May 7, 2018

National Association of Attorneys General
1850 M Street, NW
Twelfth Floor
Washington, DC 20036

Re: Facebook Response to National Association of Attorneys General (NAAG)

Dear Attorneys General:

I am writing on behalf of Facebook, Inc. ("Facebook") in response to your March 26, 2018 letter requesting information about the events that have been the focus of recent media attention.

As an initial matter, we take the privacy of our users seriously and strive to be transparent about how Facebook and our applications platform (the "Platform") operate and to inform our users not only how their data may be shared, but also how they can control the types of data that they share publicly, with friends, and with apps. We have been working hard to understand the historical facts relevant to this matter and what we can do to better limit this type of data misuse while continuing to enable third-party experiences on our Platform. Our priority is to assure users that the trust they place in Facebook is deserved and user data is protected on the Platform.

I write now with some information about: (i) Facebook's policies and practices regarding users' data; (ii) the Facebook Platform and the facts related to the misuse of Facebook user data obtained by Dr. Aleksandr Kogan and his company, Global Science Research Ltd. ("GSR") through the "thisisyourdigitallife" application ("the App"); and (iii) the steps that Facebook is taking to address and prevent this type of incident from reoccurring. I hope this letter answers your questions about the events associated with Dr. Kogan, his app, and his improper transfer of information obtained through use of the Platform to SCL Elections Ltd./Cambridge Analytica. As you can imagine, our review is ongoing and this letter represents the Company's current understanding of the relevant issues. Updates will be published to our Newsroom as our review progresses.[1]

We understand the concerns stated in your recent letter and the priority you place on protecting user privacy, and the ability of users to easily control the privacy of their accounts. As our CEO announced, we have taken a number of important steps and

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[1] *E.g.*, Facebook Newsroom, *It's Time to Make Our Privacy Tools Easier to Find* (Mar. 28, 2018), https://newsroom.fb.com/news/2018/03/privacy-shortcuts/; Facebook Newsroom, *An Update on Our Plan to Restrict Data Access on Facebook* (Apr. 4, 2018), https://newsroom.fb.com/news/2018/04/restricting-data-access/.

made commitments to address data privacy concerns, including: investigating apps on our Platform prior to our privacy restrictions announced in April 2014 that had access to large amounts of data; auditing any app where we identify suspicious activity; telling people affected by apps that have misused their data; turning off apps that the user has not used within the last three months; changing Facebook Login to reduce the data an app can request without App Review; encouraging users to manage the apps they use and making the setting easier to find and manage; and rewarding people who report to us if they find misuses of data by app developers. We believe these steps are directly responsive to the concerns you have identified.

I.   Facebook Policies

A.   Facebook Privacy Settings and Notice to Users About Sharing Information with Apps

Facebook takes the privacy of its users seriously and enables users of its service to exercise control over the types of data that will be shared publicly, with friends, and with apps. Users can adjust their privacy settings at any time through the Facebook Settings page and can view and adjust some of the most used privacy settings and tools directly from the privacy shortcuts at the top right of any Facebook page. Users can manage their privacy settings to control who can view their profile, posts, and messages, as well as to control their installed apps.

Facebook likewise strives to be transparent with its users about how its Platform operates and to inform its users about the choices they can make with respect to how they can control the information that they share on the Platform. Users are informed of their ability to exercise control over their data in a variety of ways.

1.   _Facebook Statement of Rights and Responsibilities ("SRR")_

Facebook's Statement of Rights and Responsibilities is its Terms of Service that governs the relationship between users and others who interact with Facebook, as well as Facebook brands, products and services. Facebook's SRR during the period the App launched and operated on the Platform, to which all users expressly agreed when registering for service, specified that the user owned all the content and information that he or she posted on Facebook, and "can control how it is shared though [their] privacy and application settings."[2] Additionally, the SRR stated that when a user authorized an application, the app may ask for the user's permission to access the user's content and information. The SRR also stated that an app could ask permission to access content and information that others share with the user. Further, the SRR made clear that Facebook required applications to respect the user's privacy, and that the agreement between the user and the app would control how the application can use,

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[2] Ex. A, Facebook Statements of Rights and Responsibilities (last revised Jan. 30, 2015, Nov. 15, 2013, and Dec. 11, 2012).

store, and transfer that content and information.[3] Facebook's current Terms of Service are available at https://www.facebook.com/terms. The Terms of Service are currently being updated, and the updated Terms of Service can be viewed at https://www.facebook.com/legal/terms/update.

      2.   *Facebook Data Policy*

The Facebook Data Policy, which all users must confirm that they have read and consent to when registering for service, also explains that users have control regarding whether and to what extent information about them is shared with apps that they may install from the Platform and, prior to May 2015, with apps that their friends may have installed from the Platform.[4] In November 2013, when Dr. Kogan launched the App on Facebook, the Data Policy (then referred to as the Data Use Policy) stated:

> *About Facebook Platform:* Facebook Platform (or simply Platform) refers to the way we help you share your information with the games, applications, and websites you and your friends use. Facebook Platform also lets you bring your friends with you, so you can connect with them off Facebook. In these two ways, Facebook Platform helps you make your experiences on the web more personalized and social.
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> Remember that these games, applications and websites are created and maintained by other businesses and developers who are not part of, or controlled by, Facebook, so you should always make sure to read their terms of service and privacy policies to understand how they treat your data.
>
> *Controlling what information you share with applications*: When you connect with a game, application or website . . . we give the game application, or website (sometimes referred to as just "applications" or "apps") your basic info (we sometimes call this your "public profile"), which includes your User ID and your public information. We also give them your friends' User IDs (also called your friends list) as a part of your basic info.
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> Your friend list helps the application make your experience more social because it lets you find your friends on that application. Your User ID helps the application personalize

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[3] *Id.*

[4] *See* Ex. B, Facebook Data Use Policy (last revised Nov. 15, 2013 and Dec. 11, 2012); Ex. C, Facebook Data Policy (last revised Jan. 30, 2015).

your experience because it can connect your account on that application with your Facebook account, and it can access your basic info, which includes your public information and friend list. This includes the information you choose to make public, as well as information that is always publicly available.   If the application needs additional information, such as your stories, photos, or likes, it will have to ask you for specific permission.

