



SAVANNA FIGHT NIGHT

RULES AND REGULATIONS

I. CERTAIN DEFINITIONS

- 1.1. "Fight Card" – A list of all Sets that are to take place on a given edition of SFN, including the Undercard, (an) exhibition Set(s), and the Main Event.
- 1.2. "FGC" – The wider fighting game community.
- 1.3. "FT2" – First to two; a Set in which one Player must win two Matches before the other to win.
- 1.4. "FT3" – First to three; a Set in which one Player must win three Matches before the other to win.
- 1.5. "FT5" – First to five; a Set in which one Player must win five Matches before the other to win.
- 1.6. "Judge" – An individual recruited by the Organisers to monitor play during a Fight Card.
- 1.7. "Main Event" – The feature set on a given Fight Card.
- 1.8. "Match" – A contest between two Players in which one Player must win three sixty-second rounds against the other to win.
- 1.9. "Non-organiser" – Any individual who is not an employee, member or representative of Savanna FGC.
- 1.10. "Organiser" – An employee, member or representative of Savanna FGC.
- 1.11. "Player" – An individual who has registered themselves to compete in SFN.
- 1.12. "Player Equipment" – Hardware used to play Tekken, such as a gamepad or arcade controller, as well as accompanying accessories such as earphones and headphones.
- 1.13. "Savanna FGC" – TEKKEN Two-Five-Four Gaming and Ace Pro Gaming, any official partners or sponsors of SFN, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.
- 1.14. "Set" – A group of multiple Matches, in which one Player must win three Matches (FT3) or five Matches (FT5) before the other to win.
- 1.15. "SFN" – Savanna Fight Night, a fighting game championship series organised by Savanna FGC.
- 1.16. "SFN Rules" – The rules and regulations outlined in this document, which govern SFN.
- 1.17. "SFN Venue" – The location at which a given edition of SFN is taking place (including online).
- 1.18. "TEKKEN 254" – Savanna FGC's operations concerning the Tekken community, including but not limited to the "TEKKEN 254" logo, website and social media platforms.
- 1.19. "Title Game" – TEKKEN 7 on the PlayStation 4 and/or PlayStation 5.
- 1.20. "Undercard" – All Sets preceding/supporting the feature set, i.e. the Main Event, on a given Fight Card.

2. COMPETITION FORMAT

2.1. GENERAL

- 2.1.1. All Sets on the Undercard shall be played on a **FT3** basis. A FT3 consists of a minimum of three and a maximum of five Matches; winning a FT3 constitutes winning three Matches against the opponent.
- 2.1.2. The Main Event shall be played on a **FT5** basis. A FT5 consists of a minimum of five and a maximum of nine Matches; winning a FT5 constitutes winning five Matches against the opponent.
- 2.1.3. All Matches shall be played to three rounds of sixty (60) seconds each. A Match consists of a minimum of three and a maximum of five rounds; winning a Match constitutes winning three rounds against the opponent.
- 2.1.4. Players are advised to bring their own **Player Equipment** as there may be none provided at an SFN Venue.
All standard gamepads and arcade controllers (e.g. arcade sticks or Hitbox controllers) are permitted. Macro functions (e.g. turbo buttons) and wireless controllers, except for DualShock 4 and DualSense controllers, are not permitted.

2.2. ELIGIBILITY

- 2.2.1. SFN is open to individuals who are **eighteen (18) years of age or older** on the day of a given Fight Card. Players must be able to provide a copy of their birth certificate, identification card or passport as proof of eligibility during Player identification prior to the start of a given Fight Card.
- 2.2.2. Players shall be entitled to a monetary allowance for competing on a given Fight Card, with Set winners earning a bonus. Exact amounts to be distributed to Players as allowances shall be determined at Savanna FGC's sole discretion.
- 2.2.3. **Organisers may also compete** in SFN but shall only be **eligible to claim eighty percent (80%) of any allowances earned**. The remaining twenty percent (20%) shall be awarded to their opponent on a given Fight Card.

