



ITNet® Tournament Support Services Requirements

We encourage all operators to conduct tournaments and contests. It's a great way to increase player loyalty, keep locations happy and to increase earnings. IT does not mandate any form or format for such tournaments and contests: how you conduct your contests is up to you. However, as of January 19, 2010 we will not provide tournament support or sponsorship (including giveaways, locked conditions cards, web promotion, prizes, etc.) to tournaments that do not have **written rules** including something similar to the following Draft Rule:

Entrants must have properly registered player accounts with ITNet and associated Web accounts to be eligible to receive prizes. Entrants may create their web accounts in advance or within seven days after the end of the Contest, but will not receive their prizes until the promoter has confirmed the player account and associated web account are properly registered with IT. Entry into the Contest constitutes permission by the entrant for the promoter to confirm with IT that the player's account and web account are properly registered. If a player who wins a prize does not obtain a properly registered player account and associated web account as stated above, the prize will be awarded as if the player had not participated in the contest.

The Draft Rule allows for qualification after the tournament to give operators maximum flexibility. If you are conducting a large tournament with pre-registration required, it would certainly be more efficient to require that players provide their name/persona in advance as a condition of registration. You should change the rules as posted for your tournament accordingly. Here is a suggested Draft Rule for this kind of tournament:

Entrants must have properly registered player accounts with ITNet and associated Web accounts to be eligible to participate in the Contest. Entrants must create their web accounts in advance and provide name/persona information when registering for the Contest. Registering for the Contest constitutes permission by the entrant for the promoter to confirm with IT that the player's account and web account are properly registered. No player may participate in the Contest until confirmation is received.

We understand that the size and nature of tournaments will vary widely and we would not be surprised to learn that there are tournaments where this is not practical for operators. If you want to do it even for tournaments where you do not need or want tournament support services from IT, that's up to you and while we will be happy to oblige, we do not require it.

We will confirm player/web accounts if you provide us with name and persona ID: a suggested form is available from the Operator Services portion of our website or via email to gcolabuoano@itsgames.com. All we will provide is a yes or no answer as to whether the player and web accounts are properly registered. If a player is not registered and wishes to do so, please feel free to reasonably assist them if they request it and/or refer them to our player support personnel.



IT does not provide information about player accounts to third parties: if you get back a 'cannot confirm' status regarding a player name/persona pair, it does NOT mean that any particular status, including but not limited to any form of sanction, has been assigned to their account. It simply means that we cannot confirm the name/persona pair as provided belongs to a properly registered player account. Players must contact us directly regarding 'cannot confirm' responses.

While this rule implementation is only required to obtain tournament support, if you wish to implement it voluntarily, even for contests where you don't need or want our support, we will still provide the confirmation information so long as your rules include this or similar language. We will only provide this information to operators who have a signed Operator's Agreement on record with IT. Non-operators (players, locations, etc.) who want to conduct tournaments and receive this information will need to find a registered operator to serve as co-sponsor and all requests must come directly from them.

For virtual operating entities that conduct lengthy online-only tournaments over multiple machines, we suggest that you inform your players at the outset of the tournament that they will not receive a prize until it has been confirmed that they have a registered ITNet player account, and that all winners must go through this confirmation process. Any registered operator who is part of the entity may submit the confirmation request.