The 'Apps' setting lets you control the application you use. You can see the permissions you have given these applications, the last time an application accessed your information, and the audience on Facebook for timeline stories and activity the application posts on your behalf. You can also remove applications you no longer want, or turn off all Platform applications . . . .

Controlling what is shared when the people you share with use applications: Just like when you share information by email or elsewhere on the web, information you share on Facebook can be re-shared. This means that if you share something on Facebook, anyone who can see it can share it with others, including the games, applications, and websites they use. . . . If you have made that information public, then the application can access it just like anyone else. But if you've shared your likes with just your friends, the application could ask your friend for permission to share them.

You can control most of the information other people can share with applications they use from the "App" settings page.[5]

The Data Policy was later updated, in January 2015, mid-way through the App's life on the Platform. This updated Data Policy provided users with easy to follow links including: (i) "What kinds of information do we collect?"; (ii) "How do we use this information?"; (iii) "How is this information shared?"; and (iv) "How can I manage or delete information about me?".[6] It further stated that "[w]hen you share and communicate using our Services, you choose the audience who can see what you share" and that "people you share and communicate with may download or re-share this

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[5] Ex. B, Facebook Data Use Policy (last revised Nov. 15, 2013 and Dec. 11, 2012).
[6] Ex. C, Facebook Data Policy (last revised Jan. 30, 2015).

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content with others on and off our Services."[7] Regarding apps, websites and third-party integrations on or using Facebook services, the updated Data Policy stated:

> When you use third-party apps, websites or other services that use, or are integrated with, our Services, they may receive information about what you post or share. For example, when you play a game with your Facebook friends or use the Facebook Comment or Share button on a website, the game developer or website may get information about your activities in the game or receive a comment or link that you share from their website on Facebook. In addition, when you download or use such third-party services, they can access your Public Profile, which includes your username or user ID, your age range and country/language, your list of friends, as well as any information that you share with them. Information collected by these apps, websites or integrated services is subject to their own terms and policies.

> Learn more about how you can control the information about you that you or others share with these apps and websites.[8]

Additionally, the updated Data Policy also provided a link to "Privacy Basics," which gave users the tools to manage and customize their privacy settings, explore ways to increase their account security, as well as provide answers to frequently asked questions about privacy on the Platform.[9] Facebook is currently revising its Data Policy, as described at: https://www.facebook.com/about/privacy/update.

B.   Platform Policy

Facebook's Platform Policy also communicates to app developers the relevant requirements regarding users' privacy that apply to apps operating on the Platform, including the requirements to give users choice and control, and to respect user privacy.[10] Application developers explicitly agree to Facebook's Statement of Rights and Responsibilities and Platform Policy when they set up their Facebook accounts. The Platform Policy imposes a variety of obligations on app developers regarding the features, functionality, data collection and usage, and content for apps on the Platform,

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[7] *Id.*
[8] *Id.*
[9] *Id.*, Facebook Privacy Basics, https://www.facebook.com/about/basics.
[10] Ex. D, Facebook Platform Policy (last revised Mar. 14, 2018), https://developers.facebook.com/policy.

as well as Facebook's right to take enforcement action if an application violates the Platform Policy.[11]

Among other things, the Facebook Platform Policy, during the period the App launched and operated on the Platform,[12] included provisions to the following effect:

- <u>Give People Control: Section 2(8)</u>: Delete all of a person's data you have received from us (including friend data) if that person asks you to . . . .

- <u>Protect Data: Section 3(3)</u>: Only use friend data (including friends list) in the person's experience in your app.

- <u>Protect Data: Section 3(10)</u>: Don't transfer any data you receive from us (including anonymous, aggregate, or derived data) to any ad network, data broker or other advertising or monetization-related service.

- <u>Login: Section 7(4)</u>: Request only the data and publishing permission your app needs.[13]

The Platform Policy also outlined the actions Facebook could take for violations of the policy:

- <u>Things You Should Know: Section 6(8)</u>: We can audit your app to ensure it is safe and does not violate our terms. If requested, you must provide us with proof that your app complies with our terms.[14]

- <u>Things You Should Know: Section 6(15)</u>: We may enforce against your app or web site if we conclude that your app violated our terms or is negatively impacting the Platform. We may or may not notify you in advance.[15]

- <u>Things You Should Know: Section 6(16)</u>: Enforcement is both automated and manual, and can include disabling your app, restricting you and your app's access to Platform functionality, requiring that you delete data, terminating agreements with you or any other action we deem appropriate.

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[11] *Id*.
[12] Ex. E, Facebook Platform Policy (last revised Mar. 25, 2015, Nov. 5, 2014, Aug. 8, 2014, July 24, 2014, and Aug. 20, 2013). Facebook's Platform Policy was restructured and revised in July 2014. The relevant provisions for the purposes of this letter remain substantively the same between the current version and the versions in force during the period the App operated on the Platform.
[13] *See, e.g.*, Ex. E, Facebook Platform Policy (last revised July 24, 2014).
[14] Section 6(8) of the Facebook Platform Policy was added as part of the July 2014 restructuring and revision of the policy.
[15] As part of the July 2014 revision to the Platform Policy, Section 6(15) was clarified to also include enforcement for apps that negatively impacted the Platform.

