Splatoon 3 North American League 2025

I. OVERVIEW

- **Event**: Splatoon 3 North American League 2025 (the “League”)
- **Sponsor**: Nintendo of America Inc., 4600 150th Ave NE, Redmond, Washington 98052 (“Sponsor”)
- **Date and Time**: The start of the season for the League will start on September 20, 2025. See timing in Section III below for more information.
- **Game**: Splatoon 3
- **Platform**: Nintendo Switch & Nintendo Switch 2
- **Teams**: The League is a team competition, and participants must form a team of four people to compete and one optional alternate player (a "Team"), as described in Section III.C below. Each player may only be on one Team during each event listed in Section III.B. below (each an “Event”).

II. ELIGIBILITY

NO PURCHASE NECESSARY TO ENTER OR WIN; PURCHASE WILL NOT INCREASE ODDS OF WINNING. TO BE ELIGIBLE FOR THE LEAGUE, YOU MUST (1) BE A LEGAL RESIDENT OF THE 50 UNITED STATES (INCLUDING D.C.), CANADA, OR MEXICO, AND BE LOCATED IN THOSE TERRITORIES WHILE PARTICIPATING IN THE LEAGUE; (2) BE AT LEAST 13 YEARS OLD AT THE TIME OF ENTRY IF A RESIDENT OF THE UNITED STATES OR CANADA, AND AT LEAST 18 YEARS OLD IF A RESIDENT OF MEXICO; AND (3) HAVE LEGAL ACCESS TO EACH OF THE FOLLOWING DURING AN EVENT: (a) A NINTENDO SWITCH SYSTEM AND SPLATOON 3 GAME, (b) A NINTENDO ACCOUNT, (c) ANY NINTENDO SWITCH ONLINE MEMBERSHIP, INCLUDING TRIAL MEMBERSHIP FOR NINTENDO SWITCH ONLINE, AND (d) HAVE EASY AND REGULAR ACCESS TO A CONSISTENT, RELIABLE HIGH-SPEED INTERNET CONNECTION. Employees, officers, directors, and agents of Sponsor and Battlefy, Inc. (“Battlefy”), together with their respective parent companies, affiliates, subsidiaries, advertising, and fulfillment agencies (together “Related Parties”), and their immediate family members and persons living in their same household are not eligible to participate in the League or to win any prize. All players (or if player is under the age of 18 or under the legal age of majority in the player’s state or province of residence ("Minor"), player’s parent or legal guardian) must complete the online registration process to enter each Event. All players must agree to and comply with these Official Rules, and any other League rules and restrictions provided by Sponsor. Participation in the League constitutes player’s full and unconditional agreement to and acceptance of these Official Rules. A player’s failure to comply with such rules may lead to his/her disqualification from the League in the sole direction of the Sponsor. By permitting a Minor to participate in the League such Minor’s present parent or legal guardian represents and warrants that he or she has read, understands and agrees to the terms and conditions of these Official Rules and the Release Forms (defined below) on behalf of both the parent or legal guardian and the Minor. Void where prohibited by law. All federal, state, provisional and local laws and regulations apply.

III. TOURNAMENT DETAILS

A. **Season Format:**
   1. The League consists of 2 preseason weeks, 8 regular season weeks, and 1 playoff.
   2. During each preseason week and regular season week, Teams will participate in the Ladder Round. The top eight (8) Teams from the Ladder Round will advance to a double-elimination bracket for that week. For each regular season week, Teams will accrue points (their “Event Score”) for that regular season week based on their performance in the Ladder Round and Top 8.

B. **Event Dates and Times:**
   1. Event #1 (Preseason Week 1):
      i. Registration begins at 9:00 AM PT on September 2, 2025, and ends at 12:00 PM PT on September 20, 2025.
      ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on September 20, 2025.

iii. Top 8 will be held at 4:00 PM PT on September 20, 2025.

2. Event #2 (Preseason Week 2):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on September 27, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on September 27, 2025.
   iii. Top 8 will be held at 4:00 PM PT on September 27, 2025.
3. Event #3 (Regular Season Week 1):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on October 4, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on October 4, 2025.
   iii. Top 8 will be held at 4:00 PM PT on October 4, 2025.
4. Event #4 (Regular Season Week 2):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on October 11, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on October 11, 2025.
   iii. Top 8 will be held at 4:00 PM PT on October 11, 2025.
5. Event #5 (Regular Season Week 3):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on October 18, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on October 18, 2025.
   iii. Top 8 will be held at 4:00 PM PT on October 18, 2025.
6. Event #6 (Regular Season Week 4):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on October 25, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on October 25, 2025.
   iii. Top 8 will be held at 4:00 PM PT on October 25, 2025.
7. Event #7 (Regular Season Week 5):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on November 1, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on November 1, 2025.
   iii. Top 8 will be held at 4:00 PM PT on November 1, 2025.
8. Event #8 (Regular Season Week 6):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on November 8, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on November 8, 2025.
   iii. Top 8 will be held at 4:00 PM PT on November 8, 2025.
9. Event #9 (Regular Season Week 7):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on November 15, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on November 15, 2025.
   iii. Top 8 will be held at 4:00 PM PT on November 15, 2025.
10. Event #10 (Regular Season Week 8):
   i. Registration begins at 9:00 AM PT on September 2, 2025 and ends at 12:00 PM PT on November 22, 2025.
   ii. Ladder Round will be held from 12:00 PM PT to 3:00 PM PT on November 22, 2025.
   iii. Top 8 will be held at 4:00 PM PT on November 22, 2025.
11. Event #11 (Playoffs):
   i. Splatoon 3 North American League 2025 Playoffs Day 1 will be held at 12:00 PM PT on December 13, 2025.
   ii. Splatoon 3 North American League 2025 Playoffs Day 2 will be held at 12:00 PM PT on December 14, 2025.

