

# Wimbledon eChamps 2025 (Tennis Clash)

## Rulebook & Terms

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# AGREEMENT

These are the Official Rules (“Rules”) for The Wimbledon eChamps for 2025 (“Wimbledon eChamps” or “Tournament”), which is organised and hosted by BLAST ApS (“BLAST”), on behalf of The All England Lawn Tennis Club (Championships) Limited (“AELTC”).

These Rules are a legal agreement between you (The Player) as a sole entity, and the Tournament Organisers for your participation in the Tournament.

By agreeing to participate in the Tournament, you (The Player) acknowledge and agree to abide by the terms and conditions set forth, as well as the Rules and regulations outlined in the official Tournament rulebook. Your participation signifies your acceptance of these terms and your commitment to comply with all governing guidelines of the Tournament.

The Player is subject to all laws of the province, state, and/or country in which The Player resides and are solely responsible for obeying the laws of such jurisdiction. The Player agrees that AELTC and its affiliates shall not be held liable if applicable law restricts or prohibits Your participation. AELTC and its affiliates make no representations or warranties, implicit or explicit, as to Your legal right to participate in any match or competition nor shall any person affiliated, or claiming affiliation, with AELTC and its affiliates have authority to make any such representations or warranties. AELTC and its affiliates reserve the right to monitor the location from which The Player accesses the Tournament and to block access from any jurisdiction in which participation is illegal or restricted.

AELTC is the exclusive owner of all commercial, media, broadcast, and intellectual property rights associated with the Tournament, including but not limited to all content, coverage, and promotional activities related to the Tournament across all platforms and stages (including Open Qualifiers, Closed Qualifiers, and Live Finals). AELTC reserves the sole right to produce, record, distribute, and license Tournament content in any form and through any medium globally. This includes, but is not limited to, live broadcasts, replays, highlight reels, social media content, sponsorship activations, in-game branding, and third-party coverage

All players, broadcasters, or third parties must obtain prior written permission from AELTC (or its authorised representatives) before engaging in any commercial use of the Tournament name, branding, or related content, including sponsorships, merchandise, or event-specific promotions.

# TOURNAMENT RULES

These Rules are provided for informational purposes only, and the administrators' decisions may vary on a case-by-case basis, at their sole discretion.

## DEFINITIONS

### TOURNAMENT ORGANISER(S)

This phrase refers to the party(-ies) responsible for delivering a Tournament. In this case: BLAST, and AELTC, or any authorised representative thereof. This term may include any member of the broadcast team, production team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Tournament.

### PARTNER(S)

This phrase refers to the official partner(s) of the Tournament.

### THE PLAYER

This phrase refers to the individual entering the competition and competing in the Tournament.

### THE FINALISTS

This phrase refers to the individuals that will be participating in the onsite competition in London.

### ADMINISTRATOR

This phrase refers to staff hired by Tournament Organisers to deliver the Tournament.

### MAIN GAME ACCOUNT

This phrase or "Main" refers to your account with the current highest competitive ranking/rating. If The Player does not currently have a ranked account, The Player must use the account on which The Player has previously achieved the highest ranking. If this is the same for multiple accounts, the account with the most hours spent in-game must be used. The Player must be the primary and sole user of your main account.

## USER REQUIREMENTS

To be eligible to enter and participate in this Tournament operated by Tournament Organisers, all Players registering ("Tournament Participants") must meet the following requirements:

### RESIDENCY

- All participants must be a current resident of the following countries:

| REGION A | REGION B | REGION C                  | REGION D               |
|----------|----------|---------------------------|------------------------|
| UK       | France   | Germany<br>Italy<br>Spain | US<br>Canada<br>Mexico |

- Be located in the country of residency for the duration of the Tournament.
- In the case of a dispute, the user is responsible for providing proof of residency. This may require Government-issued documents such as a passport, ID card, or visa to be shared with the Tournament Organisers

### AGE

- Be aged 18 years or older at the time of registration.

### ACCOUNTS

- For Tennis Clash: Have a Tennis Clash Account in good standing (not banned or limited in any form).