II.   Background on Facebook's API Platform and Changes to It

During the time the App was launched and operated on the Platform and through today, Facebook's policies regarding third-party usage of its Platform technologies have prohibited—and continue to prohibit—third-party app developers from selling or licensing user data accessed from Facebook and from sharing any user data accessed from Facebook with any ad network, data broker or other advertising or monetization-related service.[16]

In November 2013, when Dr. Kogan launched the App, apps generally could be launched on the Platform without affirmative review or approval by Facebook. In April 2014, Facebook announced changes to its Platform that changed apps' ability to request access to data from users. In connection with the transition from the then-existing Platform for app developers (known as "Graph API V1" or "V1") to a new version ("Graph API V2" or "V2"), Facebook enhanced its granular data permissions ("GDP") user interface to give users the ability to pick and choose whether to grant access to each type of data a particular app was requesting (aside from the user's public profile information).[17] V2 also limited the data that apps on the new Platform could access about users' friends. Specifically, after the migration to V2, apps could access only the installing user's public profile, email address, and list of friends who had installed and authorized the same app. All new apps (those launched on Facebook after April 2014) were immediately subject to these new access limitations. For pre-existing apps, there was a one-year grace period (until May 2015) before they were forced to migrate to the V2 Platform and subject to these new limitations. Due to these changes, had Dr. Kogan launched his App on the Platform today, he would not be able to get access to the level of information about users and their friends that he obtained in 2013.

Relatedly, in April 2014 Facebook introduced an "App Review" process requiring Facebook's review and approval before any app could seek permission to access more than certain basic types of an installing user's Facebook data—specifically, any data beyond the user's public profile, email address, and list of friends who also used the app.[18] This App Review process requires developers who create an app that asks for more than this basic user information to justify the data they are looking to collect and how they are going to use it to create a legitimate app experience for users. Only if approved following such review can the app ask for a user's permission to get those data types. Facebook has rejected more than half of the apps submitted for App Review between April 2014 and April 2018.

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[16] *See* Ex. D, Facebook Platform Policy (last revised Mar. 14, 2018); Ex. E, Facebook Platform Policy (last revised Mar. 25, 2015, Nov. 5, 2014, Aug. 8, 2014, July 24, 2014, and Aug. 20, 2013).
[17] Facebook Newsroom, *Introducing Anonymous Login and an Updated Facebook Login* (Apr. 30, 2014), https://newsroom.fb.com/news/2014/04/f8-introducing-anonymous-login-and-an-updated-facebook-login/.
[18] Jeffrey Spehar, Facebook for Developers, *The New Facebook Login and Graph API 2.0* (Apr. 30, 2014), https://developers.facebook.com/blog/post/2014/04/30/the-new-facebook-login.

III.   Background on the "thisisyourdigitallife" App and Dr. Kogan

The third-party app "thisisyourdigitallife" was created by Dr. Aleksandr Kogan, a psychology professor and researcher at Cambridge University. The App was launched on the Platform in November 2013.[19] The App was presented to Facebook as a research tool to help Dr. Kogan gather information volunteered by users on Facebook behavior in order to study psychological traits. Our understanding is that the App's appeal to users was that, by being authorized to access their Facebook information, the App would generate and provide users with a personality profile. Dr. Kogan has publicly stated that users were paid a $3-4 reward to install and authorize the App.[20]

During the App's two years of operation on the Platform (from November 2013 to mid-December 2015), approximately 300,000 users (worldwide) installed the App, with about 97% of the installations occurring in the U.S.[21] Like other third-party apps operating on the Platform or on other online platforms at the time, the App asked users for permission to access certain information about or available to those users. Thus, the App obtained access to that information only after the user took affirmative action to install the App and authorize the access.

In November 2013, when Dr. Kogan launched the App, apps generally could be launched on the Platform without affirmative review or approval by Facebook. At that time, the Graph API V1 allowed app developers to request consent to access information entered by the installing user onto his or her Facebook profile—such as name, gender, birthdate, location (i.e., current city or hometown), photos and Page likes—and also (depending on, and in accordance with, each friend's own privacy settings) the same or similar categories of profile information about the user's friends. As explained above in Section II, upon Dr. Kogan's App's forced migration to the V2 Platform, the App could not obtain user data beyond public profile information, email address, and a list of friends who used the App, without clearing Facebook's new App Review process (Kogan tried and failed to clear the new App Review process).

IV.   Reports of Data Misuse Trigger Investigation by Facebook Into Allegations

On December 11, 2015, *The Guardian* published an article reporting that Dr. Kogan and his company, GSR, may have passed information the App had obtained from Facebook users to SCL Elections Ltd. ("SCL")/Cambridge Analytica, a firm that does political, governmental, and military work around the globe. By doing so, Dr. Kogan and his company violated Facebook's Platform Policy, which explicitly prohibited selling or licensing user data accessed from Facebook and from sharing any user data accessed

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[19] The App was originally named "CPWLab" when it first was placed on the Platform. The name was changed to "GSRApp" on June 11, 2014, and to "thisisyourdigitallife" on July 18, 2014.
[20] BBC Radio 4, Interview with Dr. Aleksandr Kogan at (Mar. 21, 2018), *available at* https://www.bbc.co.uk/programmes/b09vyvxk.
[21] Mark Zuckerberg, Facebook (Mar. 21, 2018), https://www.facebook.com/zuck/posts/10104712037900071.

from Facebook with any ad network, data broker or other advertising or monetization-related service. For this reason, Facebook, on December 17, 2015, banned the App from our Platform and investigated what happened and what further action we should take to enforce our Platform Policy.

In particular, Facebook contacted Dr. Kogan and GSR and demanded that they explain what data they collected, how they used it, and to whom they disclosed it. Facebook further insisted that Dr. Kogan and GSR, as well as other persons or entities to whom they had disclosed any such data, account for and irretrievably delete all such data and information. Facebook also contacted Cambridge Analytica to investigate the allegations reflected in the reporting. Thereafter, Facebook obtained written certifications or confirmations from Dr. Kogan, GSR, and other third parties (including Cambridge Analytica and SCL) declaring that all such data they had obtained was accounted for and destroyed.

Based on information (including the certifications) Facebook obtained after December 11, 2015 as a part of its efforts to investigate the events and enforce its Platform Policy, it was apparent that Dr. Kogan and GSR had shared with Cambridge Analytica data that they had derived from Facebook user information (*i.e.*, predicted personality scores) and potentially some categories of user information directly accessed by the App. This conduct violated Facebook's Platform Policy in the following respects:

- the friends' data the App requested from users was not used solely to augment those users' experience in the App, but apparently had been used independently by GSR to perform its modeling of personality scores;

- GSR appeared to have sold data or data derived from information users had agreed to provide to the App;

- GSR appeared to have transferred to a third-party data or data derived from information users had agreed to provide to the App; and

- the App appeared to have requested permission from users to obtain data that the App itself did not need to function.

