NYSCEF DOC. NO. 2

01/2017 11:58 AM INDEX NO. 655648/2017

RECEIVED NYSCEF: 09/01/2017



Champions Basketball League, LLC

Player Agreement

Agreement

The agreement is between Champions Basketball League, LLC (Champions) and (**Player**) professional basketball player.

Pay Level

Champion's agrees to pay Player **\$ per game** played or per appearance that Player appears at per Champions request. Champion's agrees to pay all travel and hotel costs related to Players scheduled game or appearance.

Payment

Payment shall be by check or wire to Players designated account within a pearance of game or appearance.

Games & Events

This agreement shall be for all Champions Summer League, Exhibition Games and Marketing Appearances such as golf tournaments (example below):

Total of all games & appearances			\$	
Champions Summer League Games & Championship Tournament Champions Exhibition Games Champions Marketing Appearances		\$ \$ \$	\$\$ \$ \$	
	Events	<u>Per Event</u>	<u>rotai</u>	

Expenses & Travel

All travel will be arranged for and paid by Champions. Player will fly first class to all games or events that require travel and will stay in Marriott or Hilton hotels.

Playing Condition

Player agrees to maintain playing condition and wellness and to be prepared and to play competitively in any game Player is scheduled to play in for Champions. Health and wellness is Players responsibility



RECEIVED NYSCEF: 09/01/2017

INDEX NO. 655648/2017

and Player releases Champions from any claims or responsibility for players condition including any injuries prior to, during, or after any Champions game or appearance.

Scheduling

Champions will provide at least two weeks notice to games and appearances for Player and Player shall have the right to agree to the game or appearance prior to being scheduled for the game or appearance.

Policies

Player agrees to follow all Champions game and appearance guidelines including dress, approved activities, conduct and other guidelines as developed from time to time by Champions.

General Contractor

Player is a General Contractor and is not an employee of Champions. Player will be paid as a 1099 General Contractor and will be responsible for all taxes that may be due on compensation.

Business Protection

Player agrees specifically to not participate or appear in any paid for non-Champions basketball game or appearance in a city Champions hosts games or events in for at least 12 months after Players last Champions game or event.

NBA Play-In Clause

If Player is offered an NBA contract, this Player agreement with Champions will be placed on hold until future date in which Player is a free agent.

Image, Likeness, Quotes and Copyrights

Player grants Champions use of all images, likeness, quotes and copyrights for marketing, broadcast or other uses without limitation.

Termination

Either party may terminate this agreement by providing a written notice of termination the other party with the Business Protections applying for 12 months after termination.

General Provisions

- New York Law. This Agreement Shall be Governed by, and construed and enforced in a. accordance with, the laws of the State of New York.
- Applicable Laws. Player agrees to fully comply with all applicable laws, rules and regulations b. while participating in Champions games, events and appearances.
- Entire Agreement. This Agreement constitutes the entire agreement, and supersedes any prior c. or contemporaneous agreements, understandings or negotiations. This Agreement can only be modified in writing as agreed to by all parties.



, President

RECEIVED NYSCEF: 09/01/2017

INDEX NO. 655648/2017

d. Execution in Writing, Electronically, or by Email or Fax. This Agreement may be executed in any number of counterparts, including in writing, electronically or by facsimile or email with the same effect as if all signing parties had signed the same document. All counterparts shall be construed together and constitute one agreement.

DocuSigned by:	Date_ <u>6/24/2016</u>
, Player	
Champions Basketball League, LLC	Date_6/24/2016