2.3. CHALLENGES AND SCHEDULING

- 2.3.1. **Players may issue challenges to other Players at any rank**, within the conditions outlined in this section, to appear on a given Fight Card. All challenges shall be placed on the **Pending List**, which shall be made available for Players to view on the TEKKEN 254 website. **Should a Player fail to honour a challenge on the Pending List that they previously issued and/or accepted, rank regression shall apply** as outlined in Section 2.4.
- 2.3.2. Savanna FGC reserves the right to determine which challenges shall feature on a given Fight Card by scheduling the given Fight Card with challenges from the Pending List, or through whichever other means Savanna FGC

deems appropriate. In scheduling a given Fight Card with challenges from the Pending List, **priority shall be given to players who did not appear in the previous edition of SFN.**

2.3.3. A Player may issue a maximum of one challenge prior to the date of each edition of SFN. Should the challenge be accepted, it shall be placed on the Pending List. Should the challenge be declined, the Player may issue a challenge to a different Player.

2.3.4. The Player currently in first place on the SFN rankings may not decline any challenges; all challenges issued to them are automatically accepted and placed on the Pending List.

All other Players may decline a maximum of one challenge across the span of two consecutive editions of SFN. Any subsequent challenges issued to the Player within the aforementioned period shall automatically be accepted and placed on the Pending List.

2.3.5. A Player may only challenge the Player currently in first place on the SFN rankings if all the following conditions are met:

2.3.5.1. The Player is currently amongst the top ten ranked Players on the SFN rankings.

2.3.5.2. The Player won their Set during the most recent edition of SFN in which they appeared on the Fight Card.

2.3.6. The Player currently in first place on the SFN rankings may decline, for any reason, to participate in the next edition of SFN following each edition of SFN in which they appear on the Fight Card. Thereafter, rank regression shall apply as outlined in Section 2.4.

2.3.7. A Player shall only be eligible to appear on the Undercard for a given edition of SFN if, prior to that edition of SFN, only one of the following two conditions are met:

2.3.7.1. The Player has (been) challenged (by) another Player currently below the top fifteen places on the SFN rankings, or

2.3.7.2. The Player has (been) challenged (by) another Player currently within the top fifteen places but below the top five places on the SFN rankings.

2.3.8. A Player shall only be eligible to appear on the Main Event for a given edition of SFN should they be amongst or playing against one of the top five ranked Players on the SFN rankings prior to that edition of SFN.

2.3.9. Following the completion of each Fight Card, updated rankings shall be published on the TEKKEN 254 website.

2.4. RANKING AND RANK REGRESSION

- 2.4.1. Players shall be ranked on a lineal basis. This means that:
- 2.4.1.1. Should the winner of a Set be the higher-ranked Player, both Players shall maintain their previous ranks; no changes shall be made to the SFN rankings.
 - 2.4.1.2. Should the winner of a Set be the lower-ranked Player, they shall inherit their opponent's rank, with their opponent and all other Players below them until the Player's previous rank dropping by one place.
- 2.4.2. A Player shall move down one place in the SFN rankings following each of two consecutive editions of SFN in which they fail to participate for any reason, whether or not prior notification has been given, if:
- 2.4.2.1. The Player fails to honour a challenge on the Pending List that they previously issued or accepted due to internet connection issues or illness, with prior notification, in which case no penalty shall be imposed;
 - 2.4.2.2. The Player fails to honour a challenge on the Pending List that they previously issued or accepted for any reason apart from internet connection issues or illness, with prior notification, or for any reason without prior notification, in which case a win shall be awarded to their opponent by default and the SFN rankings shall be updated accordingly; or
 - 2.4.2.3. The Player fails to honour a challenge on the Pending List that they previously issued or accepted for any reason, with or without prior notification, before, during or within seventy-two (72) hours after the given edition of SFN in which they were scheduled to feature, in which case the challenge shall be cancelled.
If both Players fail to honour their given challenge in this scenario, they shall both be liable to rank regression as specified in Section 2.4.2.
- 2.4.3. If the Player then fails to participate in a third consecutive edition of SFN for any reason, whether or not prior notification has been given, they shall automatically be placed at the bottom of the SFN rankings, and all challenges on the Pending List that the Player previously issued and/or accepted shall be cancelled.
- 2.4.4. A Player yet to complete their first Set in the competition, following three consecutive editions of SFN from the date of their registration in which they fail to participate for any reason, whether or not prior notification has been given, shall automatically be indefinitely suspended from the SFN rankings until they issue or accept and honour a challenge.

