

CCEL - Just Dance General Rules

1.1. Destination

The aim of these rules (hereinafter the **"Rules"**) is to set out the conditions under which the "Just Dance CCEL Spring '24 Tournament and Finals" competition will take place. The performance and the results of this Competition will rely on the know-how of the competitors (**"Competitor(s)"** or **"Finalist(s)"**). No purchase, financial sacrifice or financial consideration is required to take part in the Competition. No purchase of whatever nature will increase the Competitor's chances of winning the Competition. The Competition results will only depend on the individual dancing skills and dexterity of the eligible Competitors, their Just Dance coach interpretation and embrace of the Just Dance Spirit (tongue-in-cheek, friendly, fun).

Entry into the Competition implies full acceptance of these Rules.

The Competition will take place in two phases: an initial selection phase (**"Qualifiers"**) which involves a qualifying phase, which will take place from February 3rd to March 23rd, giving access under certain conditions to the second, finals phase of the Competition which will take place from April 20th to April 27th (**"Competition"**) of which the conditions of entry are set out below.

The Competition is open to 1 team per organization to the 16 (sixteen) qualified Competitors, subject to meeting the conditions of eligibility and complying with the Code of Conduct as defined in these Rules. By entering the Competition, the Competitor acknowledges that he or she is also bound by the End- User License Terms of the "Just Dance 2023" and "Just Dance 2024" video game, the Terms of Use of the Uplay™ service and, as applicable, the specific rules of the Qualifiers.

Amendments of the Rules

The Organizer reserves the right to amend, cancel, shorten or extend the Competition if the circumstances so require, without being held liable in any way, and no Competitor shall claim compensation in this respect. Any changes shall be transmitted by all appropriate methods. Consequently, Competitors undertake to consult the Rules on a regular basis to be informed of any changes.

2. Competition

2.1.1. Participants

The Competition will consist of 1 Competitor per coach and 16 Competitors for the Finals: which involves a qualifying phase, which will take place from February 3rd to March 23rd, giving access under certain conditions to the second, finals phase of the Competition which will take place from April 20th to April 27th (**"Competition"**)

2.1.2. Dates and venues of the Competition

The Competition will take place online in two phases: an initial selection phase (**"Qualifiers"**)

which involves a qualifying phase, which will take place from February 3rd to March 23rd, giving access under certain conditions to the second, finals phase of the Competition which will take place from April 20th to April 27th (“**Competition**”) of which the conditions of entry are set out below.

2.1.3. Entry requirements to the Competition

Subject to exceptions granted at the sole discretion of the Organizer, only the Competitors selected as Finalists and who meet the following eligibility criteria will be authorized to take part in the Competition :

- people who have reached the legal age on the date of the Competition as established by the applicable laws of their country of nationality ;
- exceptionally, any minor over 13 (thirteen) years old on the date of the Competition, provided that:
 - he or she is accompanied, chaperoned and under the exclusive responsibility of a legal custodian who has parental authority and aged over 21 (twenty-one) years old, with a written undertaking that he or she accepts full responsibility;
 - have sent written confirmation to the Organizer of his or her participation in the Competition before within 15 (fifteen) days following the formal invitation for the Finalist via email.

The Competitor selected as Finalist but who do not meet the eligibility criteria for the Competition shall be automatically disqualified and the Organizer reserves the right, at its sole discretion, to replace the thus disqualified Finalist with another Finalist of its choosing.

The Organizer reserves the right to request that any Finalist provide documentary evidence to verify his or her eligibility for the Competition. Failing presentation of the supporting document attesting the Finalist’s eligibility within 10 (ten) days, the Organizer reserves the right to disqualify said Finalist from the Competition.

The Finalist shall comply with the rules and conditions specified by the Organizer on site, which shall prevail over the standard procedure outlined below.

Finalists who are unable to participate on the dates set by the Organizer will be automatically disqualified and his or her participation in the Competition shall be canceled.