C. **Event Registration**:
   1. Registration Period: To participate in each Event, you must register during the registration period indicated above.

2. Individual Registration: During the Registration Period, all players must register through Battlefy to participate. Visit battlefy.com/nintendovs/splatoon3-north-american-league and follow the links and instructions to complete and submit the registration form, which may include, among other things, your full first and last name, home address (no P.O. Boxes), phone number, date of birth, email address, in-game name, 12-digit Nintendo Switch Friend Code, Nintendo Account user ID and Nintendo Switch Support ID number. Each member of a Team must register to join the Team through battlefy.com and must agree to the Official Rules.
3. Teams**:** Each Team will consist of four (4) players and up to one (1) optional alternate player. The alternate, if any, must be identified during the Registration Period before the start of the Event. The Alternate may be swapped in-between games but must be in the game before the game begins. The Team captain ("Captain") must register a Team via Battlefy and invite the other Team members to join the Team through Battlefy prior to the Event. The Captain must provide accurate Nintendo Switch Friend Code and other information requested by Battlefy. Each player may only be on one Team per Event but can change Teams between Events. Captains must register their Team League roster ("Roster") during the first regular season event they participate in (Event #3 through Event #10). Teams may freely change members until the start of Event #4 but must retain 3 of the original players to be considered the same Team. Any replacements or additions to the Roster after the start of Event #4 will result in the creation of a new Team.
4. Limits**:** Multiple entrants are not permitted to share the same email address or Nintendo Account user ID during the League. Use of any robots or other system to automate participation, or otherwise participate unfairly, is prohibited and may result in disqualification in Sponsor's discretion. In the event of a dispute as to any registration, the authorized account holder of the email address or Nintendo Account user ID used to register will be deemed to be the entrant. The "authorized account holder" is the natural person assigned an email address by an Internet access provider, online service provider or other organization responsible for assigning email addresses for the domain associated with the submitted address.

IV. LEAGUE STRUCTURE, WINNERS, AND SCORING

A. **Ladder Round (September 20, 2025, September 27, 2025, October 4, 2025, October 11, 2025, October 18, 2025, October 25, 2025, November 1, 2025, November 8, 2025, November 15, 2025, and November 22, 2025)**
   1. **Time:** Ladder Round begins at 12:00 PM PT and ends at 3:00 PM PT.
   2. **Structure:** Best of 3, Ladder. For each Event, the following apply:
      i. All eligible Teams that register for an Event may participate in the ladder during which the Teams may queue for a match at any time during the three (3) hour open play period. Matchmaking in the ladder will preferentially select teams with similar team ratings in the current play period. A match consists of up to three (3) games. The Team that wins two (2) of the games is determined the winner of the match.
      ii. Team ratings are determined by Battlefy based on number of matches Teams win or lose.
      iii. Teams will report their score to Battlefy as described in these Official Rules.
      iv. In the event of a tie in a single game, the winning Team will be determined by in-game decision.
      v. If there is a dispute, Battlefy will moderate and if Battlefy determines that the result is still unclear, Battlefy will moderate a rematch.
      vi. Leaderboard placement is based on the highest team rating ("Peak Team Rating") a Team achieves during the Ladder Round.
      vii. The eight (8) Teams with the highest leaderboard placements will advance to Top 8.
      viii. Teams must play a minimum of five (5) matches to qualify for Top 8.
      ix. Ties on the leaderboard will be broken in the following way:
         - Teams that have played the minimum number of matches required will rank higher than those that have not played the minimum number of matches required.

- A higher Peak Team Rating will result in a higher placement. If Peak Team Ratings are tied, then the Team with the higher current team rating will receive the higher placement.
- If current team rating is tied, then the Team with more match wins will receive the higher placement.
- If the number of match wins is tied, then the Team that has won more games will receive the higher placement.
  If the number of games won is tied, then the Team that has lost fewer games will receive the higher placement.
- If the number of games lost is tied, Teams will be ranked on their win/loss record against each other.
- If the win/loss record against each other is tied, Battlefy will moderate a rematch with the winner of the match receiving the higher ranking.

x. Teams will be awarded points toward their Event Score based on their leaderboard placement in the Ladder Round.
- 1st – 8th place (eight teams): 60 points
- 9th – 16th place (eight team): 50 points
- 17th – 32nd place (sixteen teams): 40 points
- 33rd – 48th place (sixteen teams): 35 points
- 49th – 64th place (sixteen teams): 30 points
- 65th – 80th place (sixteen teams): 25 points
- 81st – 96th place (sixteen teams): 20 points
- 97th – 112th place (sixteen teams): 15 points
- 113th – 128th place (sixteen teams): 10 points
- 129th place and higher: 5 points

xi. A Team's Event Score from the Ladder Round and Top 8 (if applicable) will be used to determine the Season Standings. See Section IV.C. Season Standings for more information.

