Tournament Rules & Regulations

JUST DANCE WORLD CUP

Version dated 05/12/2016

1. PREAMBLE

The rules and regulations herein are destined to define the conditions that apply to the tournament entitled the "Just Dance World Cup" whose performances and results depend on the skills of the participants. No purchase, financial contribution or financial contribution is needed in order to participate in the tournament. No purchase of any kind will increase the chances of a participant winning the tournament. The chances of winning the tournament depend solely on the dexterity and individual skills of the eligible participants.

Participation in the tournament is subject to the full and unconditional acceptance of the rules and regulations stated herein (hereafter referred to as the "Rules").

The Just Dance World Cup Tournament (hereafter referred to as the "Tournament") takes place in two phases, with the initial selections phase (hereafter referred to as the "Selections"), being a qualification phase that gives access, under certain conditions, to the second phase of the Tournament which will take place in 2017 during the ESWC Grand Final (hereafter referred to as the "World Final"), the practical details of which are defined below.

The Tournament is open to any natural person (hereafter referred to as the "Participant") as long as they conform to the conditions of eligibility and respect the Code of Conduct as defined in the Rules herein. By participating in the Tournament, the Participant agrees to be bound by the End User Licence Conditions for the "Just Dance 2017" videogame, the User Conditions for the Uplay™ service and, where appropriate, the specific rules for the Selections.

2. TOURNAMENT ORGANISER

This Tournament is organised by the company Oxent SAS, registered as n° 518 858 378 with the Paris Chamber of Commerce, with head offices at 43 rue du Faubourg Montmartre, 75009 Paris, France (hereafter referred to as the "Organiser"), acting on behalf of the company UBISOFT EMEA, registered as n° 432 573 624 with the Bobigny Chamber of Commerce, with head offices at 28 rue Armand Carrel, 93100 Montreuil-sous-Bois, France (hereafter referred to as the "Sponsor").

3. THE SELECTIONS

The Selections take place from 1st September 2016 to 29th January 2017 inclusive.

The Selections are split into two (2) distinct modes (hereafter referred to as the "Modes") which are subject to rules and conditions for participation that are different and specific to each Mode.

The Modes of Selection for the Tournament are: the online WDF Mode and the Event Mode.

At the end of the Selections, seventeen (17) Participants (hereafter referred to as the "Selected Players") will be authorised to participate in the World Final, subject to adhering to the conditions of eligibility as detailed in these Rules. In addition to the seventeen (17) Selected Players, the winner of the previous edition, entitled "Just Dance World Cup 2016", is automatically selected to participate in the World Final. The number of Selected Players per Mode is decided by the Organiser before the Tournament, and the Organiser reserves the right to modify, increase or lower the number of Selected Players per Mode during the Tournament. Any modification of the number of Selected Players will be announced to the Participants by the Organiser and/or the Sponsor. All selections are nominative and personal, meaning that they cannot be sold, lent or exchanged.

Participation in the Selections is open to any natural person over the age of 13 on 1st September 2016 who owns the "Just Dance 2017" videogame, without any obligation to purchase, and has a personal Uplay™ account as well as a high speed Internet connection.

3.1. THE "WORLD DANCE FLOOR" SELECTION MODE

3.1.1. DURATION

The Selection for the "World Dance Floor" Mode (hereafter referred to as the "WDF Mode") will be held from 13th November 2016 to 9th January 2017 inclusive.

3.1.2. CONDITIONS OF PARTICIPATION

Participants must be connected to their Uplay™ account in order to participate in the WDF Mode and have their performances recorded and taken into consideration. The Participant must fill in the information related to his/her Uplay™ account, and guaranties that it is complete, certified and exact.

3.1.3. WDF MODE PROCEDURE

The WDF Mode takes place in the "Just Dance 2017" videogame, exclusively on the PS4™ - PlayStation®4, Xbox One™ and Wii U™ consoles (hereafter referred to as the "Consoles").