2.2. Limitation of liability

Ubisoft, customer of the Organizer and publisher of the video games Just Dance 2024 and Just Dance 2019 is in no way engaged in the organization and execution of the Competition and is not liable in the context of the Competition. Any question or complaint concerning the

Competition must therefore be addressed to the Organizer in accordance with these Rules. Ubisoft is, however, liable for delivering/providing the Prize: the Trophy will be delivered to Webedia Sao Paulo, and the Champion will be contacted by Ubisoft on a later date regarding the trip to Just Dance Headquarters.

The Organizer shall not be held liable if any Competitor is unable to attend the Competition due to a cause directly or indirectly ascribable to the Competitor such as the loss of air tickets.

Throughout the duration of the Competition, the Competitors shall be fully liable for their behavior and the Organizer shall not be held liable for any direct or indirect damage resulting from the improper behavior of a Competitor.

The Organizer shall only be held liable for injury or loss suffered by the Competitor during the Competition in the event of a willful breach of a safety obligation or in the event of gross negligence. Gross negligence shall be understood as any action or omission to take steps or ensure that steps are taken, without risks, to prevent an event that represents a hazard for the safety of people.

The Organizer's liability shall be limited to direct material damage, to the exclusion of all indirect or consequential damage, including in particular the loss or damage to the accounts of the Competitors, computer failure or malfunction, any loss of profit, operation, or any other loss of income, loss of reputation, good name or image suffered by the Competitor.

The Competitors are warned of the risks specific to the intensive use of video games and, to this end, the Organizer and the sponsor shall not be held liable in the event of any noted direct or indirect damage. The Competitors declare that he or she is capable to participate in the Competition, and in particular that he or she does not suffer from any impairing medical condition.

2.3. Exchange and / or inclusion of participants

2.3.1. -The exchange or inclusion of Competitors of the Competition shall be of exclusive responsibility and may only be carried out by the Organizer.

3. Duration:

3.1. The Competition will take place in two phases: an initial selection phase ("**Qualifiers**") which involves a qualifying phase, which will take place from February 3rd to March 23rd, giving access under certain conditions to the second, finals phase of the Competition which will take place from April 20th to April 27th ("**Competition**"), and include 2 (two) media days online or in person. Competitors are required to take part in all activities held by the Organizer for the Competition, including, but not limited to media day activities.

4. Media Day

4.1. All Competitors are required to take part in Media Day activities, including, but not limited to, taking pictures, recording videos, being interviewed and performing for content creation purposes.

4.1.1. Competitors who refuse to take part in these activities may be disqualified from Competition.

4.2. Competitors are responsible for being available at the times/places our staff asks them to, to make sure every activity is performed according to our schedule. That schedule will be handed to Competitors with the welcome letter they will receive upon making it into the Finals.

4.3. A content director will be responsible for informing Competitors what content is needed, and how Competitors can perform that. Competitors are required to follow her instructions regarding poses, movements, expressions and answers to questions.

4.3.1. Every interview and Competitor content may have English as official language or shall be subtitled with English by Organizer.

5. Competition format :

5.1. The Competition format will follow the following rules:

5.2. Match:

5.2.1. The match is composed by 2 (two) Competitors, that will play up to 3 (three) songs against each other. The Competitor with the most videogame points wins. With the exception of the quarterfinals onwards where other scoring mechanics will apply (as described in 5.5 below).

5.3. Format details:

5.3.1. The format of the Competition will be double elimination bracket, this means that a Competitor needs to lose twice to be eliminated.

5.3.2. Before the Competition reaches the quarterfinals we are hosting up to 2 (two) simultaneous matches, using 2 stages/consoles with the exact same configuration to ensure Competitors in both places have the same playing conditions.

5.3.3. Detailed bracket will be sent to Competitors in a future date, before the Competition.

5.4. Jury members and Twitch vote:

When the Competition reaches the **Finals**, the top 16 Competitors will be evaluated by 3 (three) jury members as well as video game points.