3. **Required Gameplay and Settings:** Once the two designated Teams are in the Private Battle room, the host must select the appropriate mode and stage with the following settings:
   i. For the first game, a Captain from either Team will type "/coinflip" into Battlefy's Match Chat. The coin flip will determine the Team that will choose the mode for the first game. The other Team will choose the stage. After the first game, the winning Team will choose the mode for the next game and the loser will choose the stage. Each mode and each stage can only be chosen once per match.
      - Modes
        - Turf War
        - Splat Zones
        - Tower Control
        - Rainmaker
        - Clam Blitz
      - Stages
        - Hagglefish Market
        - Undertow Spillway
        - Museum d'Alfonsino
        - Inkblot Art Academy
        - MakoMart
        - Um'ami Ruins
        - Barnacle & Dime
        - Humpback Pump Track
        - Crableg Capital

        - Urchin Underpass
    ii. **Weapons/Gear:** Anything player has unlocked may be used, except that Splatfest Tees are not allowed to be worn. Any player wearing a Splatfest Tee may result in an automatic game loss for their Team in Sponsor's discretion.
    iii. **Recon:** OFF
    iv. **More Settings:** The host must press X Button for more settings, and then set the following settings:
        - **Primary Gear Abilities Only:** OFF
4. **Reporting Scores:** Each Captain is responsible for reporting the score on the corresponding match page accessible from the Battlefy bracket once a match is complete. It is advised that the winning Team should report the score. Using the Capture button on the controller, each Captain or a designated member of his or her Team should take screen shots and/or video of the victory screen in case of a dispute on the reporting. If you have any problems, please request help from a League administrator ("League Admin") via the Report Match Issue button on Battlefy or via the Tournament chat on Battlefy.
5. **Disconnection**: If a player disconnects during a game after 1 minute has transpired, the Team must finish the game without that player. If a disconnection occurs in the first 1 minute of a game, the game must be restarted. In the event of a dispute, the Team that experiences the disconnection is responsible for providing video evidence of the disconnection via the Nintendo Switch Capture feature. Only 1 game can be restarted for each match.
6. **Match Support:** Once a lobby has been created, Teams have 5 minutes to start a game. If the Team responsible for creating the lobby has not done so, Teams will have 5 minutes to start a game from the time that the waiting team has indicated they are ready to join a lobby. If a game has not started within 5 minutes after the lobby has been created or the waiting team has indicated that they are ready join a lobby, the present Team is required to request help from a League Admin via the Report Match Issue button on Battlefy or via the Tournament chat on Battlefy. Once the League Admin has validated the request, the League Admin will issue a penalty of a 1 game loss to the absent Team. Every 5 minutes after the initial penalty is applied, or 5 minutes after a previously played game has finished, if a team is not ready then additional game loss penalties will be applied until the match has been decided.
7. **Verification:** Your Team will not be eligible to advance to the Top 8 until you are verified by Battlefy based on complying with the rules of this League.

B. **Top 8 (September 20, 2025, September 27, 2025, October 4, 2025, October 11, 2025, October 18, 2025, October 25, 2025, November 1, 2025, November 8, 2025, November 15, 2025, and November 22, 2025)**
1. **Time:** Top 8 begins at 4:00 PM PT.
2. **Structure:** Best of 5, Double Elimination Bracket. For each Event, the following apply:
    i. Top 8 Teams will be eligible to participate in a double elimination bracket in Turf War and Ranked modes. The bracket will be posted on Battlefy at battlefy.com/nintendovs/splatoon3-north-american-league .
    ii. A match consists of up to five (5) games. The Team that wins three (3) of the games is determined the winner of the match.
    iii. In the event of a tie in a single game, the winning Team will be determined by in-game decision.
    iv. Tournament Admin will record the score of each game. If there is a dispute, Tournament Admin will moderate and if Tournament Admin determines that the result is still unclear, Tournament Admin will moderate a rematch.
    v. Each Team will start in the winner's bracket for that Event.
    vi. When a Team loses a match, they will move down to the loser's bracket for that Event.
    vii. When a Team loses two matches, they are eliminated from the Tournament.
    viii. Each Top 8 Event will end when one Team remains.
    ix. Teams will be awarded points toward their Event Score based on placement in the Top 8 double elimination bracket.
        - 1st place (one team): 40 points

- 2nd place (one team): 35 points
- 3rd place (one team): 25 points
- 4th place (one team): 15 points
- 5th place (two teams): 10 points
- 7th place (two teams): 5 points

x. A Team's Event Score from the Ladder round and Top 8 round will be used to determine the Season Standings. See Section IV.C. Season Standings for more information.

