eye tracking replays and live Roster Member heart-beat.

**18. CSPPA PLAYER MEETINGS**

- 18.1 If requested by the CSPPA at least 14 (fourteen) calendar days before the date of the first Match of the Tournament, the Tournament Organizer shall ensure and facilitate that CSPPA is granted a time slot of least 3 (three) consecutive hours and a conference room or similar facilities which are available to the Tournament Organizer (any cost of which shall be covered by the Tournament Organizer) to convene a CSPPA Player meeting including all Players participating in the Tournament.
- 18.2 The Tournament Organizer may request that CSPPA addresses matters and issues relating to the Tournament on the CSPPA Player meeting and reports back with Player feedback on such matters and issues.

**19. MAJORS**

- 19.1 These Event Minimum Standards do not apply to Majors, however, a Tournament Organizer arranging a Major shall use best efforts to consult with the CSPPA for the purpose of ensuring that these Event Minimum Standards and their spirit are adhered to, subject always to such Event Minimum Standards being acceptable to Valve in its sole discretion.

**ANNEX 1  
FORM OF TOURNAMENT INFORMATION SHEET**

To: **[Name of Participating Team]**  
Attention: **[•]**  
Email: **[•]**

From: **[Name of Tournament Organizer]**  
Attention: **[•]**  
Email: **[•]**

Date **[•]**

**TOURNAMENT INFORMATION SHEET**

1. Your Roster is entered into the following Tournament arranged by us:

Name of Tournament: **[•]**  
First date of Tournament Period: **[•]**  
Last date of Tournament Period: **[•]**  
Location of Tournament Accommodation: **[•]**  
Location of Arena Venue: **[•]**  
Location of Pre-Arena Venue (if any): **[•]**  
Location of Practice Facilities: **[•]**  
Tournament Format: **[Single Elimination] / [GSL] / [Round Robin]**  
Seeding rules (if any): See attached **[Rulebook]** for the Tournament  
Drawing rules (if any): See attached **[Rulebook]** for the Tournament

2. Your Roster has the following Material Tournament Commitments with respect to the Tournament (other than Matches)<sup>1</sup> on the dates and times set out below (it being agreed and understood that these may be subject to changes as set out in the **[Rulebook]**):

Day 1 of Tournament Period **([date])**: **[•]**  
Day 2 of Tournament Period **([date])**: **[•]**  
Day 3 of Tournament Period **([date])**: **[•]**  
Day 4 of Tournament Period **([date])**: **[•]**

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<sup>1</sup> Marketing activities, media and interview activities, signing sessions, fan sessions and show-matches etc.

- Day 5 of Tournament Period ([date]): [•]
- Day 6 of Tournament Period ([date]): [•]
- Day 7 of Tournament Period ([date]): [•]
- [•] [•]

3. The Match schedule is separately attached hereto designating the Match format in respect of each Match.
4. The following gaming hardware will be made available for this Tournament:

Hardware	Practice Facilities	Arena Venue	Pre-Arena Venue (if any)
Monitor (including specs):	[•]	[•]	[•]
Chairs (including specs):	[•]	[•]	[•]
Table (including specs):	[•]	[•]	[•]
CPU (including specs):	[•]	[•]	[•]
GPU (including specs):	[•]	[•]	[•]
In-ear:	Players' own	Players' own	Players' own
Headset:	[Player's/Organisation's own]	[•]	[•]
Mouse:	[Player's/Organisation's own]	[•]	[•]
Keyboard:	[Player's/Organisation's own]	[•]	[•]

5. If you wish to request
6. We have attached hereto a copy of [the Rulebook], [the Integrity Regulation] and the [Player Code of Conduct] applicable for the Tournament.
7. You are required to ensure that this Tournament Information Sheet together with each of the documents referred to in Paragraph 0 and 5 are forwarded and reasonably presented to each Roster Member of your Participating Team.