### AVAILABILITY

- Be available to play for the entire Tournament as scheduled to the best of your ability.
- Be available and eligible to travel internationally (when required as part of the wider Tournament format.) for the following dates: 16th - 20th July 2025.

# **PARTICIPATION**

## **CONFIRMING PARTICIPATION**

By confirming your participation in a Tournament, The Player agrees to participate to the best of their ability. By confirming their participation, The Player agrees to be available for the duration of the Tournament to the best of your ability, and that the player has read and understood these Rules and Terms.

Only the owner of a game account may use that account to confirm participation in a Tournament. That individual must meet all of the user requirements outlined in this document.

All games, matches, and Administrator communication with Administrators must be completed by the individual who confirmed participation. It is against the Rules for an individual to play or communicate on behalf of any other individual unless otherwise instructed by the Tournament Organisers.

## **DISQUALIFIED PLAYERS**

Disqualified players forfeit their right to any share of the prize pool, regardless of their position in the Tournament when disqualification occurs. Disqualification may be done after a Tournament has been marked as completed if an investigation is ongoing.

The Tournament Organisers reserve the right to at any point disqualify any player it deems to have broken any of the Rules outlined in this document, or wider platform Rules and General Rules .

# GENERAL RULES

## PLAYER CONDUCT AND TECHNICAL RESPONSIBILITY

Whilst it is acknowledged that the Tournament is a competitive event, where emotions may run high, players must respect others at all times. Using slurs, harassing language, excessive expletives, posting adult or NSFW content, or otherwise inappropriate behaviour, will not be tolerated and will result in immediate disqualification for the player(s) responsible for such behaviour.

Both in and out of the game, players must act in good faith, and conduct themselves with sportsmanship and fair play in mind. This includes any past present or future act which may impact upon the brand or reputation of any parties represented in the event by association and may result in sanction or immediate disqualification.

If a player is suspected of breaking the Rules surrounding conduct, a report should be created following the guidance in this document.

Any breach of the General Rules occurring outside of the competition context may nonetheless result in immediate disqualification, provided that conclusive evidence is presented to the Administrators.

The Tournament Organiser reserves the right to monitor compliance with these rules and impose sanctions for violations, in order to preserve the integrity and fair competition within the Tournament. This section includes, but it is not limited to, the situations described below, in which penalties will be imposed.

Players should hold the highest standard of integrity and sportsmanship, by strictly following the rules described herein, as well as competing to the best of their ability at all times independently from their respective Tournament round, adversaries' level of skill or ownership of items.

## STANDARDS OF TECHNICAL MAINTENANCE

The Tournament Organisers are not responsible for hardware or software failures presented during the Tournament. As this is a "Bring-Your-Own-Device" (BYOD) Tournament, players are the sole responsible for guaranteeing the appropriate level of maintenance and compatibility specifications of hardware and software, as well as the adequate internet connectivity necessary to play and perform competitively.

## COMPETITIVE INTEGRITY

The Player is expected to play the Wimbledon eChamps in the spirit of fair play and adhere to these Rules at all times during any game or match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action including immediate disqualification.

Examples of unfair play may include, but are not limited to, the following:

- Collusion (as defined below), match fixing or throwing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any match or event.
- Hacking or otherwise modifying the intended behaviour of the Wimbledon eChamps game client, including but not limited to making changes to game files.
- Playing or allowing another player to play on a Tennis Clash account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Tennis Clash in order to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Tennis Clash game client.
- Using macro keys or similar methods to automate in-game actions.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of Tennis Clash (e.g: services designed to throw or fix a Match or Session).
- Interfering with the operation of the Tournament, or any website owned or operated by the Tournament Organisers.
- Making any modification to Tennis Clash that has not been disclosed to and authorised by the Tournament Organisers.
- Otherwise violating these Rules.

## WAGERING

Players shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

## HARASSMENT

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct, including any of the foregoing based on race, colour, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

## CONFIDENTIALITY

A player may not disclose to any third party any confidential information the player obtains in connection with the Tournament, including by posting on social media channels.