3. **Check In:** The Captain of each Team must "Check-In" with Tournament Admin at least one hour before the start of the Top 8 Event. The check-in step can be fulfilled from the Tournament discord server in the #top-8 channel located at this link: https://discord.gg/jquWdGR.
4. **Hosting:** Tournament Admin will host all matches in the Top 8. Captains must become friends with Tournament Admin by adding the Friend Code provided by Tournament Admin and accepting the friend request. Tournament Admin will create a Private Battle and all other players on the two Teams participating in the match will join the Private Battle room.
5. **Required Gameplay and Settings:** Once the two designated Teams are in the Private Battle room, the host must select the appropriate mode with the following settings:
   i. The team with the higher seed will choose the mode for the first game. The other team will choose the stage. After the first game, the winning team will choose the mode for the next game and the loser will choose the stage. Each mode and each stage can only be chosen once per match.
   - Modes
     - Turf War
     - Splat Zones
     - Tower Control
     - Rainmaker
     - Clam Blitz
   - Stages
     - Hagglefish Market
     - Undertow Spillway
     - Museum d'Alfonsino
     - Inkblot Art Academy
     - MakoMart
     - Um'ami Ruins
     - Barnacle & Dime
     - Humpback Pump Track
     - Crableg Capital
     - Urchin Underpass

   ii. **Weapons/Gear:** Anything player has unlocked may be used, except that Splatfest Tees are not allowed to be worn. Any player wearing a Splatfest Tee may result in an automatic game loss for their Team in Sponsor's discretion.

   iii. **Recon:** OFF

   iv. **More Settings:** The host must press X Button for more settings, and then set the following settings:
   - **Primary Gear Abilities Only:** OFF
6. **Disconnection:** If a player disconnects during a game after at least 1 minute has transpired, the Team must finish the game without that player. If a disconnection occurs in the first 1 minute of a game, the game must be restarted. Tournament Admin will handle all match disputes based on video evidence. Only 1 game can be restarted for each match.
7. **Match Support:** If a match has not started within 10 minutes after the round has opened, the Captain is expected to contact support in the #top-8 channel at this link: https://discord.gg/jquWdGR. Support must also be contacted in case of delays during a match. If four players on a Team are not available to play within 10 minutes of when a match is scheduled to start, that Team will be subject to disqualification in Sponsor's discretion.

8. **Verification:** Your Team will not be eligible for a Prize until you are verified by Battlefy, you complete and return any Release Forms requested by Battlefy on behalf of Sponsor, if any, and you follow the instructions contained in the notification received from Battlefy.

C. Season Standings

1. Teams will be ranked on the Season Standings based on their five (5) highest Event Scores from Event #3 (Regular Season Week 1) to Event #10 (Regular Season Week 8). Ties in the Season Standings will be broken in the following way based on matches during Event #3 (Regular Season Week 1) to Event #10 (Regular Season Week 8) of the season:
   i. If points are tied, the Team with the higher win percentage of their matches will receive the higher ranking on the Season Standings.
   ii. If win percentage is tied, the Team with fewer game losses will receive the higher ranking on the Season Standings.
   iii. If the number of games lost is tied, the Team with the better head-to-head record will receive the higher ranking on the Season Standings.
   iv. If the head-to-head record is tied, the Team with the most highest-placing finishes during the Top 8 will receive the higher ranking on the Season Standings.
   v. If the number of highest-placing finishes are tied, the Team with the fewest game losses during the Top 8 will receive the higher ranking on the Season Standings.
   vi. If the fewest game losses is tied, Battlefy will moderate a match with the winner of match receiving the higher ranking on the Season Standings.
2. The Team with the highest ranking will be considered the Top Team and will be eligible for the Top Team prizing.

D. **Playoffs (December 13, 2025 and December 14, 2025)**

1. **Time:** Playoffs begin at 12:00 PM PT on December 13, 2025 (Day 1) and 12:00pm PT on December 14, 2025 (Day 2). The first 8 matches of the playoffs will occur during Day 1 and the remainder of matches will be played during Day 2.
2. **Structure:** Best of 5, Double Elimination Bracket
   i. The eight (8) Teams with the highest Season Standings following the conclusion of Event #10 will be eligible to participate in a double elimination bracket in Turf War and Ranked modes. The bracket will be posted on Battlefy at battlefy.com/nintendovs/splatoon3-north-american-league
   ii. A match consists of up to five (5) games. The Team that wins three (3) of the games is determined the winner of the match.
   iii. In the event of a tie in a single game, the winning Team will be determined by in-game decision.
   iv. Tournament Admin will record the score of each game. If there is a dispute, Tournament Admin will moderate and if Tournament Admin determines that the result is still unclear, Tournament Admin will moderate a rematch.
   v. Each Team will start in the winner's bracket for that Event.
   vi. When a Team loses a match, they will move down to the loser's bracket for that Event.
   vii. When a Team loses two matches, they are eliminated from the Tournament.
   viii. The Tournament ends when one team remains.
3. **Check In:** The Captain of each Team must "Check-In" with Tournament Admin at least one hour before the start of each day of the playoffs. The check-in step can be fulfilled from the Tournament discord server in the #playoffs channel located at this link: https://discord.gg/jquWdGR.
4. **Hosting:** Tournament Admin will host all matches in the playoffs. Captains must become friends with tournament Admin by adding the Friend Code provided by Tournament Admin and accepting the friend request. Tournament Admin will create a Private Battle and all other players on the two Teams participating in the match will join the Private Battle room.
5. **Required Gameplay and Settings:** Once the two designated Teams are in the Private Battle room, the host must select the appropriate mode with the following settings:

