

# **IIHF FANTASY 2017**

## **COMPETITION RULES - TERMS & CONDITIONS**

**1.** This Fantasy game ("Competition") is open to residents of all countries where the competition is not prohibited or unlawful excluding employees of the Promoter, the International Ice Hockey Federation, associated companies and agencies, their immediate families or anyone else involved in the organisation or administration of the Competition. Winners must be 18 or over.

**2.** Each Entrant may only enter the Competition once.

**3.** The winners will be contacted directly by the promoter. Reasonable efforts will be made to contact the winner however if the winner cannot be contacted after reasonable efforts have been made, their prize will be forfeited and another winner will be selected at random by the Promoter.

**4.** The following prizes list will be proposed:

1) To be won at the end of each game day

- The competitor with the highest score will win the official tournament puck.

2) To be won at the end of the preliminary round

- The competitor with the highest score will win four tickets to 2018 World Championship preliminary round game (of your choice).

3) To be won at the end of the competition

- The competitor with the highest score will win four tickets to the gold medal game of the 2018 World Championship.
- The competitors with the second, third and fourth highest score will win 1 TISSOT PRC 200 ICE HOCKEY SPECIAL EDITION.

**5.** In all cases of dispute the International Ice Hockey Federation may ask for additional information from the recipient and retains sole rights to the interpretation of Terms and Conditions and their decision is final.

**6.** By entering the competition competitors agree to be added to the subscriber database to receive regular communications from the International Ice Hockey Federation around the IIHF events and are free to unsubscribe from this communication at any time in the future.

**7.** The prize winner may be required to participate in future publicity. By participating in the Competition, the prize winner and their guests agree that the Promoter can record, film and/or photograph their participating in all aspects of the relevant prize and exploit, and authorise third parties to exploit, such films, photographs or recordings in any media now known or hereafter invented in any part of the world and for any purpose whatsoever in perpetuity, with no payment being due to the Participant or their guests.

**8.** Proof of making an entry does not constitute proof of receipt by the Promoter. The Promoter does not accept any responsibility for entries which are lost, damaged, or delayed (including due to internet service disruption). All decisions of the Promoter are final, and the Promoter will not enter into any other correspondence regarding any aspect of the Competition.

**9.** Under no circumstances will the Promoter be liable for any losses, damages, costs or expenses arising from or in any way connected with the Competition, including the following types of loss or damage: any loss of profits, business, contracts, anticipated savings, goodwill, or revenue, any wasted expenditure, or any loss or corruption of data (regardless of whether any of these types of loss or damage are direct, indirect or consequential); or any indirect or consequential loss or damage whatsoever.

**10.** Provided that nothing in these Terms and Conditions shall exclude or limit the Promoter's liability for death or personal injury as a result of its own negligence or in relation to fraudulent misrepresentation or any other liability which cannot be excluded or limited by law.

**11.** To the extent permitted by law, all Prize Winners agree that they and their guests will release and hold harmless the Promoter and any other party professionally connected with the Competition, together with their respective employees and from and against any claim, loss, liability, or damage to or loss of property arising in connection with their participation in the Competition or activities in relation to the applicable prize.

**12.** By participating in the Competition, Participants warrant that they agree to be bound by, and are deemed to have read and understood, these Terms and Conditions.

**13.** If any provision contained in these Terms and Conditions shall be prohibited by law or adjudged by a court to be unlawful, void or unenforceable such provision shall, to the extent required, be severed from these Terms and Conditions and rendered ineffective as far as possible without modifying the remaining provisions of these Terms and Conditions, and shall not in any way affect the validity or enforcement of the remaining Terms and Conditions.

**14.** This Competition and these Terms and Conditions are governed by Swiss law and the courts of Switzerland shall have exclusive jurisdiction over any dispute arising out of or in connection with this Competition.

**15.** The promoter is the International Ice Hockey Federation, Brandschenkestrasse 50, Postfach 1817, 8027 Zurich, Switzerland. The prize will be made available by the International Ice Hockey Federation.

**16.** This following criterias would break a tie among competitors in case of deuces (Game Day & final rankings).

1) For each game day :

- The highest score for the game day
  
- then, the general ranking of each player after all the matches in the game day (the best ranked wins the prize)
  
- then, the number of goals scored by the hockey players of each team including all the played game days (the highest wins the prize)
  
- then, the number of assists made by the hockey players of each team including all the played game days (the highest wins the prize)

- then, a lottery would break a tie among competitors in case of deuces

## 2) For the preliminary round ranking:

- The highest score at the end of the preliminary round
- then, the number of goals scored by the hockey players of each team at the end of the preliminary round (the highest wins the prize)
- then, the number of assists made by the hockey players of each team at the end of the preliminary round (the highest wins the prize)
- then, a lottery would break a tie among competitors in case of deuces

## 3) For the general ranking (at the end of the game):

- The highest score in the competition
- then, the number of goals scored by the hockey players of each team including all the played game days (the highest wins the prize)
- then, the number of assists scored by the hockey players of each team including all the played rounds (the highest wins the prize)
- then, a lottery would break a tie among competitors in case of deuces