UNIVERSITY Esports Masters: European Series 2024 Season Official Rules

Teamfight Tactics

Introduction

The UNIVERSITY Esports Masters ("UEM") is an annual continental level competition between university students. Players qualify through National Tournaments to compete in the UEM competition ("Competition"), these official rules apply to each of the players who have qualified to play in the UEM season 2023/2024. These rules also apply to the players' player Managers & player Members and other employees but apply only to official UEM play and not to other competitions, tournaments or organised play of Teamfight Tactics.

These official rules are designed solely to ensure the integrity of the system established by the UEM for organised competition of Teamfight Tactics and a competitive balance among the players that play at the university level. Standardised rules benefit all parties who are involved in the organised competition of Teamfight Tactics, including the player Managers, player Members and players.

To ensure the fairness and quality of these rules they have been reviewed and approved by the UNIVERSITY Esports Competition Committee. This committee consists of members from multiple countries and many years of experience managing competitions.

The terms of engagement between player Managers, player Members and players are left to each of the players and its player Managers/Members.

GG Tech Entertainment S.L., a limited liability company registered in Spain, has established these rules for the competitive play of UNIVERSITY Esports Masters in order to unify and standardise the rules used in competitive play.

Teamfight Tactics **1**

1. Eligibility Requirements

1.1. Player eligibility

1.1.1. No Player shall be considered eligible to participate in any match before having lived 16 full years.

1.1.2. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the UEM.

1.1.3. All players must be an eligible student currently enrolled at an eligible university, what determines eligibility is determined in this section.

1.1.4. All players must have EUW accounts. If they do not have one, they must create one.

1.2. University eligibility

1.2.1. To determine whether an institution is an eligible University, UEM officials will use the criteria outlined in this section to determine how a university is defined.

1.2.2. UEM officials have the right to acknowledge institutions on a case-by-case basis.

1.2.3. For an institution to be recognised as a university it should meet the following criteria:

    1.2.3.1. Be registered and recognised as a "university" by an official government organisation (e.g. Government Ministry, department or agency that manages university level education), to be registered and recognised as a "university" usually means the institution has the ability to:

        1.2.3.1.1. Use the word "university" in the name of the university

        1.2.3.1.2. Award "Eligible Qualifications" directly and not by an external provider

    1.2.3.2. Exclusively provide "Eligible Qualifications", these are educational programmes that meet the standard set at ISCED level 5 or above as defined by the [International Standard Classification of Education](). Qualifications at level 5 or above are typically referred to a "Short-cycle" course, "Bachelor Degree" or "Master Degree".

1.2.3.2.1.   In countries that recognise ECTS credits then the educational programme must provide the minimum number of credits required for a "Short-cycle", "Bachelor Degree" or "Master Degree"

1.2.3.2.2.   In countries where a local credit system is used, it should align with the equivalent ECTS credits.

1.2.3.2.3.   The number of ECTS credits required for each type of educational programme are:

1.2.3.2.3.1.   "Short-cycle" which is typically 90-120 ECTS credits

1.2.3.2.3.2.   "Bachelor Degree", also referred to as a "First Cycle qualification", which is typically 180 or ECTS credits

1.2.3.2.3.3.   "Master Degree" also referred to as a "Second Cycle qualification" which is typically 90 or 120 ECTS credit

1.2.3.3.   To help determine whether students are studying at different campuses of the same university or studying at different institutions, the following tests will be applied:

1.2.3.3.1.   If a student must apply separately to attend a different campus then the campuses are likely different institutions

1.2.3.3.2.   If students can freely take classes across multiple campuses, they are likely to be the same institution

1.2.3.4.   The university system in each country is different and there will be some valid exceptions that do not meet the criteria in this section but are treated as universities. These exceptions will be outlined in the Appendix.

1.3.   Student Eligibility

1.3.1.   To be a eligible Student all players must:

1.3.1.1.   Be a registered student at a University that is deemed eligible in the section "University Eligibility"

1.3.1.2.   Be registered on a Eligible Qualification that:

1.3.1.2.1. The duration of which starts before the tournament begins and ends after the final fixture of the tournament

1.3.1.2.2. Has the legal right to study in the country of the University where they are enrolled for the duration of the tournament

1.3.1.2.3. Able to provide official proof of student status issued by their university, proof of student status will be requested before, during and after the competition has finished. Players may be requested to upload their proof on the UEM website and/or join a video call with a UEM official to show their identity on camera and/or provide a physical copy of the proof at live events. Valid proof of student status includes:

1.3.1.2.3.1. Student identification card that includes the student's name, the name of the university they are studying at, photo of the student and the date when the student´s studies should end.