## ILLEGAL CONDUCT

Players are required to comply with all applicable laws at all times. Any attempt to deliberately damage or undermine the legitimate operation of the Tournament may be in violation of criminal and civil laws and will result in disqualification from participation in the Tournament. If an attempt is made, the Tournament Organisers or their Partner(s) reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution.

## REPORTING

Any player who witnesses or is subjected to wagering, harassment or illegal conduct should notify the Tournament administrator. All complaints reported will be promptly investigated and appropriate action will be taken. Retaliation against any player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

## INELIGIBLE PLAYERS

Employees of BLAST, AELTC, Wildlife Studios, advertising, promotion, fulfillment or other coordinating agencies, individuals providing services to The Organizers through an outsourcer or temporary employment agency during the Tournament, and their respective immediate family and members and persons living in their same household members of each are not eligible to participate in the Tournament, win any prizes, or to have any share or interest of any prize.

# GAMEPLAY RULES

## ONLINE SETTINGS

Matches for the online portion of the competition will be played through the in-game Event Hub. Game settings for the online section of the Tournament will be played on the default game settings.

## LIVE FINALS SETTINGS

### GAME SETTINGS FOR GROUP STAGE MATCHES

Points to win a game: 10

Games per match: 3

### GAME SETTINGS FOR SEMI FINALS AND GRAND FINAL

Points to win a game: 10

Games per match: 5

## PAUSES

Tennis Clash has no pause function within the game, therefore pausing a match is not possible under any circumstance.

If a player is to close their game, disconnect from the game and/or be unable to play for any reason, that match will be considered as a match loss for that player. Under special circumstances Tournament Officials reserve the right, at their discretion, to call for a match replay.

## DISCONNECTS

Match disconnects are situations in which the player is unable to start or continue a match due to disconnection. If a player disconnects from the lobby or the match, whether the last had started or was about to start, the penalty is a game loss. Additionally, if a player disconnects, closes the game, or is unable to continue playing for any reason, it will be considered a disconnection and result in a game loss.

The only exception to this rule is the case of massive connection issues between players and the Tournament, in which case The Tournament Organiser reserves the right to postpone the Tournament phase or the whole event until the connection problem is resolved.

# TOURNAMENT STRUCTURE

## FIRST QUALIFIER

The first open-to-the-public Tournament will take place from June 12th, 2025, 5am UTC to June 17th, 2025, 5am UTC.

### Tournament Entry Fee

The Tournament has no entry fee, regardless of in-game or real-world currencies.

### Tournament League

The Tournament comprises three independent leagues (Rookie, Junior and Challenger) consisting of players who find themselves at the date of the Tournament inscription in one of the levels mentioned below. Players will be allowed to enter the tournaments related to the leagues they have reached at some point. For example, a player who has already been in a Challenger League can play in the Rookie, Junior and Challenger tournaments.

Thus, the distribution of players between the Tournament levels will be the following:

| Maximum milestone reached by player | Available Tournament League |
|-------------------------------------|-----------------------------|
| Tour 3, regardless of league        | Beginner                    |
| Tour 4 and above:                   |                             |
| • Rookie League                     | Rookie                      |
| • Junior League                     | Junior, Rookie              |
| • Challenger League                 | Challenger, Junior, Rookie  |
| • Master League                     | Challenger, Junior, Rookie  |
| • Grand Slam League                 | Challenger, Junior, Rookie  |

Each Tournament League has a level cap applied to the cards used by the players according to the following:

| Tournament League name | Level cap     |
|------------------------|---------------|
| Beginner               | Up to level 4 |

| <b>Tournament League name</b> | <b>Level cap</b> |
|-------------------------------|------------------|
| <b>Rookie</b>                 | Up to level 6    |
| <b>Junior</b>                 | Up to level 9    |
| <b>Challenger</b>             | Up to level 12   |

The level cap determines the maximum level of cards allowed in each Tournament League; therefore, players with items with higher levels than their current league's top level will have these reduced to fit the league's level cap.