In case of a draw between the videogame scoring point and the jury members point, a final point will be attributed by online viewers thanks to a Twitch vote. Viewers on CCEL official Twitch Channel will be prompted to vote for their favorite player using a chat command, informed during the broadcast by the host and by a visual asset on the screen.

To vote, the viewer will write on Twitch chat, after logging in on Twitch, a hashtag created for each Competitor (e.g. #CompetitorName), during each song. Our vote system will consider only one vote valid per account, no matter how many times the same account writes the text. Only Twitch registered users will be allowed to vote, and voting will be valid only on Ubisoft official Twitch channel. This vote will be displayed and considered valid for the competition only in case of a draw.

5.5. Score:

5.5.1. The Competition scoring will follow the following metric:

5.5.2. Before Finals

5.5.2.1. Best of 3 (three). The Competitor with the most video game points on each song receives one point. The first Competitor with **2 (two) points** wins the match.

5.5.3. Finals onwards: half finals and grand finale

5.5.3.1. Videogame, Judges and Twitch Chat points

From Finals onwards the points system will be followed:

3 Songs will be played.

Song 1 and Song 2:

- Most points in game score will earn = 1 points
- Judge decision = 1 point (jury member 1 gives the first point, jury member 2 gives the second point. In case of a draw, jury member 3 will give the decider point. For each song, the first jury member to speak will be different than the last one, so we have all of them voting through the series. If there is a draw between Competitors the song winner will be decided through twitch chat vote, as mentioned on item 5.4

If both Competitors win 1 (one) song, a third song (match) will need to be done:

Song 3:

- Most points in game score will earn = 1 points
- Judge decision = 1 point (jury member 1 gives the first point, jury

member 2 gives the second point. In case of a draw, jury member 3 will give the decider point. For each song, the first jury member to speak will be different than the last one, so we have all of them voting through the series. If there is a draw between Competitors the song winner will be decided through twitch chat vote, as mentioned on item 5.4

5.6. Code of Conduct

5.6.1.

The Organizer encourages all Competitors in the Competition to adopt a sporting, respectful and honest behavior with regard to the other Competitors, the Organizer, the sponsor and partners and, in general, all individuals directly or indirectly involved with the Competition.

This Code of Conduct is aimed at establishing rules of conduct and prohibiting dishonest practices which may procure an unfair, unnatural or unplanned advantage.

Failure to comply with the Code of Conduct may result in sanctions such as the cancellation of a performance or the disqualification of a Competitor in the Competition. The Organizer and the sponsor reserves the right to take legal action against any Competitor incurring his or her civil or criminal liability further to any direct or indirect damage caused.

5.6.2. Competitors are expected to compete in a professional manner.

Delivering matches, leaving matches for no apparent reason, or showing lack of effort will be recognized as a breach in the Code of Conduct and will result in disqualification.

5.6.3. If Competitors are caught abusing the mechanics of the game to gain advantage in an unsportsmanlike manner by administrators, it will result in a review of the game by the administrator and an appropriate recount will be made regarding that game.

5.6.4. Competitors cannot use clothes or accessories with brands besides Just Dance/Just Dance World Cup, or images that may cause any type of embarrassment or that supports violence, aggression, acts of terrorism, discriminatory manifestations, including but not limited to racial, religious, sexual orientation or xenophobia.

6. General Provisions

Publicizing the image of the Competitors: The Competitors and the winner authorize the Organizer and Ubisoft to capture and use, for a term of 3 (three) years from the date of the Competition, their image, name and voice, for the Including, but not limited to, invitations, folders, booklets, books, photographs, slides, catalogs,

cultural products, written and spoken media, television, websites Promoters and partners), diskettes, CD-Rom, DVD, Blu Ray, internet, private computer network, electronic and digital magazines, exhibitions (itinerant or not), conferences, lectures, including advertisers, in any place existing or that may exist.