1.3.1.2.3.2. Official letter or certificate from the university stating the students name, the name of the university they are studying at and the dates when the student´s studies should end. If provided, the student will also need to provide photographic identification to confirm their identity (for example a national ID card, passport, driving licence).

1.3.2. Exceptions

1.3.2.1. The UEM Officials accept that there might be changes to a student's circumstances during their studies, the following circumstances will not affect their Student Eligibility status:

1.3.2.1.1. A student who graduates before the date of the final fixture of the tournament but has received credits points that contributed towards their qualification since the tournament start date.

1.3.2.1.2. A student who is enrolled into the academic year with fewer than the minimum number of credit points with the purpose of completing the full amount of credits which was started in a previous academic year.

1.3.2.1.3.   A student embarking on an industry work experience (e.g. Internship or Work Placement) or to study abroad program (e.g. Erasmus) that is recognised by the university as an acceptable absence of achieving the minimum number of credit points.

1.3.2.1.4.   A student that has been granted leave from achieving the minimum number of credit points by the university and is registered as a student for the academic year with the intention of returning in the next academic year.

1.3.2.1.5.   A student who changes university can only represent the university where they are currently studying, for each game they play a student:

1.3.2.1.5.1.   Temporarily studying at a university (e.g. through a study abroad program like Erasmus) can only represent the "host university" that they have transferred to for the duration of their studies at the "host university".

1.3.2.1.5.2.   Cannot be registered on more than one roster during the same academic year

1.3.2.1.5.3.   Cannot represent two universities during the same academic year

1.3.3.   Ineligible students

1.3.3.1.   Externally registered students, as determined by the University's Registrar.

1.4.   Player eligibility

1.4.1.   Sponsors

1.4.1.1.   A Player has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable National League rules. The Player is obligated to notify the UEM of the intended acquisition of a new sponsor before the acquisition is finalised.

1.4.1.2.   If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players

during the use or play of the game, adjacent to game related material, UEM (including the broadcasts, social media or any related material). Prohibited Sponsors are listed in the Appendix.

1.4.1.3. The Player may only sell or manage sponsorships or brand elements for the Player which they are affiliated with.

1.4.1.4. No person or entity, other than the University where the students are studying, may not hold the naming rights to a Team at any time.

1.4.1.5. The UEM is not obligated to provide visibility to a Player's sponsors.

1.5. In Game Names

1.5.1. Players must use the account associated with their UEM account on the tournament platform.

1.5.2. There may not be more than one member of a team with an in game name that is either visually or phonetically the same. I.e Fishing and Phishing or FIshing (uppercase "i") and FIshing (lowercase "L").

1.5.3. Player names must not be offensive and if the UEM considers this to be the case the team will be required to change their name.

1.5.4. All team tags, team names and in game names must be approved by UEM Officials in advance of use in play. Name changes must be approved by UEM Officials prior to use in-game. UEM Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the UEM and the Team will be required to change their name.

2. Format

2.1. Competition Stages

There are two (2) competition stages for UEM 2024:

2.1.1. **Open Qualifier (OQ - Day 1)** - There will be up to one hundred and twenty eight (128) players competing in this stage on a first come first served basis.

2.1.1.1. There will be six (6) rounds played.

2.1.1.2. Players will be split evenly into lobbies using a Hybrid Snake Seeding system (See 2.4.4).

2.1.1.3. The Top Thirty Two (32) point earners at the end of the day will advance to the Finals.

2.1.2. **Finals (Day 2)**

2.1.2.1. Points will be reset for Day 2, but Total Tournament Points will be used for tiebreaks (See 2.6).

2.1.2.2. There will be six (6) rounds played.

2.1.2.3. Players will be split evenly into lobbies using a Hybrid Snake Seeding system.

2.2. Signups

2.2.1. Sign-ups for the tournament are done based on a raffle system. Players are given "tickets" based on their rank, as so: three (3) tickets for Masters, two (2) tickets for Diamonds, one (1) ticket for all ranks below Diamond. If the number of sign-ups exceeds one hundred and twenty-eight (128) players, the competing players will then be chosen at random by drawing tickets. The exception to this is all Challenger and GrandMaster players will be guaranteed a place in the tournament.

