1. TURNAMENT TIMELINES

1.1. The tournament will take place between August 19th and September 10th 2019, in accordance with the rules and regulations stated below.

2. PARTICIPATION REQUIREMENTS

2.1. The tournament is open to all regular employees at Global Business Center Sp. z o. o., ES Polska Sp. z o.o. (and temporary employees at Global Business Center Sp. z o. o. in Wroclaw) and HP Inc. Poland Sp. o.o. who meet the requirements of these regulations. Teams can consist only of HPE/DXC/HPI employees.

2.2. Teams can be all male, all female, or mixed. Teams should consist of minimum ten (10), maximum thirteen (13) players. The formula provides to have maximum 6 players on the pitch from one team (five field players and one goalkeeper).2.3. Any woman who is knowingly pregnant may not play.

3. TOURNAMENT RULES

3.1. PLACE AND TIME OF GAMES

3.1.1. All games timetables are mandatory.

3.1.2. Competition will be conducted according to schedule. You can familiarize yourself with it on our website and from email communication conducted between organizers and teams' representatives.

3.1.3. Schedule will be established on the basis of a draw. It cannot be changed during the tournament.

3.1.4. In case one of the teams will not show up on the field within 5 minutes after the game's start time set by the organizer, the referee ends the game. The team that did not appear by default will be punished in the way that competitor will be granted a match win and 3 points.

3.1.5. People under the influence of alcohol or drugs are not allowed to play and will be disqualified and not allowed to play until the end of the league.

3.2. SCORING SYSTEM

3.2.1. Four (4) teams will play all with each other once and then rematch.

3.2.2. Scoring: Win: 3 pts., Draw 1 pts., Lost 0 pts., Walkover: the opposing team will get 3 pts.

3.2.3. A place is determined by a higher number of points. In case two or more teams have equal number of points between the teams, a small table will be arranged. In a small table only results between those teams will be taken into account. If this will be insufficient the number of goals scored in games between those teams will be taken into account. If this will be insufficient then the overall number of goals scored in the tournament will be taken into account. If this will prove insufficient the total number of goals lost will be taken into account. If it won't be enough to point the winner penalty kicks will be arranged.

3.3. GAME RULES

3.3.1. A penalty kick shall be taken from 9m from the goal line, in an equal distance between goal poles. This point will be marked by the referee. All players except the kicker and the opposing goalkeeper must be outside the penalty area at least 5m away.

3.3.2. Either team may have unlimited substitutions, but the exiting player must be off of the field prior to the substitute entering the field. Violating this rule will result in a free kick for the non-offending team and a yellow card.

3.3.3. The substitutions are allowed to be made in substitutions zone unless the referee decides differently.

3.3.4. We play with the balls provided by the organizer.

3.3.5. If the ball after hitting a player leaves the pitch, he is obliged (or another player from his team) to deliver it to the referee. Replacing the ball during the game can only occur after referee's approval.

3.3.6. "Own goals" are not included in the statistics. The "own goal" counts toward the player from the opponent team who last had contact with the ball.

3.4. REFEREES

3.4.1. The referee shall be in complete charge of the game. The referee is obligated to inform the Tournament organizer about the sanctions imposed on the players or team representatives, incidents related to the tournament, and the injuries. 3.4.2. Referees decisions regarding facts connected with the assessment of the game are final. Referees duty is to note any. The duty of a judge is to describe any controversial situation in the game protocol. One referee will be assigned to each game.

3.5. GAME TIME

3.5.1. Duration of matches - two halves of 25 minutes each plus 5 minutes interval in between each half. After the break, teams will change sides and start the game. The clock will only be stopped during injuries

3.6. STARTING THE GAME AND REOPENING

3.6.1. Goalkeeper resumes the game on his own half of the pitch. The goalkeeper can join the field game if the ball was passed to him by his team mate. He can also resume the game on his own if he intercepted the ball.

3.6.2. Directly from the start of the game, first kick can score (ball doesn't have to be passed).

3.6.3. The minimum distance of an opponent from the ball during the restart:

3.6.3.1 Throw-ins - not less than 2 meters.

3.6.3.2. Corners – not less than 5 meters.

3.6.3.3. Free kicks, not less than 5 meters.

3.6.4. All free kicks are direct. Defending team requires the wall to be arranged at the distance of 5 meters.

3.6.5. The throw-in is made by kicking the ball with leg. The ball should be placed on the line of the pitch. The goal won from the throw-in will not be awarded.