i. The Team with the higher seed will choose the mode for the first game. The other Team will choose the stage. After the first game, the winning Team will choose the mode for the next game and the loser will choose the stage. Each mode and each stage can only be chosen once per match.
   - Modes
     - Turf War
     - Splat Zones
     - Tower Control
     - Rainmaker
     - Clam Blitz
   - Stages
     - Hagglefish Market
     - Undertow Spillway
     - Museum d'Alfonsino
     - Inkblot Art Academy
     - MakoMart
     - Um'ami Ruins
     - Barnacle & Dime
     - Humpback Pump Track
     - Crableg Capital
     - Urchin Underpass

ii. **Weapons/Gear:** Anything player has unlocked may be used, except that Splatfest Tees are not allowed to be worn. Any player wearing a Splatfest Tee may result in an automatic game loss for their Team in Sponsor's discretion.

iii. **Recon:** OFF

iv. **More Settings:** The host must press X Button for more settings, and then set the following settings:
   - **Primary Gear Abilities Only:** OFF

6. **Disconnection:** If a player disconnects during a game after at least 1 minute has transpired, the Team must finish the game without that player. If a disconnection occurs in the first 1 minute of a game, the game must be restarted. Tournament Admin will handle all match disputes based on video evidence. Only 1 game can be restarted for each match.
7. **Match Support:** If a match has not started within 10 minutes after the round has opened, the Captain is expected to contact support in the #playoffs channel at this link: https://discord.gg/jquWdGR. Support must also be contacted in case of delays during a match. If four players on a Team are not available to play within 10 minutes of when a match is scheduled to start, that Team will be subject to disqualification in Sponsor's discretion.
8. **Verification:** Your Team will not be eligible for a Prize until you are verified by Sponsor, you complete and return any Release Forms requested by Sponsor, if any, and you follow the instructions contained in the notification received by Sponsor.

V. PRIZING AND APPROXIMATE RETAIL VALUE ("ARV")

A. **League Prize**:

1. **Top Team)**: There will be one (1) Top Team following the regular season based on the Season Leaderboard. Each member of the Top Team will receive:
   i. One (1) Splatoon 3 North American League Top Team Trophy (ARV $150 USD);
   ii. Total ARV for each Top Team Prize: $150 USD

2. **Grand Prize**: Following the playoffs, there will be one (1) Grand Prize that the highest placing Team will be eligible to receive. Each member of the Grand Prize-winning Team will receive:
   i. Splatoon 3 North American League Grand Prize Trophy (ARV $300 USD)
   ii. Splatoon 3 Themed Gaming Chair (ARV $359 USD)
   iii. Custom-Wrapped Splatoon 3 Themed Nintendo Switch Pro Controller (ARV $69.99 USD)
   iv. Splatoon 3 Themed Wall Banner (ARV $20 USD)
   v. Total ARV for each Grand Prize: $748.99 USD

3. **First Prize**: Following the playoffs, there will be one (1) First Prize that the second highest placing Team will be eligible to receive. Each member of the First Prize-winning Team will receive:
    i. Splatoon 3 North American League First Prize Trophy (ARV $300 USD)
    ii. Splatoon 3 Themed Gaming Chair (ARV $359 USD)
    iii. Custom-Wrapped Splatoon 3 Themed Nintendo Switch Pro Controller (ARV $69.99 USD)
    iv. Splatoon 3 Themed Wall Banner (ARV $20 USD)
    v. Total ARV for each First Prize: $748.99 USD

4. **Second Prize**: Following the playoffs, there will be one (1) Second Prize that the third highest placing Team will be eligible to receive. Each member of the Second Prize-winning Team will receive:
    i. Splatoon 3 North American League Second Prize Trophy (ARV $300 USD)
    ii. Splatoon 3 Themed Gaming Chair (ARV $359 USD)
    iii. Custom-Wrapped Splatoon 3 Themed Nintendo Switch Pro Controller (ARV $69.99 USD)
    iv. Splatoon 3 Themed Wall Banner (ARV $20 USD)
    v. Total ARV for each Second Prize: $748.99 USD