3. MATCH PLAY

The following rules shall be in effect before and during play of a single Match.

3.1. OFFLINE MATCHES

- 3.1.1. "Tournament settings" must be enabled in the Title Game prior to beginning play. This can be done by selecting "Options" from the main menu, then "Game options" in the Options menu and toggling "Tournament settings" on. If tournament settings are not active during play, the rules on pausing outlined in Section 4 below apply.
- 3.1.2. At the console, both Players must agree on which side they will play on (who will be Player 1 and Player 2). If an agreement cannot be reached, a game of rock-paper-scissors (FT2) overseen by a Judge shall determine who gets to pick their side. Players are then committed to the same side for the entirety of the Set.
- 3.1.3. The use of character presets is permitted, but the use of character customisations is not permitted. Should customisations be available on a given gaming console and a Player is found to have picked a custom outfit for a Match, the Players shall be required to abandon the Match and return to character select, where they shall pick the same characters with default outfits.
- 3.1.4. The first stage selection prior to the start of the set must be random. If the first stage selection is found to be manual, the Players shall be required to abandon the match and return to stage select with the same characters.
- 3.1.5. Either Player may also request double blind character selection. This involves each Player secretly informing a Judge of their character choice for the first Match. Both players are to then select their characters, with the Judge validating their character selections. If a Player fails to select their character as communicated to the Judge, they will be forced to forfeit the first Match.
- 3.1.6. Once sides and characters have been chosen, the Players shall begin the first Match in the set. At the end of a Match:
 - 3.1.6.1. The loser of the Match may change their character for the next Match but must use random stage select if this option is chosen. The winner must continue with the same character for the next Match, with both Players on the same sides for the rest of the Set.
 - 3.1.6.2. The loser of the match may also manually change the stage on which the previous Match was played but must continue with the same character if this option is chosen.
 - 3.1.6.3. If the winner of the previous Match is found to have switched characters or stages for the next Match, the Players shall be required to abandon the Match and return to character select, with the winner

continuing with the same character from the previous Match and the loser making any desired changes.

3.1.6.4. **A Match that ends in a draw as determined by the Title Game must be replayed with the same characters on the same stage.**

3.1.7. The Set ends once one Player wins three Matches (FT3) or five Matches (FT5) against the other. A Judge shall be present to monitor the Set and report the final result.

3.2. ONLINE MATCHES

3.2.1. The entirety of the Set must be played in the private online lobby mode (i.e. "Player Match") of the Title Game, with the lobby hosted by an Organiser who will act as the Judge.

3.2.2. Players may pick whichever side they prefer to play in prior to each Match.

3.2.3. The use of both character presets and character customisations is permitted.

3.2.4. The first stage selection prior to the start of the set must be random. If the first stage selection is found to be manual, the Players shall be required to abandon the match and return to stage select with the same characters.

3.2.5. Once sides and characters have been chosen, the Players shall begin the first Match in the set. At the end of a Match:

3.2.5.1. The loser of the Match may change their character for the next Match but must use random stage select if this option is chosen. The winner must continue with the same character for the next Match.

3.2.5.2. The loser of the match may also manually change the stage on which the previous Match was played but must continue with the same character if this option is chosen.

3.2.5.3. If the winner of the previous Match is found to have switched characters or stages for the next Match, the Players shall be required to abandon the Match and return to character select, with the winner continuing with the same character from the previous Match and the loser making any desired changes.

3.2.5.4. **A Match that ends in a draw as determined by the Title Game must be replayed with the same characters on the same stage.**

3.2.6. The Set ends once one Player wins three Matches (FT3) or five Matches (FT5) against the other. The Organiser hosting the lobby shall be present to monitor the Set and report the final result.

3.3. VIOLATIONS

It is the responsibility of Players to detect Match play rule violations and report them to a Judge as soon as they occur. Untimely reports shall be ignored, and no action will be taken.