The WDF Mode takes place over ten (10) days (hereafter referred to as the "Days" or "Day"), each of which comprises one (1) sixty (60)-minute session (hereafter referred to as the "Sessions") during which the Participants play against each other on the following ten (10) songs (hereafter referred to as the "Songs"):

- Bonbon - Era Istrefi
- Wherever I Go – OneRepublic
- Bang - Anitta
- Sorry – Justin Bieber
- Lean On - Major Lazer Ft. MØ & DJ Snake
- Worth It - Fifth Harmony feat. Kid Ink
- Can't Feel my Face - The Weeknd
- Like I Would – Zayn
- Bailar - Deorro feast. Elvis Crespo
- Scream and Shout (alternate) - will.i.am feat. Britney Spears

The ten (10) Sessions take place at the following times on the following dates:

REFERENCE TIME FOR THE AMERICAS – PACIFIC STANDARD TIME (GMT-8)

- Session 1 – Sunday 13th November 2016, from 10am to 11am PST
- Session 2 – Sunday 20th November 2016, from 5pm to 6pm PST
- Session 3 – Sunday 27th November 2016, from 10am to 11am PST
- Session 4 – Thursday 4th December 2016, from 5pm to 6pm PST
- Session 5 – Sunday 11th December 2016, from 10am to 11am PST

- Session 6 – Sunday 18th December 2016, from 5pm to 6pm PST
- Session 7 – Sunday 25th December 2016, from 10am to 11am PST
- Session 8 – Wednesday 28th December 2016, from 5pm to 6pm PST
- Session 9 – Sunday 1st January 2017, from 5pm to 6pm PST
- Session 10 – Sunday 8th January 2017, from 10am to 11am PST

REFERENCE TIME FOR EUROPE – CENTRAL EUROPEAN TIME (GMT+1)

- Session 1 – Sunday 13th November 2016, from 7pm to 8pm CET
- Session 2 – Monday 21th November 2016, from 2am to 3am CET
- Session 3 – Sunday 27th November 2016, from 7pm to 8pm CET
- Session 4 – Friday 5th December 2016, from 2am to 3am CET
- Session 5 – Sunday 11th December 2016, from 7pm to 8pm CET
- Session 6 – Monday 19th December 2016, from 2am to 3am CET
- Session 7 – Sunday 25th December 2016, from 7pm to 8pm CET
- Session 8 – Thursday 29th December 2016, from 2am to 3am CET
- Session 9 – Monday 2nd January 2017, from 2am to 3am CET
- Session 10 – Sunday 8th January 2017, from 7pm to 8pm CET

REFERENCE TIME FOR OCEANIA – AUSTRALIAN EASTERN DAYLIGHT TIME (GMT+11)

- Session 1 – Monday 14th November 2016, from 5am to 6am AEDT
- Session 2 – Monday 21th November 2016, from 12pm to 1pm AEDT
- Session 3 – Monday 28th November 2016, from 5am to 6am AEDT
- Session 4 – Friday 5th December 2016, from 12pm to 1pm AEDT
- Session 5 – Monday 12th December 2016, from 5am to 6am AEDT
- Session 6 – Monday 19th December 2016, from 12pm to 1pm AEDT
- Session 7 – Monday 26th December 2016, from 5am to 6am AEDT
- Session 8 – Thursday 29th December, from 12pm to 1pm AEDT
- Session 9 – Monday 2nd January 2017, from 12pm to 1pm AEDT
- Session 10 – Monday 9th January 2017, from 5am to 6am AEDT

After these ten (10) Days of Selections via WDF Mode, only the Participant's best Session will be taken into account. The Participants are authorised to participate in all the WDF Mode Days.

3.1.4. POINT CALCULATION FOR WDF MODE

WDF Mode rankings are established for the Participants of each country or region based on their nationality and the number of points obtained during their best respective Sessions (hereafter referred to as the "WDF Rankings") on any of the Consoles. The Participants are ranked among thirteen (13) WDF Rankings, automatically updated after each Day, i.e. 13th November 2016 to 9th January 2017 inclusive, based on the number of points obtained during a Session and the nationality defined in their Uplay™ account:

- WDF Rankings for Germany
- WDF Rankings for Australia
- WDF Rankings for Brazil
- WDF Rankings for Canada

- WDF Rankings for Spain
- WDF Rankings for the USA
- WDF Rankings for France*
- WDF Rankings for Italy
- WDF Rankings for the United Kingdom **
- WDF Rankings for Russia
- WDF Rankings for the "Americas" region ***
- WDF Rankings for region "Asia / Middle East / Africa / Oceania" ****
- WDF Rankings for region "Europe" *****

* The WDF Rankings for France are deemed to include the Participants from the following countries: France, Guadeloupe, Guinea, French Guiana and Martinique.