### **Tournament Rounds**

The 1st Round is called Qualifying; it lasts 60 hours and will be played from June 12th, 2025, 5 am UTC to June 14th, 2025, 5 pm UTC. Players will be distributed in brackets of approximately 50 participants. After the Qualifying is completed, players are ranked according to how many points they score in those matches and Tiebreak rules will be applied if necessary. The 40% best-ranked players qualify to the 2nd Round.

The 2nd Round lasts 48 hours and will be played from June 14th, 2025, 5pm UTC to June 16th, 2025, 5pm UTC. Qualified players from each league will be distributed in brackets of approximately 100 participants. After this round is completed, players are ranked according to how many points they score in those matches and Tiebreak rules will be applied if necessary. The 25% best-ranked players qualify for the Final Round.

The Final Round lasts 12 hours and will be played from June 16th, 2025, from 5pm UTC to June 17th, 2025, 5am UTC. Qualified players from each league will be put into a bracket and play amongst themselves. The best-ranked player from the Challenger League, by the end of the round, will qualify for the Grand Final of the Wimbledon eChamps 2025.

### **Tournament Matches**

Players can play a maximum of 20 matches per Tournament Round. Upon finishing each match, players have the option to retry that match once, by paying a value in in-game currency (50 gems). The best result between the original and the retry match will be kept.

### **Determining Outcome in Tiebreaks**

The tiebreak rules are applied in the case two or more players draw. The criteria here explained are applied in the following order: (i) highest accumulated points difference, based on a subtraction of player's point minus opponent's points; (ii) highest number of victories (rematches can replace their worst result, but can't increase their number of victories); (iii) highest number of 10-0 or 7-0 victories (rematches can replace their worst result, but can't increase their number of 10-0 or 7-0 wins); (iv) the player with the lowest amount of matches (less rematches) played will be ranked higher; (v) earliest end of the last match (rematches included).



## SECOND QUALIFIER

The second open-to-the-public Tournament will take place from June 19th, 2025, 5am UTC to June 24th, 2025, 5am UTC.

### Tournament Entry Fee

The Tournament has no entry fee, regardless of in-game or real-world currencies.

### Tournament League

The Tournament comprises three independent leagues (Rookie, Junior and Challenger) consisting of players who find themselves at the date of the Tournament inscription in one of the levels mentioned below. Players will be allowed to enter the tournaments related to the leagues they have reached at some point. For example, a player who has already been in a Challenger League can play in the Rookie, Junior and Challenger tournaments.

Thus, the distribution of players between the Tournament levels will be the following:

| Maximum milestone reached by player | Available Tournament League |
|-------------------------------------|-----------------------------|
| Tour 3, regardless of league        | Beginner                    |
| Tour 4 and above:                   |                             |
| • Rookie League                     | Rookie                      |
| • Junior League                     | Junior, Rookie              |
| • Challenger League                 | Challenger, Junior, Rookie  |
| • Master League                     | Challenger, Junior, Rookie  |
| • Grand Slam League                 | Challenger, Junior, Rookie  |

Each Tournament League has a level cap applied to the cards used by the players according to the following:

| Tournament League name | Level cap     |
|------------------------|---------------|
| Beginner               | Up to level 4 |
| Rookie                 | Up to level 6 |
| Junior                 | Up to level 9 |

| Tournament League name | Level cap      |
|------------------------|----------------|
| Challenger             | Up to level 12 |

The level cap determines the maximum level of cards allowed in each Tournament League; therefore, players with items with higher levels than their current league's top level will have these reduced to fit the league's level cap.

## **Tournament Rounds**

The 1st Round is called Qualifying; it lasts 60 hours and will be played from June 19th, 2025, 5 am UTC to June 21st, 2025, 5 pm UTC. Players will be distributed in brackets of approximately 50 participants. After the Qualifying is completed, players are ranked according to how many points they score in those matches and Tiebreak rules will be applied if necessary. The 40% best-ranked players qualify to the 2nd Round.