- 3.3.1. Non-gameplay violations (such as the winner of a Match switching sides, characters and/or stages for the next Match) **must be reported before the next Match begins**. Pausing or stopping a Match to address a non-gameplay violation shall result in the **forfeiture of a round** in that given Match for the Player pausing/stopping the Match.
- 3.3.2. **Players may take a break for a maximum of one (1) minute in between matches** before initiating a rematch or proceeding to the character select screen or stage select screen. **Should a Player require more time for breaks, an Organiser must be notified prior to the beginning of the Fight Card**. Failure to initiate a rematch or proceed to the character select screen or stage select screen within one (1) minute of the end of the previous Match, without prior notification to an Organiser, shall result in the **forfeiture of the next Match** for the violating Player.
- 3.3.3. **Players are not allowed to receive coaching during a Match**. Any Player found to be receiving or have received information that may give them an unfair advantage over their opponent or directly influence the result of a Match during play will be **forced to forfeit the Match**. However, a Player may **consult with one (1) designated coach and look at data before a Match and for a maximum of one (1) minute in between Matches**.
- 3.3.4. Pausing or stopping a Match to falsely or mistakenly report a violation shall result in the **forfeiture of a round** in that given Match for the Player pausing/stopping the Match.
- 3.3.5. **Judges may make note of violations** on behalf of Players. However, **if a Judge stops a Match and erroneously reports a violation, the Match shall be replayed** under the same conditions (same sides, characters and stages) and no action shall be taken against the Players.
- 3.3.6. If a Player **accidentally or intentionally pauses or stops a Match for any other reason**, they will be **forced to forfeit a round** in that Match. **If the round cannot be resumed** from the point of interruption, the Player who paused/stopped the Match will be **forced to forfeit the entire Match**.
- 3.3.7. The **inevitable defeat rule** applies for all Fight Cards. This means that **if a Player legally wins a round but pauses the Match before the round is awarded, they will still be awarded the win**. **If there is a dispute on whether a Player's move would have beaten the opponent, a Judge will resume the Match and see the result of the move**. **If the round does not end after the move, the rules on pausing above apply**.

- 3.3.8. Match interruptions beyond the Players' control, including but not limited to a power outage or equipment failure, will be dealt with by Judges, Organisers and/or SFN Venue staff. If the round cannot be resumed from the point of interruption, the Match will be replayed under the same conditions.
- 3.3.9. In the event of Player Equipment failure, the reporting Player may either:
- 3.3.9.1. Finish the Match with the current Player Equipment and obtain a replacement afterwards, or
 - 3.3.9.2. Forfeit the round, pause the Match and obtain an immediate replacement. Once a replacement is obtained, the Player may make control configurations and resume the Match.
- 3.3.10. Players may make changes to their Player Equipment in between Matches.
- 3.3.11. All Players shall receive a schedule for the next Fight Card they have confirmed their participation for at least 24 hours prior to the start of that Fight Card via the SFN WhatsApp group (Players are added upon registration). Failure to appear for a Match within ten (10) minutes after its scheduled starting time shall result in the forfeiture of the Set for the violating Player.



4. CODE OF CONDUCT

The following Code of Conduct has been adapted from the Fighting Game Community Code of Conduct (Public) as updated at 3 pm ET on 29 January 2021, with modifications made in consultation with SFN Players.

4.1. OBJECTIVES

This Code of Conduct is guided by the following intentions (hereinafter known as the "Objectives"):

- 4.1.1. **Inclusivity** – This Code of Conduct is intended to make SFN safe and inclusive now and in the future in which everyone feels welcomed regardless of race, color, ethnicity, nationality, sex, sexual or romantic orientation, gender identity, religion, disability, neurodiversity, body size, pregnancy or maternity, citizenship, or any other personal characteristics.
- 4.1.2. **Integrity** – This Code of Conduct is intended to maintain and build integrity in SFN through consistent and diverse leadership, and fair competition operations.
- 4.1.3. **Authenticity** – This Code of Conduct is intended to pursue the above goals of Inclusivity and Integrity while preserving Authenticity in the FGC's unique feel, exciting fun, trash-talking spirit, and dedication to competition, which also reflect on SFN as a competition.