2.2.2. The ranks used for this raffle system will be taken once sign-ups close as described in 2.3.2.

2.3. Seeding

2.3.1. The first round is seeded based on the players ranked matchmaking ratings, on either their account from their most played region, with the highest ranked player receiving the highest seed and the lowest rank receiving the lowest seed.

2.3.2. A snapshot of the players ranks will be taken once the sign-ups close on the 6th of March at 23:59 CET.

2.4. Fixture Generation

2.4.1. Players in the tournament will be split into lobbies of up to 8 players each round.

2.4.2.   If there are not enough players to fill a lobby of 8 then players may be required to queue into matchmaking. The results of players not in the tournament will not be included when scoring the results of a fixture.

2.4.3.   For Day 2 if there are not enough players to fill a lobby due to an absence, the next highest placing player from Day 1 may be invited to replace the missing player.

2.4.4.   If there are still less than 8 players in a lobby for Day 2, the match may be required to play on Live servers instead as per 2.4.2.

2.4.5.   After each round, lobbies will be reseeded based on the current standings.

2.4.6.   In a lobby of 8 players, the fixtures will consist of the following:

- 2 players at random seeded in the top 25% of those competing.
- 2 players at random seeded in the 26 - 50% range of those competing.
- 2 players at random seeded in the 51% - 75% range of those competing.
- 2 players at random seeded in the remaining 25% of those competing.

2.5.   Scoring
2.5.1.   Points for a fixture are distributed as follows:

Position	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	8	7	6	5	4	3	2	1

2.6.   Tie-breakers
2.6.1.   The tie-breakers for standings are applied in the following order:

Total Tournament Points

Number of wins on the day

Number of top 4 placements on the day

Least number of 8th places on the day

Number of 2nd places on the day

Number of 3rd places on the day

Placement in the final game

Initial seed on the day

3. Match Process

3.1. Lobby Creation

3.1.1.   The match lobby is to be on the Europe West server.

3.1.2.   The match lobby is to be set to "Normal" mode.

3.1.3.   The highest seeded player in a fixture will create the lobby and invite the other 7 players in the fixture.

3.1.4.   If the highest seeded player of a fixture is a no show then a tournament official should be notified immediately, so that a new lobby host can be assigned.

3.1.5.   All players, with the exception of the highest seeded player, must add the lobby host and request an invite to the lobby.

3.1.6.   It is the responsibility of the lobby host to make sure all players in the lobby are the same as their given fixture.

3.2. No shows

3.2.1.   Players have 10 minutes after the official start time to request an invite to the lobby. If players are missing by this time a tournament official should be informed and the match may start without them.

3.2.2.   If a player is late due to technical reasons an admin must be informed before the no show time defined in 3.2.1. It is then at the UEM Officials discretion as to how much extra time said player has to resolve their technical issues.

3.2.3.   Players that do not show for a match will be removed from any subsequent rounds for that competition day. If a player does not show up for a match and wishes to still play other games on the competition day, they will need to contact a UEM Official before the start of the next round.

3.2.4.   For the avoidance of doubt all times are in Central European Time (CET) which is UTC+1 unless otherwise specified.

3.3.   Rehosts

3.3.1.   Players can agree to a rehost, if they think it's needed to play a fair and balanced match or to solve technical problems. This must be approved by an admin.

3.3.2.   If a player disconnects from the game before players are allowed to pick a champion from the carousel they may request a rehost.

3.3.3.   UEM Officials may ask for a Rehost in the case of a serious bug that hinders the progress of a game.

3.4.   Result Submission

3.4.1.   Result submissions need to be a screenshot of the final match standings. This only needs to be done by the two players who come 1st and 2nd in their fixture.

3.4.2.   It is recommended all players take a screenshot of the final result in case it is requested for by a tournament official. Results are to be sent to the #upload-results channel in the Discord server. Please state which lobby the screenshot is for.

3.5.   Scheduling

3.5.1.   The Competition may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the Competition will notify all Players at the earliest convenience.

3.6.   Spectating and Broadcasting of games

3.6.1.   The UEM reserves the right to cast any games played as part of the national championship.

3.6.1.1.   UEM Officials and designated broadcast staff that are explicitly allowed to spectate by a tournament admin (e.g. shoutcasters, observers, influencers) may ask to spectate. You can't refuse to invite an official UEM broadcast staff member if a UEM Official asks you for an invite.