The 2nd Round lasts 48 hours and will be played from June 21st, 2025, 5pm UTC to June 23rd, 2025, 5pm UTC. Qualified players from each league will be distributed in brackets of approximately 100 participants. After this round is completed, players are ranked according to how many points they score in those matches and Tiebreak rules will be applied if necessary. The 25% best-ranked players qualify for the Final Round.

The Final Round lasts 12 hours and will be played from June 23rd, 2025, from 5pm UTC to June 24th, 2025, 5am UTC. Qualified players from each league will be put into a bracket and play amongst themselves. The best-ranked player from the Challenger League, by the end of the round, will qualify for the Grand Final of the Wimbledon eChamps 2025.

## **Tournament Matches**

Players can play a maximum of 20 matches per Tournament Round. Upon finishing each match, players have the option to retry that match once, by paying a value in in-game currency (50 gems). The best result between the original and the retry match will be kept.

## **Determining Outcome in Tiebreaks**

The tiebreak rules are applied in the case two or more players draw. The criteria here explained are applied in the following order: (i) highest accumulated points difference, based on a subtraction of player's point minus opponent's points; (ii) highest number of victories (rematches can replace their worst result, but can't increase their number of victories); (iii) highest number of 10-0 or 7-0 victories (rematches can replace their worst result, but can't increase their number of 10-0 or 7-0 wins); (iv) the player with the lowest amount of matches (less rematches) played will be ranked higher; (v) earliest end of the last match (rematches included).

## **LIVE FINALS**

Dates: 18th July 2025

The 8 players ("the Finalists") that place highest in the Closed Qualifiers will compete in 2 Round Robin Groups to determine the top 4 players who will progress to a Single Elimination Bracket. All games in the Round Robin Group are best-of-3 sets. The Semi Finals and Grand Finals in the Single Elimination Bracket are best-of-5 sets.



# PRIZING

## Qualifiers Prizing

### **Prize of 2nd Round**

All players who play the second round of the Tournament will receive an in-game prize in accordance with their league. Top 3 winners in each bracket will win higher-value in-game prizes depending on their position.

### **Prize of Final Round**

All players who play the Final Round of the Tournament will receive an in-game prize in accordance with their league. Top 3 winners in each bracket will win higher-value in-game prizes depending on their position. The Top 2 of the Final Round in the Challenger League will win the right to take part in the Wimbledon eChamps 2025 Grand Final, on July 18th, 2025.

### **Prize Distribution Condition**

Prizes are not transferable and substitutions, trade, or exchanges (including for cash) of any prize are not permitted. The Tournament Organisers reserve the right to substitute a prize of equal or greater value if it sees fit.

In the event the winners are not available, eligible or in the case of any other conditions that may prevent their receipt of their prize, The Tournament Organisers, in their sole discretion, timely decide to award the prizes herein described to the runner ups as to guarantee the presence of one winner of the qualifier for the Grand Final.

As a condition of being awarded any prize, winners consent to the collection and processing of personal data from The Tournament Organisers in order to establish communication and proceed with the delivery of Grand Final tickets, as stated above in Section 7 of the Official Rules.

## **Finals Prizing**

### **LAN Finals Prize:**

All expenses paid ULTIMATE/EPIC\* 5-star trip to London for two (10-12 July 2026)  
£1000 worth of gaming peripherals and accessories  
£500 PS5, Xbox or Steam voucher

*\*The 'epic' weekend to include:*

*2 x Centre Court tickets to the Gentlemen's Singles Final to The Championships 2026*

*Wimbledon hospitality for two onsite at The Veranda on Sunday 12 July 2026*

*Economy flights and two nights' accommodation*

## ELIGIBILITY CONDITIONS

To be eligible to receive any prize, a player must (at minimum) meet all of the following conditions:

- Placed in one (or more) of the placements awarded prizes;
- Adhered fully to the Rules, guidelines, and terms outlined in this document;

- Has not been disqualified, banned, or removed from the Tournament or Tournament Platform; and
- Met all of the User Requirements listed in this document.

