

Community Competition License Conditions for StarCraft®, StarCraft®: Remastered, StarCraft® II, World of Warcraft®, Warcraft® III, Hearthstone®: Heroes of Warcraft®, Diablo® III, and Heroes of the Storm®.

- **Collegiate Competitions.**

- If you are organizing a competition primarily for college students, the competition must be either:
 - An intracollegiate competition organized by the school or a student from the school, or
 - An intercollegiate competition lasting less than a week or consisting of players from 8 schools or fewer organized by a registered student organization.

- **Compensation.**

- The value of the total compensation including prizes, prize money, salaries, travel and accommodation stipends or reimbursements, and appearance fees paid by organizers and sponsors to the players, teams and team owners, for participating in the competition ("Compensation"), must:
 - not exceed Ten Thousand US Dollars (\$10,000 USD) or the equivalent for a single competition; and
 - not exceed Fifty Thousand Dollars (\$50,000 USD) or the equivalent for all of the events organized or hosted by you during the last 12 months pursuant to this Community Competition License;
- Provided you comply with all applicable laws (including residency eligibility requirements), you may charge players and/or teams entry fees to compete in your community competitions under the following guidelines:
 - For StarCraft®, StarCraft®: Remastered, StarCraft® II, World of Warcraft®, Warcraft® III, Hearthstone®: Heroes of Warcraft®, Diablo® III, and Heroes of the Storm® competitions almost all countries and states allow organizers to charge entry fees for participants to compete in the competition; and
 - For Hearthstone, competition organizers must exclude residents from North Dakota, Maryland, Connecticut and Arizona from competitions with cash prizes and entry fees. Additionally, some countries may prohibit Hearthstone competitions with cash prizes and entry fees.
- If you charge players and/or teams an entrance fee to participate in the competition, the value of the Compensation must be at least equal to the combined value of the entrance fees paid by players.

- **Broadcasting.**

- You may broadcast your competition online, and may stream on whichever online platform you like;
- However, you may receive only up to a maximum of \$100,000 in compensation from any online broadcast or streaming platform (e.g., Twitch, YouTube, Hitbox, Azubu, Facebook, etc.) in conjunction with the broadcast of your competition (whether that compensation be paid in the form of sponsorship, broadcast fees, in-kind promotion, or other form of payment);
- You may not charge fees of any kind for spectators to watch the competition online;

- If you broadcast your competition online, you are responsible for ensuring that any accompanied chat is adequately moderated to prevent vulgar, abusive or an otherwise mean spirited environment;
 - You may not broadcast on television; and
 - You must follow the [Blizzard Entertainment Video Policy](#);
- **Merchandising**
 - You may not sell any Blizzard or game branded merchandise.
- **On Site Audiences.**
 - You may not charge fees of any kind for spectators to watch the competition in-person.
- **Use of Blizzard Trademarks.**
 - Any use of Blizzard's logos or trademarks to promote the competition must comply with the [Blizzard Entertainment Logo and Trademark Guidelines](#); and
 - Each game's branding guidelines as may be posted and amended from time to time.
- **Crowdfunding.**
 - If you conduct any crowdfunding activity for your competition, you must state that your competition is licensed under Blizzard's Community Competition License with a link to these terms.
 - You must state that the crowdfunding campaign is neither endorsed nor sponsored by Blizzard; and
 - You must use all of the proceeds of the crowdfunding campaign for the development, and promotion of the event and you may not retain any portion of the crowdfunding proceeds as profit;
- **Advertisements and Sponsorships.**
 - Gambling, including raffles and fantasy sports betting, cannot be associated with the competition in any manner.
 - The competition cannot be sponsored by any companies that sell or promote any of the following products:
 - Pornography (or extremely mature materials);
 - Alcohol;
 - Tobacco or cigarettes;
 - Firearms;
 - Gambling websites; or
 - Any company that is detrimental to Blizzard's business (hacking, gold services, account selling, key sellers)
- **Blizzard's Rights to Promote and Use Content from the Competition.**
 - In consideration of Blizzard granting you the right to operate a competition under this license, you agree that Blizzard can choose to promote your community competition, and may use the results of your community event to qualify players for Blizzard sponsored competitions; and
 - Additionally, by operating or sponsoring a competition using the Community Competition License you agree to license to Blizzard for free and forever, any rights that you may have in the broadcasted content, highlights, video and still content and news regarding the competition for Blizzard to copy, modify, distribute, or publicly display or to sublicense those rights to someone else.
- **Play Nice, Play Fair.**

- The rules for the competition should promote a fun and engaging experience for the players, with skill in playing the game being the factor that determines who will win or lose matches in the competition;
- Organizers and sponsors must comply with other Blizzard policies as may be amended from time to time. If there is not a right granted in another Blizzard policy, the right does not exist;
- The competition must comply with all applicable laws and regulations and the policies of any party service you are using to stream or broadcast your game; and
- Blizzard may revoke a Community Competition License if the competition promotes or represents anything contrary to Blizzard's Core Values, the interpretation and application of which is in Blizzard's sole discretion.
- **Other Legal Stuff.**
 - You agree that Blizzard may audit your books and records to ensure that you have complied with the terms of this Agreement; and
 - If there is a disagreement between you and Blizzard, we will try to resolve that by negotiating with each other for thirty days. If that doesn't work, any disputes will be resolved under California law in the courts in Orange County, California.
 - Blizzard may, in its sole discretion, at any time, and without notice, change, revoke or cancel this Community Competition License.