5. **Third Prize**: Following the playoffs, there will be five (5) Third Prizes that the remaining Teams will be eligible to receive. Each member of the Third Prize-winning Team will receive:
    i. Splatoon 3 Themed Gaming Chair (ARV $359 USD)
    ii. Custom-Wrapped Splatoon 3 Themed Nintendo Switch Pro Controller (ARV $69.99 USD)
    iii. Splatoon 3 Themed Wall Banner (ARV $20 USD)
    iv. Total ARV for each Third Prize: $448.99 USD

6. **Total ARV for all prizes**: $18,567.68 - $23,209.60 USD

B. **Winner Notification for Event Prizes**: The potential winners for the Tournament will be notified via email within ten (10) business days following the conclusion of Event #11 (Playoff) using the contact information provided upon registration. To claim a prize, a potential winner (or if a Minor, his or her parent or legal guardian) must follow the instructions contained in the notification and respond within two (2) days. If a potential winner cannot be contacted, is ineligible or disqualified, or fails to return the completed and executed Release Forms in a timely manner as required by Sponsor, the winner's status may be forfeited and an alternate winner may, at Sponsor's discretion, be designated, provided sufficient time remains to verify an alternate winner; otherwise, Prize will not be awarded. For clarity, the ten-day notification period in this paragraph only applies to the first round of potential winners. If alternate winners are needed, Sponsor reserves the right to continue to contact alternate winners (e.g., the Tournament team with the next highest score), until the applicable number of winners are verified, provided enough time remains (at Sponsor's discretion) to verify such winners.

   After verification of the entrant's eligibility, such entrant will be awarded a Prize, as set forth below.

C. **Alternate Winners/Finalists**: If all members of the winning Team are unable to agree to the terms of accepting the prize, an alternate Team may be determined the winner based on the Team's performance at Sponsor's discretion.

D. **In General**: This is a skill-based competition. Odds of winning depend on number and quality of eligible players participating in the Tournament. No alternative prize, cash, or other substitution shall be permitted, but Sponsor reserves the right to substitute any prize with a prize of equal or greater value. Arrangements for the fulfillment of the prize will be made by Sponsor. Prizes are non-transferable. The prizes will be awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). ALL FEDERAL, STATE, PROVINCIAL AND LOCAL TAXES ASSOCIATED WITH THE RECEIPT OR USE OF ANY PRIZE ARE THE SOLE

RESPONSIBILITY OF THE WINNER. Prizes will be delivered as soon as practicable by Sponsor upon verification/confirmation of the winners. Prizes won by a Minor will be awarded to a parent or legal guardian on the Minor's behalf.

VI. NINTENDO ACCOUNT & IDENTITY OF ENTRANT

A Nintendo Account is required to participate in the League and the entrant's Nintendo Account must be consistent with their country of residence. A Nintendo Account is also required to receive and redeem My Nintendo points. Terms apply (https://accounts.nintendo.com/term_point).

VII. LICENSE GRANT

Sponsor, Battlefy and their agents may broadcast, stream, film, transmit, publicly display, record and/or take photographs during the Event, and may use the resulting footage, recordings or photographs for a range of purposes, including, without limitation, for marketing and promoting Sponsor, Battlefy and their respective products and services. By participating in the Event, player (and if such player is a Minor, his or her parent or legal guardian) hereby consents to being filmed, recorded, photographed and having his or her gameplay recorded, broadcast or streamed during the Event, and grants Sponsor, Battlefy and those acting under their authority (and agrees to confirm that grant in writing) the royalty-free, perpetual, irrevocable right and license to publish, reproduce, perform, distribute, stream, adapt, edit, modify, translate, create derivative works based upon, and otherwise use and display any or all of the content and details of such participation without additional compensation, including player's name, player name, city and state/province of residence, voice and/or likeness, Nintendo Account, Nintendo Network ID, Mii character, prize information, and any of the film, photographs or recordings taken pursuant to this Section VII without further compensation, review or approval, and without territorial, time, media or medium or other limitations, for any and all purposes, including, but not limited to, marketing and advertising purposes, except where prohibited by law.

VIII. RELEASE AND LIMITATIONS ON LIABILITY

BY PARTICIPATING IN THE LEAGUE, PLAYER (AND, IF PLAYER IS A MINOR, HIS OR HER PARENT OR LEGAL GUARDIAN) AGREES THAT HE/SHE VOLUNTARILY ASSUMES AND ACCEPTS ANY AND ALL RISKS RELATED TO HIS/HER PARTICIPATION IN THE LEAGUE AND RELEASES THE RELEASED PARTIES (DEFINED BELOW) FROM AND HEREBY WAIVES, ANY AND ALL CLAIMS RELATED TO THE LEAGUE, INCLUDING BUT NOT LIMITED TO, ANY DANGERS, HARM, INJURIES AND/OR LOSSES THAT MAY OCCUR TO PLAYER AND/OR HIS/HER PROPERTY DURING SUCH PARTICIPATION WHETHER UNDER A THEORY OF CONTRACT, TORT (INCLUDING NEGLIGENCE), WARRANTY OR OTHER THEORY.