** The WDF Rankings for the United Kingdom are deemed to include the Participants from the following countries: England, Anguilla, Bermuda, Scotland, Guernsey, Montserrat, the Cayman Islands, the Turks and Caicos Islands, the United States Virgin Islands, Northern Ireland, Jersey and Wales.

*** The WDF Rankings for the "Americas" Region are deemed to include the Participants from the following countries: Antigua and Barbuda, Argentina, the Bahamas, Barbados, Belize, Bolivia, Chili, Colombia, Costa Rica, Dominique, Ecuador, Grenada, Guatemala, Haiti, Honduras, the Virgin Islands, Jamaica, Mexico, Nicaragua, Panama, Paraguay, Peru, Dominican Republic, El Salvador, Saint Kitts and Nevis, Saint Lucia, Suriname, Saint Vincent and the Grenadines, Trinidad and Tobago, Uruguay, Venezuela. Participants from Brazil, the United States and Canada are specifically excluded from the WDF Rankings for the "Americas" Region.

**** The WDF Rankings for the Region "Asia / Middle East / Africa / Oceania" are deemed to include the Participants from the following countries: Angola, Azerbaijan, Bahrain, Belorussia, Botswana, Chad, China, Djibouti, Egypt, Eritrea, Georgia, Ghana, Hong Kong, India, Indonesia, Japan, Jordan, Kazakhstan, Kuwait, Lesotho, Macao, Malaysia, Mali, Mauritania, Moldovia, Mozambique, Namibia, Niger, Nigeria, New Zealand, Oman, Philippines, Qatar, Saudi Arabia, Singapore, Somalia, Soudan, South Africa, South Korea, Swaziland, Syria, Taiwan, Thailand, Turkey, Ukraine, United Arab Emirates, Zambia, Zimbabwe. Participants from Australia and Russia are specifically excluded from the WDF Rankings for the Region "Asia / Middle East / Africa / Oceania".

***** The WDF Rankings for the Region "Europe" are deemed to include the Participants from the following countries: Albania, Andorra, Dutch Antilles, Aruba, Austria, Bosnia-Herzegovina, Belgium, Bulgaria, Cyprus, Croatia, Denmark, Estonia, Finland, Greece, Hungary, Ireland, Iceland, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Norway, the Netherlands, Poland, Portugal, Republic Czech, Romania, San Marino, Serbia, Slovakia, Slovenia, Sweden, Switzerland, Vatican City. Participants from Spain, France, the United Kingdom (as defined above), Germany and Italy are specifically excluded from the WDF Rankings for the Region "Europe".

Participants from any country not listed above as one of the countries eligible for the WDF Rankings are specifically excluded from the WDF Rankings.

If a Participant appears in a ranking without respecting the conditions of nationality or eligibility, the Organiser and/or the Sponsor reserve(s) the right to move the Participant to the ranking to which he/she is supposed to belong.

Calculation of points for the WDF Mode is made as follows:

1. During a Session, Participants from all countries and any Console play against each other on ten (10) Songs;

2. At the end of each Song, Participants obtain a score based on their performance;

3. At the end of each Session, each score of the ten (10) songs are added up to make the Participant's total Points. These Points are compared with the total of Points scored by all the participants on the Platform during the Session, and then weighted according to the

number of Participants on the Platform during the Session. This gives the final Score that is taken into account to determine the different WDF Rankings.

4. Each week, the WDF Rankings are updated to show only the Participant's best Session out of all the Sessions that he/she has played.

The WDF Rankings are available to view on the website www.justdanceworldcup.com

3.1.5. Participants Selected Players for the World Final

Aft the end of ten (10) Days of Selections in WDF Mode, the Participant with the most Points in their WDF Rankings qualifies and is one of the Selected Players to participate in the World Final. Consequently, thirteen (13) Selected Players, qualified via WDF Mode, are authorised to participate in the World Final as long as they respect the conditions of eligibility for participating in the Tournament.

If at least two Participants have the same number of points in the same WDF Rankings, the Participants are judged using the following criteria:

1. The earliest Session during which the Participant obtained their definitive Points in the WDF Rankings
2. The highest number of Points obtained in their second best Session
3. The highest number of Points obtained in their third best Session

If after this the Participants are still tied, a name will be chosen at random by the Organiser in order to define the higher-ranked Participant.