In March 2018, Facebook received information from the media suggesting that the certifications we received may not have been accurate and immediately banned SCL Group and Cambridge Analytica from our Platform. Since then, Facebook has been actively investigating the issue, including requesting on-site audits of Cambridge Analytica, Dr. Kogan, and Christopher Wylie.[22] The UK Information Commissioner's Office ("ICO") has asked that Facebook hold off on certain fact-finding steps at this point

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[22] Facebook Newsroom, *Pursuing Forensic Audits to Investigate Cambridge Analytica* (Mar. 19, 2018), https://newsroom.fb.com/news/2018/03/forensic-audits-cambridge-analytica/.

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and Facebook has deferred those actions pending completion of the ICO's investigation. More recently, documents and testimony provided by Mr. Wylie to the UK Parliament (House of Commons Digital, Culture, Media and Sport Committee) suggested that AggregateIQ, a British Columbia-based digital advertising company ("AIQ"), may also have improperly received Facebook user data originally obtained by Dr. Kogan through his App. Facebook has suspended all AIQ accounts of which it is aware on its Platform, pending investigation of what, if any, Facebook user data was obtained by AIQ. Our efforts and our review are ongoing.

To be clear, Dr. Kogan did not access any data to which he was not permitted to access based on the App users' privacy settings and the privacy settings of their friends. Accordingly, there has been no data breach of Facebook's systems. This is not a case of the "thisisyourdigitallife" app, Dr. Kogan/GSR, or SCL/Cambridge Analytica infiltrating Facebook's system or evading data security measures. The information that Dr. Kogan and GSR accessed did not include social security numbers, passwords, or financial or medical data about users.

V.   Impact to Users in the United States

We do not know precisely what data Dr. Kogan and GSR shared with Cambridge Analytica and other third parties or exactly how many people were impacted. As described above, Facebook has requested to audit Cambridge Analytica, but that audit request is on hold pending the ICO's investigation. We believe Dr. Kogan and GSR may have improperly shared Facebook information of up to 87 million users with Cambridge Analytica and other third parties. This is our best estimate of the number of users who installed the App plus the number of users who theoretically could have had their data shared with the App due to installations of the App by their friends. We believe that approximately 70 million (or 81%) of these potentially impacted users were located in the United States.[23]

We have compiled State-by-State data regarding installations of the App and State-by-State data regarding what we believe to be the number of users who did not install the App but whose information theoretically could have been shared with the App because they were Facebook friends of people who installed the App and whose privacy settings might have allowed such sharing. Consistent with our intention to be transparent and responsive to the AGs, we provided the State-by-State numbers for distribution to the signatories of the NAAG letter on April 27, 2018. As described in our correspondence, we are still compiling this information for American Samoa and Guam, which we expect to provide in short order.

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[23] Facebook Newsroom, *An Update on Our Plan to Restrict Data Access on Facebook* (Apr. 4, 2018), https://newsroom.fb.com/news/2018/04/restricting-data-access/.

VI.   What Facebook is Doing Now

Facebook recognizes that, even beyond the changes we have made to our Platform, additional steps can be taken to better protect against potential misuse of information on the Platform. To that end, in recent weeks we have announced a variety of additional measures that we are taking to continue to enhance the Platform. These include investigating apps that had access to large amounts of information before we made the changes to our Platform discussed above, further restricting developers' data access to prevent other potential kinds of abuse, and enhancing users' ability to understand and control their privacy settings and the apps that they interact with on the Platform.[24]

In addition, Facebook has issued notifications to users whose data may have been improperly shared by Dr. Kogan/GSR with Cambridge Analytica or another third party (because either they or their friend installed and authorized the App). Facebook notified users who were potentially impacted by Dr. Kogan's misuse of their data by sharing a link providing details on what categories of their data may have been disclosed.[25] Facebook also displayed a link at the top of users' News Feed to allow users to easily see the apps and websites they used Facebook to log into, and instructions on how users could remove apps they no longer need.[26]

Recently, Facebook's CEO announced a number of additional commitments to address data privacy matters.[27]

- Review our Platform. We will investigate all apps that had access to large amounts of data before we made the 2014 Platform changes described above in more detail, and we will audit any app where we identify suspicious activity. If we identify misuses of data, we will take immediate action, including banning the app from our Platform and pursuing legal action if appropriate.

- Tell people about data misuse. We will tell people affected by apps that have misused their data, to the extent Facebook's current access to historical data allows. This includes building a way for people to know if their data might have been accessed via the App.[28] Moving forward, if we remove an app for misusing data, we will tell everyone who used it.

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[24] *Id.*
[25] The user must access his or her Facebook account and News Feed to see the notification.
[26] Mark Zuckerberg, Facebook (Mar. 21, 2018), https://www.facebook.com/zuck/posts/10104712037900071.
[27] *Id.*
[28] Facebook Newsroom, *An Update on Our Plan to Restrict Data Access on Facebook* (Apr. 4, 2018), https://newsroom.fb.com/news/2018/04/restricting-data-access/. As referenced above, Facebook users, who have accessed their accounts, received notifications if they were potentially impacted by Dr. Kogan's misuse of their data.

- Turn off access for unused apps. If someone has not used an app within the last three months, we will turn off the app's access to their data.

- Restrict Facebook Login data. We are changing Login, so that in the next version, we will reduce the data that an app can request without App Review to include only name, profile photo and email address. Requesting any other data will require approval from Facebook. Of course, users will retain control over what data any given app can access from their profiles as is true today.

- Encourage people to manage the apps they use. We already show people what apps their accounts are connected to and allow them to control what data they've permitted those apps to use. Going forward, we're going to make these settings easier to find and manage.