4.2. CRITERIA

Any disciplinary investigations conducted on and disciplinary action taken against a Player (hereinafter known as the "Disciplinary Process") shall be carried out by Savanna FGC, in consultation with a **Disciplinary Committee** elected within Savanna FGC's community chat forums, with the following guidelines in mind (hereinafter known as the "Criteria"):

- 4.2.1. **Objectives** – Any disciplinary investigations conducted, and final decisions made on a Player's conduct shall be informed and guided by the Objectives.
- 4.2.2. **Location** – Disciplinary action may be taken against a Player under this Code of Conduct regardless of where any Violations take place, including not just at an SFN Venue but also in hotel rooms, private homes, bars and clubs, social media, public chat platforms and forums, other websites, and so on.
- 4.2.3. **Time** – Disciplinary action may be taken against a Player under this Code of Conduct for Violations committed before this Code of Conduct was first adopted, as long as those Violations form part of an ongoing pattern that indicates that the Player is likely to engage in more Violations in the future.
- 4.2.4. **Excuses** – Violations will not be excused just because Players may have committed them under the influence of alcohol or drugs or any altered state of mind.

- 4.2.5. **Standards** – This Code of Conduct does not replace the legal system and cannot produce decisions as severe as those of the legal system. As a result, the Disciplinary Process should not and will not be bound by the standards and processes that might apply in a court of law. The Disciplinary Process will be based on Savanna FGC’s reasonable understanding of the facts of each case.
- 4.2.6. **Consistency** – The Disciplinary Process is intended to be consistent and foreseeable enough that Players should expect to face consequences for Violations. That said, no two situations are the same, and different cases may have different outcomes.
- 4.2.7. **Conflicts of Interest** – When any person who would normally participate in the Disciplinary Process is confronted with a case involving any of their family members, close friends, romantic or sexual partners, or business partners, they shall be required to inform Savanna FGC about that conflict of interest and withdraw themselves from any role in that particular case.

4.3. VIOLATIONS

- 4.3.1. **All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Organisers, SFN spectators and SFN Venue staff.** Players must follow all instructions given by Savanna FGC.
- 4.3.2. **Players are expected to play at their best at all times** within SFN and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. **Any Player behaving inappropriately, or not competing in compliance with these SFN Rules, as determined by Savanna FGC in their sole discretion, may be immediately disqualified from SFN and forfeit all allowances and potential prizes.** Further, Savanna FGC reserves the right, in their sole discretion, to ban disqualified Players from any future Fight Card or other event organized by Savanna FGC.
- 4.3.3. Breaches of this Code of Conduct (hereinafter known as “Violations”) include:
- 4.3.3.1. Engaging in assault, battery, physical harassment or abuse, or any other physical contact with any person without their consent.
 - 4.3.3.2. Engaging in malicious bullying, baiting, trolling, or other non-physical harassment or abuse that rises to a level beyond commonly and locally accepted FGC trash talk.
 - 4.3.3.3. Using or threatening to use a deadly or dangerous weapon except in reasonable defensive situations.
 - 4.3.3.4. Pestering or stalking any person or otherwise not respecting any person’s reasonable desire to be left alone.
 - 4.3.3.5. Taking photographs of or recording any person who expresses a desire not to be photographed or recorded, except as an Organiser

in accordance with the **Appearance Release** (Section 5) set out in these SFN Rules.

- 4.3.3.6. Engaging in discriminatory or hateful statements or behaviour, including any based on race, colour, ethnicity, nationality, citizenship, sex, sexual or romantic orientation, gender identity, religion, disability, neurodiversity, body size, or any other personal characteristics.
- 4.3.3.7. Intentionally outing any person's sexual orientation, gender, or other identities without their consent.
- 4.3.3.8. Intentionally causing fear or distress in or maliciously abusing power over any person.
- 4.3.3.9. Disclosing confidential information or media, doxing, or sharing any personally identifiable information, or violating any person's reasonable expectation of privacy.
- 4.3.3.10. Intentionally entering off-limit areas at an SFN Venue.
- 4.3.3.11. DDOSing, swatting, spreading malware, phishing, hacking into any person's accounts, or intentionally, recklessly, or negligently damaging, tampering with, or interfering with any person's property, platform, equipment, other possessions, or network connection.
- 4.3.3.12. Scamming or engaging in fraud, impersonation, or defamatory statements or behaviour against any person.
- 4.3.3.13. Tampering with and/or fixing any Match or Fight Card, colluding (e.g. any agreement between two [2] or more Players to pre-determine the outcome of a Match or multiple Matches), substituting or being substituted for any other player during a Match, Set or Fight Card or without good faith permission from the Organizer, using disallowed game code exploits, or any other unsportsmanlike conduct with the intent to disrupt or undermine the legitimate operation of a Fight Card or SFN as a whole.
- 4.3.3.14. Offering any gift or reward to a Player, Organiser, SFN Venue staff or Savanna FGC for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent.
- 4.3.3.15. Betting or gambling on your own performance or the results of any Fight Card on SFN.
- 4.3.3.16. Stealing, misappropriating, mishandling, or misrepresenting the amounts or uses of monetary allowances, hotel or other lodging fees, viewer or other donations, or any person's money.
- 4.3.3.17. Creating a nuisance or hazard by neglecting personal hygiene, refusing to take appropriate hygienic or medical precautions, or