3.2. "Event" selection mode

3.2.1. Duration

Between 3rd September 2016 and 29th January 2017, four (4) local events (hereafter referred to as the "Events") will be organised either by the Organiser, the Sponsor or a local partner in Brazil, Russia, France and Germany.

The information relative to the date and venue of each of these local Events will be given on the website of the Organiser at the following address: www.justdanceworldcup.com

3.2.2. Conditions for participation in an event

Participation in a local Event is subject to the Participant's full and unreserved acceptance of the specific rules and regulation governing them. Only Participants with the nationality of the country in which the event is being held are eligible to take part in the Event in question (for example, only German nationals are eligible to take part in the Selections for the Event taking place in Germany).

The conditions for participation may vary from one Event to another. Participants must inform themselves about and abide by the rules of the Event in which they participate. Participating in an Event is without charge.

3.2.3. Proceedings of "Event" Mode

The Participant is obliged to respect the rules and practical details designated by the administrator of the Event which prevail over the example proceedings detailed below.

Event Mode happens in the "Just Dance 2017" videogame. Selections in Event Mode are split into two phases: the first phase called "Free Play" at the end of which the best eight (8) Participants qualify for the second phase, entitled "Eliminations".

Example proceedings of the "Free Play" phase:

During this phases, the Participants use the "Just Dance" zone dedicated to the Event and dance to different songs. The best eight (8) Participants are next selected by the Event administrators to participate in the Eliminations. The Event administrators select the best eight (8) Participants according to the following criteria:

- the score generated
- the artistry and quality of the choreography
- creativity and originality

Example proceedings of the "Eliminations" phase:

During this phase, the eight (8) Participants selected during the "Free Play" phase play against each other "one on one" (1vs1)" in a direct elimination tournament. The songs used and the match format are announced to the Participant by the Event administrator.

The winner of each Event is qualified and selected to participate in the World Final. In all, four (4) Participants are selected using this method over the course of the various Events in order to participate in the World Final.

3.3. Advantages and obligations of the Selected Players

3.3.1. Endowments given to the Selected Players

The seventeen (17) Selected Players are awarded the following endowments:

1. The right to participate in the World Final which will be held in February 2017, as long as they respect the conditions for participation in the World Final as defined hereafter in the Rules
2. A return, Economy class plane ticket, according to the details defined hereafter (French residents may be required to use train travel instead)
3. Three (3) nights in a standard room in a hotel (three stars or more) chosen by the Organiser (no other option will be given).

The Selected Players are informed that these endowments are only given if the conditions of participation and eligibility for the World Final are respected.

3.3.2. Obligations of the Selected Players

The Selected Players agree to participate in the World Final by presenting themselves on the date and at the time indicated by the Organiser, to respect the specific rules and conditions for participation in the World Final, to fulfil the eligibility conditions designated for participation in the World Final and to respect the Tournament's Code of Conduct.

3.3.3. Authorising use of the likeness of the Selected Players

The Selected Players are informed that they are susceptible to be filmed, photographed, recorded, alone or in a group during the time of the Tournament. The Selected Players authorise the Organiser, the Sponsor, and their subsidiaries, affiliates and partners to fix, record, modify, adapt, localise and reproduce on all media presently known or unknown, including but not limited to digital media, CD-ROM, DVD, Blu-Ray, printed paper, electronic publishing platforms, websites, online services of any format, in all languages, by all means presently known or unknown, in the entire world, with no limitation on duration, in order to produce, edit, exploit and distribute the media elements or documents in which the image of the Selected Players appears, and for all other communication media.

4. The World Final

4.1.1. Dates and venue of the World Final

The World Final will take place in February 2017. The dates and venue of the World Final will be stated on the Tournament website no later than the first trimester of 2017.

4.1.2. Conditions of participation for the World Final

Except for exceptions made at the sole discretion of the Organiser, only Selected Players fulfilling the following eligibility criteria are eligible to take part in the World Final.

- Players must be of legal age as defined by the applicable laws in their country of residence as of 9th January 2017
- Exceptionally, minors over the age of 13 as of 1st September 2016 may be accepted as long as (i) they are accompanied, supervised and under the exclusive responsibility of a parent or legal guardian of 21 years of age or more who has given written confirmation of their responsibility, (ii) this parent / legal guardian undertakes to pay all necessary costs of accompanying and supervising the Selected Player in question (including but not limited to the cost of travel and accommodation)
- Players must have given written confirmation of their participation in the World Final to the Organiser before 20th January 2017 for the WDF Mode Selected Players, and no later than two weeks following their qualification date in the Event Mode Selection.