Tournament Organisers may require additional conditions to be met, at any point, such as (but not limited to) additional identity verification to ensure Tournament integrity.

Tournament Organisers may, at their sole discretion, withhold or delay prize distribution: Prizing may be withheld or delayed if there is an ongoing investigation into the results of any relevant Tournament/match or player eligibility.

A Player will not be eligible to receive a prize:

- If they are suspected by the Tournament Organiser of failing to meet one or more of the Eligibility Conditions listed above.
- At the sole discretion of the Tournament Organiser.

## **REPORTING & RESOLVING DISPUTES**

### **PROTESTS**

A protest can be filed during a match due to situations such as incorrect room configuration, abuse of breaks and other related problems.

### **CONTENT OF A PROTEST**

The protest must contain detailed information about:

- Why the protest was filed,
- How the discrepancy occurred, and
- When the discrepancy occurred.

A protest may be rejected if no appropriate documentation is provided.

### **MEDIA FILES**

The following media files are valid forms of evidence during party reporting and protests:

- Streaming VODs (with clear player names, date, and Tournament round)
- Screen Recordings
- Screenshots showing both players and the result/problem

Media Files submitted as evidence must not be edited, altered, cropped, cut, or changed in any way that may result in the evidence being misconstrued. This includes not cutting video files to miss out context surrounding an incident.

### **ADMINISTRATIVE DECISION**

The Administrator will have full decision-making power for any situation not foreseen in this rulebook. Based on the evidence and proof collected in the support and/or protest tickets, penalties will be applied, up to and including disqualification of the player(s), or suspension from the platform, depending on the severity of the situation.

## TIME LIMIT

Protests must open within 10 minutes after the end of a match; otherwise, they cannot be used to change an outcome. Although the process of opening must be started within 10 minutes, an Administrator may allow more time for evidence to be collected. An extension of this time limit will not be applicable in every case, and an administrator may choose to allow the Tournament to progress whilst a protest is still under investigation.

## BROADCASTING & STREAMING

Players must get written permission from the Tournament Organisers if they wish to stream their POV publicly on a personal channel in the online section of the Tournament.

We recommend having a stream delay of 90 seconds or more when playing competitively, however, this is the choice of the player streaming.

Community streams or casting of Tournament matches are not permitted.

AELTC is the sole owner of the broadcasting rights, including the online and offline stages of any competition, and may decide in their absolute discretion to licence these rights to a Tournament Organisers or to any third-party broadcaster.

AELTC may decide to include a watch party program. In such a case, AELTC will let the community know by communicating this decision through a public blogpost or a post from its social media channels.

Participation in the watch party program will always be subject to AELTC's approval of the application of the watch party organiser.

## TOURNAMENT ADMINISTRATION & PENALTIES

### ADMINISTRATIVE DECISION

The administrators will have full decision-making power for any situation not foreseen in this rulebook. Based on the evidence and proof collected in the support and/or protest ballots, penalties will be applied, up to and including disqualification of the player(s), or suspension from the platform, depending on the severity of the situation.

Decisions by the Administrators are final.

### PENALTIES

Penalties and punitive actions may be given to/ taken against players at the discretion of the Tournament Organisers. A Protest / Report must be submitted as described in this document. If a player fails to submit a protest in a reasonable amount of time, or does not follow the correct procedure, the Tournament Organisers may choose not to investigate. In which case; the decision will not be overturned.

# RELEASE AND LIMITATION OF LIABILITY

Each person entering and/or competing in the Tournament or other activities associated with the Tournament (such person individually being “You” or “Your” or collectively “Persons”) agrees, to the maximum extent permissible by applicable laws, to release, indemnify and hold harmless AELTC, BLAST and WildLife Studios Inc., including their respective parent companies, subsidiaries, affiliates, partners, representatives, agents, successors, assigns, employees, officers and directors (collectively, the “Released Entities”), from any and all liability, for loss, harm, damage, injury, cost or expense whatsoever including without limitation property damage, personal injury and/or death (where not caused by a Released Entity’s negligence), which may occur in connection with, preparation for, or participation in the Tournament, or possession, acceptance and/or use or misuse of prize or participation in any Tournament-related activity and for any claims based on publicity rights, defamation, invasion of privacy, copyright infringement, trade mark infringement or any other intellectual property-related cause of action. In no event will the Released Entities be responsible or liable for any damages or losses of any kind, including direct, indirect, incidental, consequential or punitive damages arising out of Your access to and use of any websites associated with the Tournament and/or downloading from and/or printing material downloaded from any websites.