engaging in or encouraging anyone to commit any hygienically or medically unsafe behaviour.

- 4.3.3.18. Using usernames, avatars, logos, branding or gamertags, or wearing any clothing or apparel displaying text or imagery that violates this Code of Conduct.
- 4.3.3.19. Using any facilities, services or equipment provided or made available by Savanna FGC or SFN Venue staff to post, transmit, disseminate, or otherwise make available any communications prohibited by this Code of Conduct.
- 4.3.3.20. Touching or otherwise interfering with lights, cameras, or other studio equipment.
- 4.3.3.21. Otherwise violating these SFN Rules.
- 4.3.3.22. Failing to abide by any applicable Third-Party Rules.
- 4.3.3.23. Advocating for, encouraging, being an accomplice to, or threatening to engage in any potential Violations.
- 4.3.3.24. Evading or attempting to evade any disciplinary action taken under this Code of Conduct.

Any Player who violates the Code of Conduct may be disqualified, and Savanna FGC reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

Caution: This list of Violations is not exhaustive. Any other behaviour that goes against commonly and locally accepted FGC standards or norms or any of the Objectives may violate this Code of Conduct as well. Any deliberate attempt to damage any website or equipment used in connection with a Fight Card or SFN, tamper with the Title Game or the competition format, or otherwise undermine the legitimate operation of a Fight Card or SFN may be a violation of criminal and civil laws, and should such an attempt be made, Savanna FGC reserves the right to cooperate in the prosecution of any such Player(s) and to pursue all remedies available to them to the fullest extent permitted in equity or under the law.

5. APPEARANCE RELEASE

- 5.1. By participating in SFN, each Player hereby irrevocably grants Savanna FGC permission to film, photograph, record and stream the Player's performance in SFN itself and in other SFN-related activities, including the Player's name, username, logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively known as the "Appearance") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity for any purpose, including but not limited to, advertising, marketing and promoting SFN, SFN-related activities, Savanna FGC, the TEKKEN 254 website and future events.
- 5.2. As between each Player on the one hand, and Savanna FGC, on the other hand, the Appearance shall be deemed a work-made-for-hire for Savanna FGC prepared as a work specifically ordered and/or commissioned by Savanna FGC, and therefore, Savanna FGC shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Savanna FGC, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to Savanna FGC, all of their right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Savanna FGC's ownership of such rights.
- 5.3. Savanna FGC shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalise or otherwise alter the Appearance for any purpose which Savanna FGC deems necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights (*droit moral*)—which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world (including, without limitation, the so called right of paternity [*droit à la paternité*], right of integrity [*droit au respect de l'œuvre*], right of withdrawal [*droit de retrait* or *droit de repentir*] and/or right of publication [*droit de divulgation*])—they may have in the Appearance, and agrees that they will make no claim of any kind against Savanna FGC as a result of any of the uses described above, and irrevocably and unconditionally waives and releases Savanna FGC from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including but not limited to any and all claims, demands, or liabilities

for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that Savanna FGC and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of moral rights (*droit moral*) is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

- 5.4. Savanna FGC shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. Savanna FGC shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements as outlined in Section 2.2.



6. DISCLAIMERS AND LIMITATION OF LIABILITY

Each Player knowingly consents to participate in any and all SFN-related activities under their own free will and without duress or undue influence of any third party.