The Selected Players ineligible for the World Final are automatically disqualified from the Tournament and the Organiser reserves the right, at their sole discretion, to replace any disqualified Selected Player with any other Participant of their choice, based on their performance.

The eligible Selected Players are authorised to participate in the World Final (hereafter referred to as the "Finalists").

The Organiser and the Sponsor reserves the right to ask any Selected Player to supply proof of their eligibility for the Tournament. If proof of the Participant's eligibility is not provided within ten (10) days, the Organiser reserves the right to disqualify the Participant in question from the Tournament.

4.1.3. Proceedings of the World Final

The World Final takes place using the "Just Dance 2017" videogame. The rules, practical details and times of the matches to be played during the World Final will be communicated to Finalists no later than 12th February 2017 on the Tournament's official website www.justdanceworldcup.com.

4.1.4. Endowments given for the World Final

At the end of the World Final, the best Finalists will be given endowments depending on their position in the final rankings. The lots, their distribution, the amount and the practical details of them being sent will be announced by the Sponsor no later than 12th February 2017 and added to these rules and regulations.

5. Restrictions concerning the voyage related to the World Final

The value of the plane ticket depends on the city from which the Selected Players depart. All travel documents, tickets and accommodation are subject to availability conditions, limitations and other restrictions independent of the wishes of the Organiser and Sponsor. The plane ticket given to the Selected Players is a return, economy class ticket for travel to Paris, booked with an airline company at the sole discretion of the Organiser, from the international airport nearest to the place of residence of the Selected Players. Eventual additional costs incurred by the Selected Players are at their own charge.

The Organiser will not replace lost, stolen or defaced tickets. All expenses not detailed in the Rules, including but not restricted to taxi costs, travel to/from the airport, drinks, food, service charges and room service are at the charge of the Selected Players.

In certain cases, the Selected Players are obliged to obtain a visa in order to enter and circulate in French territory. The Selected Players alone are responsible for taking the necessary steps to obtain a visa. The Organiser will do its best to help the Selected Players obtain their visa, giving them a letter of invitation indicating their selection for the World Final. The Organiser cannot be held responsible for any refusal by the competent authorities to deliver a visa to foreign Selected Players. If a Selected Player is unable to obtain their required visa, they are automatically disqualified and their participation in the Tournament is cancelled.

6. Limitation of responsibility

The Organiser's responsibility is strictly limited to delivering the prizes duly attributed to the Selected Players and Finalists.

The online services allowing participation in the Tournament are supplied "as is", with no guarantee of any kind. Neither the Sponsor, nor the Organiser can guarantee that the online service will not be subject to interruption or that it will be exempt of any fault, that anomalies will be corrected or that the online service will not contain any virus, nor can they be held responsible in any way for the partial of complete interruption of any service.

Neither the Sponsor, nor the Organiser can be held responsible for the impossibility of any Participant or Selected Player to access a Selection Mode or the World Final because of a reason attributable, directly or indirectly, to a Participant or Selected Player, such as the loss of airline tickets.

For the entire duration of the Tournament, the Participants and Selected Players are completely responsible for their behaviour, and neither the Organiser nor the Sponsor can be held responsible for any direct or indirect damage resulting from wrongful behaviour attributable to a Participant or Selected Player.

Damages incurred by the Participant during the Tournament cannot be deemed the responsibility of the Organiser or the Sponsor except in the case of serious, wilful neglect or default. Serious neglect is deemed to be any action or the omission to take or provoke the measures permitting, without risk, to prevent any sort of accident presenting a danger to a person's security.

The responsibility of the Organiser is limited to direct material damages, excluding all indirect or immaterial damages, including but not limited to loss or damages to the Participants' accounts, system breakdowns or malfunctions, loss of profit, work, or any other loss of revenues, harm to reputation, renown or likeness incurred by the Participant.

The Participants are warned of the inherent risks involved with intensive use of videogames and, as such, the Organiser and the Sponsor decline all responsibility for any direct or indirect damage observed.

7. Force Majeure

The Organiser and the Sponsor agree to accept as force majeure any event that adheres to the criteria defined by jurisprudence of the Courts and Tribunes of France.