3.6.1.2. Players must wait for the UEM Officials or broadcast staff to declare they are ready before starting the game.

3.6.2. Other parties are strictly forbidden from spectating or broadcasting a game without the authorisation of a UEM Official.

4. Prize Money

4.1. Prize money will be paid to the individual player, prize money must be:

4.1.1. Only paid to Eligible Students.

4.2. Prize money will not be paid to:

4.2.1. Any individual not registered on the roster before the Prize Winning Match.

4.3. If there is any doubt on who should receive prize money then the Starting Line-up that participates in the game that determines the prize amount a player wins will be awarded the prize money.

4.4. Prize money is intended to support a student's studies by paying for tuition or expenses associated with studying.

5. Code of Conduct

5.1. Competitive Integrity

5.1.1. Players are expected to play at their best at all times within any UEM Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of UEM Officials. All decisions in regard to violations are at the sole discretion of the UEM. Examples below are listed for illustrative purposes only:

5.1.1.1. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, players, and/or Organizations, and can

be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

5.1.1.1.1.   Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game

5.1.1.1.2.   Pre-arranging to split prize money and/or any other form of compensation

5.1.1.1.3.   Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.

5.1.1.1.4.   Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

5.1.1.1.5.   Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for player Members and/or potential player Members.

5.1.1.2.   Hacking, which is defined as any modification of the Teamfight Tactics game client

5.1.1.3.   Exploiting, which is defined as intentionally using any in-game bug to an advantage.

5.1.1.4.   Looking at spectator monitors.

5.1.1.5.   Ringing, which is defined as playing using another Player's account or solicitation to do so.

5.1.1.6.   The use of any kind of cheating device and/or cheat program, or any similar cheating method.

5.1.1.7.   Intentional disconnect without a proper and explicitly-stated reason.

5.1.1.8.   Any other act which violates these rules and/or standards established by the UEM.

5.1.2.   A player Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at

any time. A player Manager/Member may not use any facilities, services or equipment provided or made available by the UEM or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A player Manager/Member may not use this type of language on social media or during any public-facing events that are related to the UEM.

5.1.3. A player Manager/Member may not take any action or perform any gesture directed at an opposing player Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

5.1.4. Abuse of UEM Officials, opposing player Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Player Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

5.1.5. No player Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Player Managers/Members may not stand on chairs, tables or other studio equipment. Player Managers/Members must follow all instructions of UEM Officials.

5.1.6. During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and UEM Officials. In addition the Players are allowed to communicate with their Head Coach in the following phases of the match:

5.1.6.1. Before the start of and after the conclusion of each game.

5.2. Responsibility under Code

5.2.1. Unless expressly stated otherwise, offences and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offences or infringements are also punishable.

5.2.2. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracise a person and/or affect the dignity of the person.

5.2.3.   Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

5.2.4.   player Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

5.2.5.   player Managers/Members may not give, make, issue, authorise or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the UEM, GG Tech Entertainment S.L. or its affiliates, or Teamfight Tactics, or Riot Games as determined in the sole and absolute discretion of the UEM.

5.2.6.   Players may receive or may be asked to submit paperwork for approval or visibility throughout the Competition. This paperwork is necessary for maintaining expectations throughout the UEM. Early announcements can disrupt the competitive scouting a player would use to create strategies for upcoming Matches. For this reason, if a player Manager/Member has been told not to release information, as it may undermine the competitive process, and the player Manager/Member proceeds to release said information, then the player Manager, player Member and/or player will be subject to penalties.

5.2.7.   If the UEM or Riot Games determine that a player, player Manager or player Member has violated the Summoner's Code, the Teamfight Tactics Terms of Use, or other rules of Teamfight Tactics, UEM Officials may assign penalties at their sole discretion. If a UEM Official contacts a player Manager/Member to discuss the investigation, the player Manager/Member is obligated to tell the truth. If a player Manager/Member withholds information or misleads a UEM Official creating an obstruction of the investigation then the player Manager, player Member and/or player is subject to punishment.

5.2.8.   A player Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

5.2.9. A player Manager/Member may not disclose any confidential information provided by the UEM, its affiliates or Riot Games, by any method of communication.

5.2.10. No player Manager/Member may offer or accept any gift or reward to a Player, Coach, player Manager, UEM Official, Riot Games employee, or person connected with or employed by another UEM player for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing player. The sole exception to this rule shall be in the case of performance-based compensation paid to a player Manager/Member by a player's official sponsor or University.