- 6.1. All Players are expected to look after themselves and their personal belongings at an SFN Venue. By registering for SFN, each Player hereby releases and holds harmless Savanna FGC from and against any and all actual and potential, known or unknown, suspected and unsuspected claims, demands, causes of action, costs, losses, injuries, liabilities and damages of any kind, including but not limited to mental and/or physical injuries or death and damages to or loss of personal property, due in whole or in part, directly or indirectly, to competing in SFN, attending or participating in any SFN-related activity and/or the use or misuse of any allowance earned or prize won from competing in SFN.
- 6.2. By registering for SFN, each Player hereby releases and holds harmless Savanna FGC from any and all actual and potential, known or unknown, intentional or unintentional damage caused to equipment and/or facilities at an SFN Venue. Each Player also hereby accepts to provide compensation for any such damage if found responsible for said damage, whose value may be determined at the discretion of the SFN Venue staff.
- 6.3. Savanna FGC is not responsible for any incorrect or inaccurate information or other materials on, associated with or utilized as part of the TEKKEN 254 website, and Savanna FGC assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the TEKKEN 254 website or the field of play in the Title Game. Although Savanna FGC attempts to ensure the integrity of SFN, Savanna FGC is not responsible for the actions of Players in connection with SFN, including a Player's attempt to circumvent these SFN Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of SFN. Without in any way limiting the generality of the foregoing, each Player agrees that Savanna FGC shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:
 - 6.3.1. Incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with the Player, Savanna FGC, or otherwise, that may prevent or limit a Player's ability to participate in a Fight Card or SFN or send or receive messages requiring action or response by such Player;

- 6.3.2. Any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of gameplay or affect Match results; and
- 6.3.3. Any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in SFN.

1. DISPUTES

- 7.1. These SFN Rules are governed by the national and county government laws that apply to Nairobi City County, Kenya. Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these SFN Rules, the operation of SFN or otherwise, will be resolved by litigation in the courts located within Nairobi City County, Kenya.

8. INDEMNIFICATION

- 8.1. Each Player hereby agrees to indemnify and hold Savanna FGC harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these SFN Rules.
- 8.2. The indemnification obligations hereunder shall survive the expiration or earlier termination of the Fight Card and SFN.

9. FORCE MAJEURE

- 9.1. Savanna FGC reserves the right to modify, suspend, extend or terminate SFN or any part thereof if they determine, in their sole discretion, that SFN and/or Fight Card is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of SFN, a Fight Card or any portion thereof as contemplated herein.
- 9.2. In the event Savanna FGC are prevented from continuing with SFN by any event beyond their control, including but not limited to fire, flood, epidemic, earthquake, explosion, labour dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any national or county government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Savanna FGC's control (each a "Force Majeure" event or

occurrence), Savanna FGC shall have the right to modify, suspend, extend or terminate SFN or a Fight Card.

- 9.3. Savanna FGC, in their sole discretion, may require the replaying of any Match, or declare any Match or other phase of a Fight Card or SFN null and void by reason of any of the foregoing. In the event Savanna FGC determine, in their sole discretion, that any individual Match or other phase of the Fight Card or SFN, has been tampered with or that the validity of any Match or other phase of the Fight Card or SFN has been compromised for any reason, it may eliminate that Match or other phase of the Fight Card or SFN, and may conduct the Fight Card or SFN on the basis of the remaining Match and/or other phases of the Fight Card or SFN.

10. INVALIDITY

- 10.1. These SFN Rules and any other agreements referenced herein constitute the full and complete agreement and understanding between each Player and Savanna FGC in connection with SFN and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and Savanna FGC with respect to the subject matter hereof.
- 10.2. These SFN Rules cannot be modified or amended in any way except by a written instrument signed by Savanna FGC. The waiver of any term, condition, or breach of these SFN Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these SFN Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these SFN Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein.
- 10.3. The use of the neuter pronouns "they", "them", "their" and any variations thereof in these SFN Rules shall be deemed singular or plural and shall be deemed to include the masculine and feminine genders as well, as the context may permit or require.
- 10.4. Headings and bullet points, as well as bolding and italicisation of text, are used in these SFN Rules solely for convenience and ease of reference and shall not be deemed to affect in any manner the meaning or intent of these SFN Rules or any provision hereof.