- Reward people who find vulnerabilities. We have also expanded Facebook's bug bounty program so that people can report to us if they find misuse of data by app developers.[29]

In addition, on March 28, 2018, we announced additional changes that the Company will be making with regard to privacy and data protection, including new tools to enhance transparency and control over data for people who use Facebook. Further details of those changes are available at https://newsroom.fb.com/news/2018/03/privacy-shortcuts/.

On April 4, 2018, we provided updates and details on the Company's nine most important changes to protect users' Facebook information. Among other things, as referenced above, starting on April 9, 2018, Facebook began providing users with a link at the top of their News Feed so that they can see what apps they have authorized—and the types of information they have shared with those apps. Users are also able to remove apps that they no longer want.

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[29] Facebook Newsroom, *Data Abuse Bounty: Facebook Now Rewards for Reports of Data Abuse* (Apr. 10, 2018), https://newsroom.fb.com/news/2018/04/data-abuse-bounty/.

Thank you for your questions and providing us an opportunity to respond. We are committed to protecting consumers and ensuring that our users' data is not misused by the apps operating on our Platform.

Sincerely,

/s/ Will Castleberry

Will Castleberry
Vice President, US State and Local Policy
Facebook, Inc.

EXHIBIT A

This agreement was written in English (US). To the extent any translated version of this agreement conflicts with the English version, the English version controls. Please note that Section 16 contains certain changes to the general terms for users outside the United States.

Date of Last Revision: January 30, 2015

Statement of Rights and Responsibilities

This Statement of Rights and Responsibilities ("Statement," "Terms," or "SRR") derives from the Facebook Principles, and is our terms of service that governs our relationship with users and others who interact with Facebook, as well as Facebook brands, products and services, which we call the "Facebook Services" or "Services". By using or accessing the Facebook Services, you agree to this Statement, as updated from time to time in accordance with Section 13 below. Additionally, you will find resources at the end of this document that help you understand how Facebook works.

Because Facebook provides a wide range of Services, we may ask you to review and accept supplemental terms that apply to your interaction with a specific app, product, or service. To the extent those supplemental terms conflict with this SRR, the supplemental terms associated with the app, product, or service govern with respect to your use of such app, product or service to the extent of the conflict.

1. **Privacy**

   Your privacy is very important to us. We designed our Data Policy to make important disclosures about how you can use Facebook to share with others and how we collect and can use your content and information. We encourage you to read the Data Policy, and to use it to help you make informed decisions.

2. **Sharing Your Content and Information**

   You own all of the content and information you post on Facebook, and you can control how it is shared through your privacy and application settings. In addition:
   1. For content that is covered by intellectual property rights, like photos and videos (IP content), you specifically give us the following permission, subject to your privacy and application settings: you grant us a non-exclusive, transferable, sub-licensable, royalty-free, worldwide license to use any IP content that you post on or in connection with Facebook (IP License). This IP License ends when you delete your IP content or your account unless your content has been shared with others, and they have not deleted it.
   2. When you delete IP content, it is deleted in a manner similar to emptying the recycle bin on a computer. However, you understand that removed content may persist in backup copies for a reasonable period of time (but will not be available to others).
   3. When you use an application, the application may ask for your permission to access your content and information as well as content and information that others have shared with you. We require applications to respect your privacy, and your agreement with that application will control how the application can use, store, and transfer that content and information. (To learn more about Platform, including how you can control what information other people may share with applications, read our Data Policy and Platform Page.)
   4. When you publish content or information using the Public setting, it means that you are allowing everyone, including people off of Facebook, to access and use that information, and to associate it with you (i.e., your name and profile picture).
   5. We always appreciate your feedback or other suggestions about Facebook, but you understand that we may use your feedback or suggestions without any obligation to compensate you for them (just as you have no obligation to offer them).

3. **Safety**

We do our best to keep Facebook safe, but we cannot guarantee it. We need your help to keep Facebook safe, which includes the following commitments by you:

1. You will not post unauthorized commercial communications (such as spam) on Facebook.
2. You will not collect users' content or information, or otherwise access Facebook, using automated means (such as harvesting bots, robots, spiders, or scrapers) without our prior permission.
3. You will not engage in unlawful multi-level marketing, such as a pyramid scheme, on Facebook.
4. You will not upload viruses or other malicious code.
5. You will not solicit login information or access an account belonging to someone else.
6. You will not bully, intimidate, or harass any user.
7. You will not post content that: is hate speech, threatening, or pornographic; incites violence; or contains nudity or graphic or gratuitous violence.
8. You will not develop or operate a third-party application containing alcohol-related, dating or other mature content (including advertisements) without appropriate age-based restrictions.
9. You will not use Facebook to do anything unlawful, misleading, malicious, or discriminatory.
10. You will not do anything that could disable, overburden, or impair the proper working or appearance of Facebook, such as a denial of service attack or interference with page rendering or other Facebook functionality.
11. You will not facilitate or encourage any violations of this Statement or our policies.

4. **Registration and Account Security**

Facebook users provide their real names and information, and we need your help to keep it that way. Here are some commitments you make to us relating to registering and maintaining the security of your account:

1. You will not provide any false personal information on Facebook, or create an account for anyone other than yourself without permission.
2. You will not create more than one personal account.
3. If we disable your account, you will not create another one without our permission.
4. You will not use your personal timeline primarily for your own commercial gain, and will use a Facebook Page for such purposes.
5. You will not use Facebook if you are under 13.
6. You will not use Facebook if you are a convicted sex offender.
7. You will keep your contact information accurate and up-to-date.
8. You will not share your password (or in the case of developers, your secret key), let anyone else access your account, or do anything else that might jeopardize the security of your account.
9. You will not transfer your account (including any Page or application you administer) to anyone without first getting our written permission.
10. If you select a username or similar identifier for your account or Page, we reserve the right to remove or reclaim it if we believe it is appropriate (such as when a trademark owner complains about a username that does not closely relate to a user's actual name).

5. **Protecting Other People's Rights**

We respect other people's rights, and expect you to do the same.