5.2.11. No player Manager/Member or Affiliate of a player may solicit, lure, or make an offer of join to any official Coach or Player who is signed to any UEM player, nor encourage any such Coach or Player to breach or otherwise terminate an agreement with said UEM player. A Coach or Player may not solicit a player to violate this rule. A Coach or Player may express publicly their desire to leave the player and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a player directly to reach out to their player Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of UEM Officials. To inquire about the status of a Coach or Player from another player, player Managers must contact a player Manager of the player that the Player and/or Coach is currently contracted with. The inquiring player must provide visibility to UEM Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.

5.2.12. No player Manager/Member may refuse or fail to apply the reasonable instructions or decisions of UEM Officials.

5.2.13. No player Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.

5.2.14. Documentation or other reasonable items may be required at various times throughout the Competition as requested by UEM Officials. If the documentation is not completed to the standards set by the UEM, then a player may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

5.2.15. No player Manager/Member or UEM Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

5.3.   Penalties

5.3.1.   Any person found to have engaged in or attempted to engage in any act that the UEM believes, in its sole and absolute discretion, constitutes a breach of these rules, code of conduct or unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the UEM.

5.3.2.   Upon discovery of any player Manager/Member committing any violations of the rules, the UEM may issue the following penalties:

    5.3.2.1.   Verbal Warning

    5.3.2.2.   Fine(s) and/or Prize Forfeiture(s)

    5.3.2.3.   Game and/or Match Forfeiture(s)

    5.3.2.4.   Suspension(s)

    5.3.2.5.   Disqualification(s)

5.3.3.   Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the UEM. It should be noted that penalties may not always be imposed in a successive manner. The UEM, in its sole discretion, can disqualify a player Manager, player Member or player for a first offense if the action of the player Manager, player Member or player is deemed egregious enough to be worthy of disqualification by the UEM. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which the UEM Competition is taking place.

5.3.4.   Infractions will be governed by the UEM Penalty Index.

6.   Additional Provisions

6.1.   The UEM shall have the right to publish public content about the participants in the Competition, this includes but is not limited to: live streams, videos, podcasts, written articles and social media posts.

6.2.   The UEM shall have the right to publish a declaration stating that a player Manager, player Member and/or player has been penalised.

6.2.1.   Any player Manager, player Member and/or player that may be referenced in such declaration hereby waive any right of legal action against the UNIVERSITY Esports Masters, GGTech Entertainment S.L. and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

6.3.   All decisions regarding the interpretation of these rules, Player eligibility, scheduling and penalties for misconduct, lie solely with the UEM, the decisions of which are final.

6.4.   These rules may be amended, modified or supplemented by the UEM Officials, in order to ensure fair play and the integrity of official UEM play.

7.   Appendix

7.1.   National Qualification

7.1.1.   Eligible and ineligible institutions for United Kingdom

7.1.1.1.   For the avoidance of doubt the following institutions are eligible to participate in UEM:

7.1.1.1.1.   The College of Esports

7.2.   Prohibited Sponsors

7.2.1.   The list of Prohibited Sponsors includes but is not limited to:

7.2.1.1.   Ecommerce or retail stores

7.2.1.2.   Any video game, video game developer or publisher

7.2.1.3.   Any video game consoles

7.2.1.4.   Any esports or other video game tournament, league or event

7.2.1.5.   Any other esports players, owner or affiliate thereof

7.2.1.6.   Any prescription drugs

7.2.1.7.   Firearms, ammunition or firearm accessories

7.2.1.8.   Pornographer or pornographic products

7.2.1.9.   Tobacco products or paraphernalia

7.2.1.10.   Betting or gambling providers, and related companies (bookmakers and betting sites)

7.2.1.11.   Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by applicable law

7.2.1.12.   Sellers of or marketplaces for virtual items known to be counterfeit or illegal

7.2.1.13.   Sellers of or marketplaces for goods or services that violate the game publishers Terms of Service

7.2.1.14.   Fantasy esports operators (including daily fantasy)

7.2.1.15.   Political campaigns or political action committees

7.2.1.16.   Charities that endorse particular religious or political positions, or are not reputable (by the way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)

7.2.1.17.   Cryptocurrencies, crypto currency exchanges or NFTs

7.2.1.18.   Other categories as may be provided in the the UNIVERSITY Esports Masters sole and absolute discretion