A case of force majeure has the effect of suspending all or part of the execution of the obligations described in these Rules. The Organiser and the Participant are exempt from executing their reciprocal obligations within the limits of their unforeseen difficulties, and will make every reasonable effort so that they may once again completely fulfil their reciprocal obligations.

In the case of force majeure, the Organiser reserves the right to replace one or several endowments by other endowments of at least the same value.

8. Code of Conduct

The Organiser encourages all Participants in the Tournament to adopt behaviour that is fair play, respectful and honest with regard to the other Participants, the Organiser, the Sponsor and more generally everyone participating directly or indirectly in the Tournament.

The Code of Conduct herein intends to establish certain rules of conduct and forbid certain dishonest practices that may give an unfair, unnatural or unexpected advantage.

Non-respect of the Code of Conduct may lead to sanctions such as the cancellation of a performance or disqualification of the Participant from the Tournament. The Organiser and the Sponsor reserve the right to sue any Participant for civil or criminal liability for any direct or indirect damage they may have caused.

- The Participant specifically promises not to cheat, harass, threaten, embarrass, intimidate, corrupt and more generally employ harmful behaviour with regard to the others. This restriction includes posting insulting, hurtful or abusive comments. No form of discrimination based on race, sexual orientation or religion will be tolerated during the Tournament.
- The Participant is informed that their participation in the Tournament is limited to just one participation per Mode. It is notably forbidden to create several Uplay™ accounts in order to participate in the Tournament.

- The Participant promises not to use 'aliasing'. Aliasing is defined here as being when a third person is used to play a match in place of the Participant, for example by lending a Uplay™ account to a third party.
- The Participant promises to respect the local, national and international laws in effect.
- The Participant promises to inform the Organiser without delay of any bug, flaw or third-party software allowing an unwarranted advantage. Any use of a bug allowing an unwarranted advantage and any public communication mentioning such a bug are strictly prohibited.
- The Participant promises not to create a false identity or usurp the identity of a third party with the aim of obtaining an extra chance. Using the Uplay™ account of another Participant is forbidden.
- The Participant promises not to fraudulently access or infiltrate all or part of the automated data treatment systems.
- The Participant promises not to communicate publicly the personal data (including but not limited to names, addresses and telephone numbers) of the other Participants by any means.

9. Sanctions

The Organiser reserves the right to cancel in without further explanation the performance of a Participant who is deemed not to have respected the Rules. All cancellations of performances are irrevocable.

In the case of a Selected Player being disqualified, the Organiser reserves the right to replace the Selected Player in question by the Participant of their choice, based on their performances.

10. Modification of the Rules

The Organiser reserves the right, without engaging their responsibility in this regard, to modify, cancel, shorten, or suspend the Tournament if circumstances so require, and no Participant may demand compensation in such a case. Any modifications will be communicated by all appropriate means. The Participants consequently promise to consult the Rules regularly in order to inform themselves of any possible modifications.

11. Copyright

The logos and brands Electronic Sports World Convention, ESWC, Just Dance and Ubisoft are registered trademarks of the Organiser or the Sponsor. All other brands belong to their respective owners.

The logos, brands, graphics, animations and texts contain on the justdanceworldcup.com website are the property of Ubisoft and cannot be reproduced, used or displayed in any way without the express permission of Ubisoft, under penalty of legal proceedings.

12. Personal data

The personal information requested from Participants is used by the Organiser for their participation in the Tournament and the attribution of the endowments to the Selected Players and Finalists.

The Participant is informed that during the entire Tournament he/she may be photographed, recorded or filmed alone or in a group. The Participant gives the Organiser and the Sponsor the right

to fix, reproduce, use and communicate to the public all or part of the content of the photos in which the Participant appears, throughout the world, without limitation of duration, notably in electronic form and in particular via DVD, CD-ROM, photo CD, e-book, USB stick, mobile telephone, digital network, website or any other digital means currently known or to be invented.

In accordance with the French "Informatique et Libertés" (Data and Privacy) Law of 6th January 1978 (amended), The Participant is informed that the Organiser and Sponsor are authorised to use the photos and video captured and recorded during the Tournament.

The Participant is informed that they have the right to access, modify and/or suppress their personal data. The Participant may exercise these rights.

13. Applicable law

These Rules are subject French law, and any action or reclamation made during the Tournament must be examined by a French jurisdiction.

If any clause of the Rules is declared null or illegal by a definitive decision of justice, the other clauses of the Rules remain applicable and in effect.

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