1. You will not post content or take any action on Facebook that infringes or violates someone else's rights or otherwise violates the law.
2. We can remove any content or information you post on Facebook if we believe that it violates this Statement or our policies.
3. We provide you with tools to help you protect your intellectual property rights. To learn more, visit our [How to Report Claims of Intellectual Property Infringement](#) page.
4. If we remove your content for infringing someone else's copyright, and you believe we removed it by mistake, we will provide you with an opportunity to appeal.

5. If you repeatedly infringe other people's intellectual property rights, we will disable your account when appropriate.
6. You will not use our copyrights or Trademarks or any confusingly similar marks, except as expressly permitted by our Brand Usage Guidelines or with our prior written permission.
7. If you collect information from users, you will: obtain their consent, make it clear you (and not Facebook) are the one collecting their information, and post a privacy policy explaining what information you collect and how you will use it.
8. You will not post anyone's identification documents or sensitive financial information on Facebook.
9. You will not tag users or send email invitations to non-users without their consent. Facebook offers social reporting tools to enable users to provide feedback about tagging.

6. **Mobile and Other Devices**

   1. We currently provide our mobile services for free, but please be aware that your carrier's normal rates and fees, such as text messaging and data charges, will still apply.
   2. In the event you change or deactivate your mobile telephone number, you will update your account information on Facebook within 48 hours to ensure that your messages are not sent to the person who acquires your old number.
   3. You provide consent and all rights necessary to enable users to sync (including through an application) their devices with any information that is visible to them on Facebook.

7. **Payments**

   If you make a payment on Facebook, you agree to our Payments Terms unless it is stated that other terms apply.

8. **Special Provisions Applicable to Developers/Operators of Applications and Websites**

   If you are a developer or operator of a Platform application or website or if you use Social Plugins, you must comply with the Facebook Platform Policy.

9. **About Advertisements and Other Commercial Content Served or Enhanced by Facebook**

   Our goal is to deliver advertising and other commercial or sponsored content that is valuable to our users and advertisers. In order to help us do that, you agree to the following:
   1. You give us permission to use your name, profile picture, content, and information in connection with commercial, sponsored, or related content (such as a brand you like) served or enhanced by us. This means, for example, that you permit a business or other entity to pay us to display your name and/or profile picture with your content or information, without any compensation to you. If you have selected a specific audience for your content or information, we will respect your choice when we use it.
   2. We do not give your content or information to advertisers without your consent.
   3. You understand that we may not always identify paid services and communications as such.

10. **Special Provisions Applicable to Advertisers**

    If you use our self-service advertising creation interfaces for creation, submission and/or delivery of any advertising or other commercial or sponsored activity or content (collectively, the "Self-Serve Ad Interfaces"), you agree to our Self-Serve Ad Terms. In addition, your advertising or other commercial or sponsored activity or content placed on Facebook or our publisher network will comply with our Advertising Guidelines.

11. **Special Provisions Applicable to Pages**

If you create or administer a Page on Facebook, or run a promotion or an offer from your Page, you agree to our [Pages Terms](#).

12. **Special Provisions Applicable to Software**

    1. If you download or use our software, such as a stand-alone software product, an app, or a browser plugin, you agree that from time to time, the software may download and install upgrades, updates and additional features from us in order to improve, enhance, and further develop the software.
    2. You will not modify, create derivative works of, decompile, or otherwise attempt to extract source code from us, unless you are expressly permitted to do so under an open source license, or we give you express written permission.

13. **Amendments**

    1. We'll notify you before we make changes to these terms and give you the opportunity to review and comment on the revised terms before continuing to use our Services.
    2. If we make changes to policies, guidelines or other terms referenced in or incorporated by this Statement, we may provide notice on the Site Governance Page.
    3. Your continued use of the Facebook Services, following notice of the changes to our terms, policies or guidelines, constitutes your acceptance of our amended terms, policies or guidelines.

14. **Termination**

    If you violate the letter or spirit of this Statement, or otherwise create risk or possible legal exposure for us, we can stop providing all or part of Facebook to you. We will notify you by email or at the next time you attempt to access your account. You may also delete your account or disable your application at any time. In all such cases, this Statement shall terminate, but the following provisions will still apply: 2.2, 2.4, 3-5, 9.3, and 14-18.

15. **Disputes**

    1. You will resolve any claim, cause of action or dispute (claim) you have with us arising out of or relating to this Statement or Facebook exclusively in the U.S. District Court for the Northern District of California or a state court located in San Mateo County, and you agree to submit to the personal jurisdiction of such courts for the purpose of litigating all such claims. The laws of the State of California will govern this Statement, as well as any claim that might arise between you and us, without regard to conflict of law provisions.
    2. If anyone brings a claim against us related to your actions, content or information on Facebook, you will indemnify and hold us harmless from and against all damages, losses, and expenses of any kind (including reasonable legal fees and costs) related to such claim. Although we provide rules for user conduct, we do not control or direct users' actions on Facebook and are not responsible for the content or information users transmit or share on Facebook. We are not responsible for any offensive, inappropriate, obscene, unlawful or otherwise objectionable content or information you may encounter on Facebook. We are not responsible for the conduct, whether online or offline, of any user of Facebook.
    3. WE TRY TO KEEP FACEBOOK UP, BUG-FREE, AND SAFE, BUT YOU USE IT AT YOUR OWN RISK. WE ARE PROVIDING FACEBOOK AS IS WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT. WE DO NOT GUARANTEE THAT FACEBOOK WILL ALWAYS BE SAFE, SECURE OR ERROR-FREE OR THAT FACEBOOK WILL ALWAYS FUNCTION WITHOUT DISRUPTIONS, DELAYS OR IMPERFECTIONS. FACEBOOK IS NOT RESPONSIBLE FOR THE ACTIONS, CONTENT,