PLAYER (AND IF PLAYER IS A MINOR, PLAYER'S PARENT OR LEGAL GUARDIAN) FURTHER AGREES THAT UNDER NO CIRCUMSTANCES, INCLUDING, BUT NOT LIMITED TO, NEGLIGENCE, SHALL SPONSOR OR ANY OF ITS RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES, SHAREHOLDERS, AGENTS, SUCCESSORS, AND ASSIGNS OR ANY OF THE RELATED PARTIES (THE "RELEASED PARTIES") BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES, INCLUDING ANY INJURIES, LOSSES OR DAMAGES OF ANY KIND TO PERSONS, INCLUDING DEATH, OR PROPERTY, ARISING IN WHOLE OR IN PART, OUT OF ANY OF THE FOLLOWING, EVEN IF ANY OR ALL OF THE RELEASED PARTIES HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES: PLAYER'S PARTICIPATION IN THE LEAGUE OR ANY RELATED ACTIVITY; PLAYER'S ACCEPTANCE, POSSESSION, MISUSE OR USE OF ANY PRIZE; ACCESS TO OR USE OF ANY WEBSITE ASSOCIATED WITH THE LEAGUE; OR FOR ANY PRINTING, PRODUCTION, TYPOGRAPHICAL, HUMAN OR OTHER ERROR IN THE ADVERTISING, OFFERING OR ANNOUNCEMENT OF ANY PRIZE. WITHOUT LIMITING THE FOREGOING, EVERYTHING ON ANY WEBSITE ASSOCIATED WITH THE LEAGUE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT.

Released Parties are not responsible for illegible, lost, late, damaged, destroyed, inaccurate, delayed, incomplete, unintelligible, non-delivered, misdirected, stolen entries or for incomplete, inaccurate, lost, interrupted or unavailable network, satellite, telephone networks or lines, cellular towers or equipment (including handsets), computer online systems, Internet connections, computer equipment, software, viruses or bugs, servers or providers, or other connections, availability or accessibility; or for unauthorized access to, or alteration of entries; or miscommunications, failed computer, telephone, cellular, satellite, or cable transmissions, lines or other technical failure; or for jumbled, scrambled, delayed, or misdirected transmissions, computer hardware or software malfunctions, failures or difficulties; or for any other errors of any kind, whether human, technical, mechanical, electronic or network, including, without limitation, any errors which may occur in connection with the administration of the League or in any related materials; or for the incorrect or inaccurate capture of entry or other information, or the failure to capture any such information. Released Parties are not responsible for injury or damage to player's or to any other person's computer related to or resulting from participating in the League or downloading materials from any related websites. Without limiting the release provided above, and for greater certainty, Released Parties will not be liable for (a) any incomplete or inaccurate information, whether caused by wireless device users or by any equipment or programming associated with or utilized in the League, or by any technical or human error which may occur in the processing of entries; (b) the theft, destruction or unauthorized access to, or alteration of, entries; (c) any problems with or technical malfunctions of telephone networks or lines, computer online systems, servers or providers, computer equipment, software, viruses or bugs; (d) any failure of any message to be received by or from Sponsor for any reason including but not limited to traffic congestion on the Internet or wireless waves or at any website or combination thereof; or (e) damage to a player's or other person's system or equipment occasioned by participation in the League.

Without limiting the foregoing, to the maximum extent permitted by law, each player (and if player is a Minor, player's parent or legal guardian) waives all rights he or she may have under California Civil Code Section 1542, which reads as follows: "A general release does not extend to claims which the creditor does not know or suspect to exist in his favor at the time of executing the Release, which if known by him must have materially affected the settlement with the debtor." By participating in the League, player (and if player is a Minor, player's parent or legal guardian) waives any and all rights to bring any claim or action related to his/her participation in the League in any forum beyond one (1) year after the first occurrence of the kind of act, event, condition or omission upon which the claim or action is based.

SOME JURISDICTIONS MAY NOT ALLOW LIMITATIONS OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OR EXCLUSION OF IMPLIED WARRANTIES SO SOME OF THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. CHECK YOUR LOCAL LAWS FOR ANY RESTRICTIONS OR LIMITATIONS REGARDING THESE LIMITATIONS OR EXCLUSIONS.

IX. GENERAL TERMS AND CONDITIONS

The League and these Official Rules shall be governed, construed and interpreted under the laws of the State of Washington, U.S.A. Players agree to be bound by these Official Rules and by the decisions of Sponsor, which are final and binding in all respects. Each Event is subject to all applicable federal, state, provincial and local laws and is void where prohibited. Any provision of these Official Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Official Rules will remain in effect. Sponsor reserves the right to change these Official Rules at any time, in its sole discretion, and to suspend or cancel the League, or any part thereof, or any player's participation therein, for any reason, including, without limitation, if viruses, bugs, unauthorized human intervention or other causes beyond Sponsor's control affect the administration, security or proper execution of the League or Sponsor otherwise becomes (as determined in the Sponsor's sole discretion) incapable of running the League as planned. THE DATES, TIMES, LOCATIONS, AND PRIZES ARE SUBJECT TO CHANGE, WITHOUT NOTICE, AT SPONSOR'S SOLE DISCRETION. Sponsor will not be responsible for problems with the gaming or other Event equipment. In the event of the ROM freezing or other equipment, hardware or software failure during one of the Event games/rounds, Sponsor may take whatever action it determines necessary or desirable (in the sole discretion of the Sponsor) to correct or remedy the failure or impact thereof, including but not limited to switching to a different system on-stage and/or restarting the game/rounds with the same or similar settings.