6.1.1. As a result of the evolution of social networks and the advancement of the Internet, the Competitor declares to be fully aware that all material published on social networks and / or the Internet may be exploited and / or used by third parties, which may freely, but not to modify the characteristics, images, formatting or sense of the content inserted by the Organizer, to make statements about the content, both in the channels used by the Organizer, and in other social networks and digital media, being that the Organizer will not be able to infer or prevent the action of third parties. In these cases, the Competitor acknowledges that the Organizer will be totally exempt from liability for the permanence of the display of these materials managed by third parties, including that the Organizer will have no responsibility if the contents posted during the Competition become viral or memes **.* Internet meme expression is used to describe an image, video and / or humor related concept that spreads via the Internet.*

6.2. Conditions that invalidate the participation of the Competitors: falsification, adulteration, omission of information or provision of partial information, false or unfounded, impossibility of identification of the contemplated.

6.3. Competitor shall be immediately excluded from the Competition in the event of any attempt to tamper with or circumvent Competition participation procedures, proven fraud or any other illicit form and / or use of fraudulent or obscene robotic mechanical means to obtain benefit / advantage , even if not all of its shares have been valid or consummated under these conditions.

6.4. The Competition, at the Organizer's discretion, shall also be automatically excluded from the Competition in case of physical or verbal violence, aggression, acts of terrorism, discriminatory manifestations, including but not limited to racial, religious, sexual orientation, xenophobia, against any act of discrimination, use of illicit substances or alcoholic beverages during the Competition, as well as other hypotheses provided for in US legislation.

6.5. Competitors who do not attend will be disqualified.

6.6. If any of these conditions mentioned above occur before the start of the Competition, the Competitor will be disqualified, with the vacancy being made available to the next Competitor.

6.7. Collection of Information and Data Protection: the Competitors authorize the

use of their physical addresses, electronic addresses, telephones and other data informed for the purpose of registration formation, reinforcement of advertising media and dissemination of the Competition itself, within the limits of the Organizer is expressly barred from marketing or assigning, albeit free of charge, the data collected in that Competition.

6.8. In accordance with article 10 of Decree 70.951 / 72, drugs, weapons and ammunition, explosives, fireworks or stamping, alcoholic beverages, tobacco and its derivatives and other related products shall not be part of the award or the Competition, by the Minister of Finance.

6.9. All doubts and controversies arising from the Competitors' claims will first be settled by the Organizer through the official email of the event, which can be accessed through: ccelgaming860@gmail.com

6.10. Participation in this Competition will not generate the Competitor and / or contemplated any other right or advantage that is not expressly provided in these Rules.

6.11. The Organizer reserves the right to change, modify or delete the rules of this document for better progress of the Competition.

6.12. In the event of technical problems, of internet or others extraneous to the will of the Organizer, this is reserved in the right to change, modify, or schedule for several days the items referring to the Competition.

6.13. Participation in the Competition implies the total and unrestricted acceptance of the terms of this Rules.

7. The Game

7.1. The game used will be "*Just Dance 2019*" in its most up-to-date version available, played on Xbox One with Kinect.

8. Rules of the Game

8.1. All rules in the code of conduct (link: <https://www.ccelgaming.org/ssbuspring24>) of this game must be respected by all Competitors of the Competition.

9. Game Settings

The songlist for the Competition is:

- Flowers – Miley Cyrus
- Tití Me Preguntó – Bad Bunny
- How You Like That – BLACKPINK
- I Want to Dance With Somebody – Whitney Houston
- Sail – Awolnation

Additional songs may be added before the start of the season

9.1. Any of the above songs may be played during the Competition on any match.

9.2. Pictograms will be turned off during the Competition.

10. Prize

The winner of the Competition will receive the CCEL Just Dance Champion Trophy and a waiver for any in person CCEL Just Dance competitions for 1 (one) calendar year.