You further agree (by entering, competing, and/or participating in the Tournament) to release, indemnify, and hold harmless American Express Travel Related Services Company, Inc. (“Amex”) and its parent company, subsidiaries, affiliates, officers, directors, employees, service providers, suppliers, partners, representatives, and agents (collectively, “Released Amex Parties”) from and against any and all claims, actions, losses, damages, injuries, harm, liability, or any costs or expenses whatsoever (“Claims”) against or sustained by Amex in connection with Your entering, competing, and/or participating in the Tournament, including, without limitation any prizes or awards providing in relation to the Tournament (including, without limitation, Your acceptance or use of any prize or award). You understand You are responsible for payment of all taxes associated with acceptance of prize or award. YOU ACKNOWLEDGE AND AGREE IN NO EVENT SHALL THE RELEASED AMEX PARTIES BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECULATIVE, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR FOR ANY LOST PROFITS OR REVENUES, IN CONNECTION WITH OR ARISING OUT OF THE TOURNAMENT OR YOUR ENTERING, COMPETING AND/OR PARTICIPATING IN THE TOURNAMENT.

## PRIVACY NOTICE

### Qualifying Stages

Participation in the qualifying stages of the Tournament is subject to the privacy policy of WildLife Studios Inc which is available at <https://wildlifestudios.com/policy-center/privacy-policy/>.

## **Final Stage**

### Data Collection

BLAST shall collect the following Tournament Participants information from WildLife Studios Inc. for participation in the Wimbledon eChamps 2025 LAN Final:

- Email: For communication purposes.
- Username: For identification within the tournament.
- Country: To verify geographical eligibility.
- Date of Birth: To verify age eligibility.
- First and Last Name: For identification and prize distribution.

### Data Use

Your data will be used for:

- Managing and organising the Wimbledon eChamps 2025 LAN Final.
- Communicating with The Player regarding tournament details and updates.
- Distributing prizes to winners.
- Analysing participation statistics throughout the event.

### Data Protection and Privacy Compliance

BLAST shall, through the operation of the Wimbledon eChamps 2025 LAN Final, comply with all applicable laws, including Data Protection Legislation\*. Upon receiving player data from WildLife Studios Inc., who are responsible for collecting such data in accordance with applicable data protection laws, BLAST shall assume responsibility for its own lawful processing, handling, and safeguarding of the data in accordance with applicable Data Protection Legislation.

\*Data Protection Legislation means all applicable data protection and privacy legislation in force from time to time in the UK including the General Data Protection Regulation ((EU) 2016/679); the Data Protection Act 2018; the Privacy and Electronic Communications Directive 2002/58/EC (as updated by Directive 2009/136/EC) and the Privacy and Electronic Communications Regulations 2003 (SI 2003 No. 2426) as amended; any other directly applicable European Union regulation relating to privacy and all other legislation and regulatory requirements in force from time to time which apply to a party relating to the use of Personal Data and the privacy of electronic communication.

### Data Sharing

Your personal data will not be shared with third parties except for:

- AELTC;
- Service providers assisting in tournament operations; and
- Legal authorities if required by law.

### Data Security

We implement appropriate technical and organisational measures to protect your personal data against unauthorised access, alteration, disclosure, or destruction always using the latest security practices.

### Your Rights

Depending on your location, The Player has various rights regarding your personal data. For specific inquiries or requests, please contact our Legal Department at: [legalnotices@blast.tv](mailto:legalnotices@blast.tv).

#### Contact Us

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