By entering the League, entrants certify that they have complied with these Official Rules and are eligible to win. Any delay or failure of Sponsor to perform its obligations under these Official Rules, including, without limitation, with respect to fulfillment of the prize or any part thereof, shall be excused to the extent that such delay or failure is caused by an event or occurrence beyond Sponsor's reasonable control, including, without limitation, acts of God, actions by governmental authorities, fires, floods, storms, earthquakes, inclement weather, pandemic, natural disasters, riots, wars, terrorism, or labor disputes.

Each player participating in the League (and the parent and legal guardian of each, if a Minor) represents and warrants to Sponsor that (a) player will comply with Sponsor's Community Guidelines (https://www.nintendo.com/us/code-of-conduct/), (b) the player's participation in the League will not reflect negatively on Sponsor, its brands, products or services, (c) the player will use a player name and/or Team name that is appropriate for general audiences, (d) the player will behave in an appropriate and respectful manner towards other participants, spectators, press and any members of event staff, (e) the player will not engage in unsportsmanlike conduct (e.g. excessive trash talking, disruptive behavior), and (f) the player will not use pirated or modified versions of Nintendo Switch games.

Players who violate these Official Rules, tamper with the operation of a League or engage in any conduct that is detrimental or unfair to Sponsor, the Events or any other player (in each case as determined in the Sponsor's sole discretion) are subject to disqualification from the League. Players who engage in any conduct that intentionally stalls or delays an Event, intentionally prevents an Event from advancing as intended, or who intentionally play in a manner that is not consistent with the purpose of the Event (in each case as determined in the Sponsor's sold discretion) are subject to disqualification from the League. Sponsor reserves the right to disqualify persons whose eligibility is in question, who do not comply with these Official Rules, who are otherwise ineligible to participate in the League, or for any other reason determined in the Sponsor's sole discretion. Persons who tamper with or abuse any aspect of the League or related websites, as solely determined by the Sponsor, will be disqualified, and Sponsor reserves the right to terminate such player's eligibility to participate in this or any other promotion offered by Sponsor. Entries generated by robotic, programmed, script, macro or other automated means or by any means which subvert the entry process will be disqualified. Players with an obscene, vulgar, or otherwise inappropriate in-game player name, as determined by Sponsor, may be disqualified and ineligible to receive a Prize. Should any portion of the League be, in Sponsor's sole opinion, compromised by virus, worms, bugs, non-authorized human intervention or other causes which, in the sole opinion of the Sponsor, corrupt or impair the administration, security, fairness or proper play, or submission of entries, Sponsor reserves the right at its sole discretion to modify, suspend or terminate the League, and determine winners from all non-suspect, eligible player entries received prior to action taken or as otherwise deemed fair and appropriate by Sponsor.

All players, including winners, may be required to sign and return releases, tax forms or other documents requested by Sponsor (collectively, the "Release Forms"). If a potential winner cannot be contacted, is ineligible or disqualified, or fails to timely return the completed and executed Release Forms as required by Sponsor, the winner's status may be forfeited and an alternate winner may, at Sponsor's discretion, be designated, provided sufficient time remains to verify an alternate winner; otherwise, prize will not be awarded.

These Official Rules may be distributed by Sponsor in other languages. In the event of a conflict between the English version of these Official Rules and any version of these Official Rules distributed in another language, the English version of these Official Rules shall control.

Nintendo is the sole sponsor of the League. If you have any questions about these Official Rules or the League, please send them to: Nintendo of America Inc., 4600 150th Ave NE, Redmond, WA 98052. Attn: Splatoon 3 North American League 2025.

X. **QUEBEC RESIDENTS**

Any litigation respecting the conduct or organization of a publicity contest may be submitted to the Régie des alcools, des courses et des jeux for a ruling. Any litigation respecting the awarding of a prize may be submitted to the Régie only for the purpose of helping the parties reach a settlement.

XI. PRIVACY

By participating in the Tournament, you acknowledge and agree that Sponsor and Battlefy may collect the personal information submitted by you and use the information pursuant to Sponsor's privacy policy. Information collected from U.S. residents is subject to Sponsor's privacy policy at https://www.nintendo.com/privacy-policy/. Information collected from Canadian residents is subject to Sponsor's privacy policy at https://www.nintendo.com/en_CA/privacy-policy/ . Information collected from Mexican residents is subject to Sponsor's privacy policy at https://www.nintendo.com/es_LA/privacy-policy.

XII. **WINNERS LIST AND OFFICIAL RULES**

You may request a copy of the winners list or these Official Rules by writing to Nintendo at the address provided above.

XIII. **COPYRIGHT AND TRADEMARK NOTICE**

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