INFORMATION, OR DATA OF THIRD PARTIES, AND YOU RELEASE US, OUR DIRECTORS, OFFICERS, EMPLOYEES, AND AGENTS FROM ANY CLAIMS AND DAMAGES, KNOWN AND UNKNOWN, ARISING OUT OF OR IN ANY WAY CONNECTED WITH ANY CLAIM YOU HAVE AGAINST ANY SUCH THIRD PARTIES. IF YOU ARE A CALIFORNIA RESIDENT, YOU WAIVE CALIFORNIA CIVIL CODE §1542, WHICH SAYS: A GENERAL RELEASE DOES NOT EXTEND TO CLAIMS WHICH THE CREDITOR DOES NOT KNOW OR SUSPECT TO EXIST IN HIS OR HER FAVOR AT THE TIME OF EXECUTING THE RELEASE, WHICH IF KNOWN BY HIM OR HER MUST HAVE MATERIALLY AFFECTED HIS OR HER SETTLEMENT WITH THE DEBTOR. WE WILL NOT BE LIABLE TO YOU FOR ANY LOST PROFITS OR OTHER CONSEQUENTIAL, SPECIAL, INDIRECT, OR INCIDENTAL DAMAGES ARISING OUT OF OR IN CONNECTION WITH THIS STATEMENT OR FACEBOOK, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. OUR AGGREGATE LIABILITY ARISING OUT OF THIS STATEMENT OR FACEBOOK WILL NOT EXCEED THE GREATER OF ONE HUNDRED DOLLARS ($100) OR THE AMOUNT YOU HAVE PAID US IN THE PAST TWELVE MONTHS. APPLICABLE LAW MAY NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY OR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN SUCH CASES, FACEBOOK'S LIABILITY WILL BE LIMITED TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW.

16. **Special Provisions Applicable to Users Outside the United States**

We strive to create a global community with consistent standards for everyone, but we also strive to respect local laws. The following provisions apply to users and non-users who interact with Facebook outside the United States:
1. You consent to having your personal data transferred to and processed in the United States.
2. If you are located in a country embargoed by the United States, or are on the U.S. Treasury Department's list of Specially Designated Nationals you will not engage in commercial activities on Facebook (such as advertising or payments) or operate a Platform application or website. You will not use Facebook if you are prohibited from receiving products, services, or software originating from the United States.
3. Certain specific terms that apply only for German users are available here.

17. **Definitions**

1. By "Facebook" or" Facebook Services" we mean the features and services we make available, including through (a) our website at www.facebook.com and any other Facebook branded or co-branded websites (including sub-domains, international versions, widgets, and mobile versions); (b) our Platform; (c) social plugins such as the Like button, the Share button and other similar offerings; and (d) other media, brands, products, services, software (such as a toolbar), devices, or networks now existing or later developed. Facebook reserves the right to designate, in its sole discretion, that certain of our brands, products, or services are governed by separate terms and not this SRR.
2. By "Platform" we mean a set of APIs and services (such as content) that enable others, including application developers and website operators, to retrieve data from Facebook or provide data to us.
3. By "information" we mean facts and other information about you, including actions taken by users and non-users who interact with Facebook.
4. By "content" we mean anything you or other users post, provide or share using Facebook Services.
5. By "data" or "user data" or "user's data" we mean any data, including a user's content or information that you or third parties can retrieve from Facebook or provide to Facebook through Platform.
6. By "post" we mean post on Facebook or otherwise make available by using Facebook.
7. By "use" we mean use, run, copy, publicly perform or display, distribute, modify, translate, and create derivative works of.
8. By "application" we mean any application or website that uses or accesses Platform, as well as anything else that receives or has received data from us. If you no longer access Platform but have not deleted all data from us, the term application will apply until you delete the data.

9. By "Trademarks" we mean the list of trademarks provided [here](#).

18. **Other**

    1. If you are a resident of or have your principal place of business in the US or Canada, this Statement is an agreement between you and Facebook, Inc. Otherwise, this Statement is an agreement between you and Facebook Ireland Limited. References to "us," "we," and "our" mean either Facebook, Inc. or Facebook Ireland Limited, as appropriate.
    2. This Statement makes up the entire agreement between the parties regarding Facebook, and supersedes any prior agreements.
    3. If any portion of this Statement is found to be unenforceable, the remaining portion will remain in full force and effect.
    4. If we fail to enforce any of this Statement, it will not be considered a waiver.
    5. Any amendment to or waiver of this Statement must be made in writing and signed by us.
    6. You will not transfer any of your rights or obligations under this Statement to anyone else without our consent.
    7. All of our rights and obligations under this Statement are freely assignable by us in connection with a merger, acquisition, or sale of assets, or by operation of law or otherwise.
    8. Nothing in this Statement shall prevent us from complying with the law.
    9. This Statement does not confer any third party beneficiary rights.
    10. We reserve all rights not expressly granted to you.
    11. You will comply with all applicable laws when using or accessing Facebook.

By using or accessing Facebook Services, you agree that we can collect and use such content and information in accordance with the [Data Policy](#) as amended from time to time. You may also want to review the following documents, which provide additional information about your use of Facebook:

- [Payment Terms](#): These additional terms apply to all payments made on or through Facebook, unless it is stated that other terms apply.
- [Platform Page](#): This page helps you better understand what happens when you add a third-party application or use Facebook Connect, including how they may access and use your data.
- [Facebook Platform Policies](#): These guidelines outline the policies that apply to applications, including Connect sites.
- [Advertising Guidelines](#): These guidelines outline the policies that apply to advertisements placed on Facebook.
- [Self-Serve Ad Terms](#): These terms apply when you use the Self-Serve Ad Interfaces to create, submit, or deliver any advertising or other commercial or sponsored activity or content.
- [Promotions Guidelines](#): These guidelines outline the policies that apply if you offer contests, sweepstakes, and other types of promotions on Facebook.
- [Facebook Brand Resources](#): These guidelines outline the policies that apply to use of Facebook trademarks, logos and screenshots.
- [How to Report Claims of Intellectual Property Infringement](#)
- [Pages Terms](#): These guidelines apply to your use of Facebook Pages.
- [Community Standards](#): These guidelines outline our expectations regarding the content you post to Facebook and your activity on Facebook.

To access the Statement of Rights and Responsibilities in several different languages, change the language setting for your Facebook session by clicking on the language link in the left corner of most pages. If the Statement is not available in the language you select, we will default to the English version.