3.7. FOULS AND MISCONDUCT

3.7.1. Players will be punished by cards and exclusions.

3.7.2. The player who receives one yellow card will be penalized with 2-minutes suspension. The penalty is canceled when the team which was penalized loose the goal.

3.7.3. The player who receives two yellow cards in the same game will be penalized with red card automatically. The player will be benched with no possibility of playing again in this match. The team of penalized person will not have a chance to substitute him. The same rules are applicable for receiving red card directly.

3.7.4. The organizer can make any additional decision on the penalty for a player fined a red card, after a detailed description of event by the referee.

3.7.5. NOTE - Any offensive comments or threatening behavior against the players, the referee, spectators or organizers may result in a two-game suspension. The use of violence, physical violence is not allowed and will be punished with a disqualification from the league and al tournaments organized by the company in the future.

3.7.6. When a yellow card is called on the goalkeeper, it can be served by another field player. When a goalkeeper receives a red card, he is asked to leave the game field and may be replaced by a player from the field or second goalkeeper but different player from the field must go down in such case.

3.7.7. In case of bilaterally suspension both teams must play short the entire 2-minutes regardless of any goals

3.7.8. The Referee can give a Yellow Card or Red Card for behavior which in the Referee's judgment is unsporting or causes an unfair advantage. Any offensive comments or threatening behavior are not allowed. Yellow or red card can be given to a player that is not currently playing. In such situation, one player from the field must leave the pitch and carry the consequences. Threatening behavior may result in suspension.

3.7.9. An extreme unsporting or threatening behavior (aggressive or intense manner, or showing a lack of respect to anyone at a game) may result in stopping the game. In such a case the opponent team will automatically win the game.

3.8 PLAYERS DISQUALIFICATION

3.8.1. The Organizer reserve the right to disqualify a signed player who breaks the rules described hereunder during the tournament.

3.8.2. The Organizer reserve the right to not allow play in the tournament an employee who presented misconduct in the tournament organized by the Organizer in previous years.

4. TOURNAMENT AWARDS

4.1. The prizes are vouchers for the winning team.

4.2. The organizer reserves the right to award additional prizes during the tournament.

5. ANNOUNCEMENT OF RESULTS AND RECEIVE AWARDS

5.1. Tournament organizer will announce the final winners in the day of tournament end.

5.2. The prizes will be handed over to the winners individually by the Organizer. The winners must pick up their prize in person/team in a place announced by the Organizer.

5.3. If the prize isn't collected within 7 (seven) calendar days from the proclamation, the contestant will lose his/her rights to it and the voucher is left at the Organizer's disposal.

5.4. In justified cases it is agreeable to receive the award on individual conditions.

6. OTHER

6.1. Ignorance of the rules of the game by each team does not exempt them from liability for their failure.

6.2. Under special circumstances the Organizer reserve the right to finish the tournament or change the rules.

6.3. All individual cases which are not mentioned hereunder the Organizer will settle upon request and solely decides if it should be announced to all participants.

6.4 All players HPE/DXC/HPI will play matches in a specially designed football vest that after the tournament will have to return clean (washed) in the set they received. Responsible for this is the captain of each team

6.5 It is responsibility of the team's captain to inform his teammates about all the information contained in this football rules form.

7. INSURANCE & TAX STATEMENT

7.1. By signing the regulation I agree with the content.

7.2 Hereby confirm that I am taking part in The Football League at my own risk. I am aware that it is my responsibility to buy own insurance if I wish to have one. I am obliged to obey security rules (BHP).

7.3. I confirm that I am GBC/DXC/HPI/HPE employee and I agree to tax deduction for participating in this tournament.

7.4. I agree for dissemination and publication of my image by the Employer – DXC Sp z.o.o. HP Global Business Center Sp. z o. o or

ES Polska Sp. z o.o. in Wrocław or HP Inc. Poland Sp. o.o., consisting in placing a movie or my photograph with my last and first name

8. VEST REURN

8.1 Please note that each employee is responsible for a vest.

All players HPE/DXC/HPI will play matches in a specially designed football vest that after the tournament will have to return clean (washed) in the set they received. Responsible for this is the captain of each team

<u>Not returning vest</u> within 7 (seven) calendar days from end of tournament means consent for <u>cost deduction of vest</u> <u>from salary in amount 20PLN</u>

Vest	NAME (CAPITAL LETTERS)	Employee ID	Employee	Company (DXC/HPE/HPI)
No.			signature	(DXC/HPE/HPI)
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