This agreement was written in English (US). To the extent any translated version of this agreement conflicts with the English version, the English version controls. Please note that Section 17 contains certain changes to the general terms for users outside the United States.

Date of Last Revision: November 15, 2013.

Statement of Rights and Responsibilities

This Statement of Rights and Responsibilities ("Statement," "Terms," or "SRR") derives from the Facebook Principles, and is our terms of service that governs our relationship with users and others who interact with Facebook. By using or accessing Facebook, you agree to this Statement, as updated from time to time in accordance with Section 14 below. Additionally, you will find resources at the end of this document that help you understand how Facebook works.

1. **Privacy**

   Your privacy is very important to us. We designed our Data Use Policy to make important disclosures about how you can use Facebook to share with others and how we collect and can use your content and information. We encourage you to read the Data Use Policy, and to use it to help you make informed decisions.

2. **Sharing Your Content and Information**

   You own all of the content and information you post on Facebook, and you can control how it is shared through your privacy and application settings. In addition:
   1. For content that is covered by intellectual property rights, like photos and videos (IP content), you specifically give us the following permission, subject to your privacy and application settings: you grant us a non-exclusive, transferable, sub-licensable, royalty-free, worldwide license to use any IP content that you post on or in connection with Facebook (IP License). This IP License ends when you delete your IP content or your account unless your content has been shared with others, and they have not deleted it.
   2. When you delete IP content, it is deleted in a manner similar to emptying the recycle bin on a computer. However, you understand that removed content may persist in backup copies for a reasonable period of time (but will not be available to others).
   3. When you use an application, the application may ask for your permission to access your content and information as well as content and information that others have shared with you. We require applications to respect your privacy, and your agreement with that application will control how the application can use, store, and transfer that content and information. (To learn more about Platform, including how you can control what information other people may share with applications, read our Data Use Policy and Platform Page.)
   4. When you publish content or information using the Public setting, it means that you are allowing everyone, including people off of Facebook, to access and use that information, and to associate it with you (i.e., your name and profile picture).
   5. We always appreciate your feedback or other suggestions about Facebook, but you understand that we may use them without any obligation to compensate you for them (just as you have no obligation to offer them).

3. **Safety**

   We do our best to keep Facebook safe, but we cannot guarantee it. We need your help to keep Facebook safe, which includes the following commitments by you:
   1. You will not post unauthorized commercial communications (such as spam) on Facebook.
   2. You will not collect users' content or information, or otherwise access Facebook, using automated means (such as harvesting bots, robots, spiders, or scrapers) without our prior permission.

3. You will not engage in unlawful multi-level marketing, such as a pyramid scheme, on Facebook.
4. You will not upload viruses or other malicious code.
5. You will not solicit login information or access an account belonging to someone else.
6. You will not bully, intimidate, or harass any user.
7. You will not post content that: is hate speech, threatening, or pornographic; incites violence; or contains nudity or graphic or gratuitous violence.
8. You will not develop or operate a third-party application containing alcohol-related, dating or other mature content (including advertisements) without appropriate age-based restrictions.
9. You will follow our Promotions Guidelines and all applicable laws if you publicize or offer any contest, giveaway, or sweepstakes ("promotion") on Facebook.
10. You will not use Facebook to do anything unlawful, misleading, malicious, or discriminatory.
11. You will not do anything that could disable, overburden, or impair the proper working or appearance of Facebook, such as a denial of service attack or interference with page rendering or other Facebook functionality.
12. You will not facilitate or encourage any violations of this Statement or our policies.

4. **Registration and Account Security**

Facebook users provide their real names and information, and we need your help to keep it that way. Here are some commitments you make to us relating to registering and maintaining the security of your account:
1. You will not provide any false personal information on Facebook, or create an account for anyone other than yourself without permission.
2. You will not create more than one personal account.
3. If we disable your account, you will not create another one without our permission.
4. You will not use your personal timeline primarily for your own commercial gain, and will use a Facebook Page for such purposes.
5. You will not use Facebook if you are under 13.
6. You will not use Facebook if you are a convicted sex offender.
7. You will keep your contact information accurate and up-to-date.
8. You will not share your password (or in the case of developers, your secret key), let anyone else access your account, or do anything else that might jeopardize the security of your account.
9. You will not transfer your account (including any Page or application you administer) to anyone without first getting our written permission.
10. If you select a username or similar identifier for your account or Page, we reserve the right to remove or reclaim it if we believe it is appropriate (such as when a trademark owner complains about a username that does not closely relate to a user's actual name).

5. **Protecting Other People's Rights**

We respect other people's rights, and expect you to do the same.
1. You will not post content or take any action on Facebook that infringes or violates someone else's rights or otherwise violates the law.
2. We can remove any content or information you post on Facebook if we believe that it violates this Statement or our policies.
3. We provide you with tools to help you protect your intellectual property rights. To learn more, visit our How to Report Claims of Intellectual Property Infringement page.
4. If we remove your content for infringing someone else's copyright, and you believe we removed it by mistake, we will provide you with an opportunity to appeal.
5. If you repeatedly infringe other people's intellectual property rights, we will disable your account when appropriate.
6. You will not use our copyrights or trademarks (including Facebook, the Facebook and F Logos, FB, Face, Poke, Book and Wall), or any confusingly similar marks, except as expressly permitted by our Brand

Usage Guidelines or with our prior written permission.
7. If you collect information from users, you will: obtain their consent, make it clear you (and not Facebook) are the one collecting their information, and post a privacy policy explaining what information you collect and how you will use it.
8. You will not post anyone's identification documents or sensitive financial information on Facebook.
9. You will not tag users or send email invitations to non-users without their consent. Facebook offers social reporting tools to enable users to provide feedback about tagging.

6. **Mobile and Other Devices**

1. We currently provide our mobile services for free, but please be aware that your carrier's normal rates and fees, such as text messaging and data charges, will still apply.
2. In the event you change or deactivate your mobile telephone number, you will update your account information on Facebook within 48 hours to ensure that your messages are not sent to the person who acquires your old number.
3. You provide consent and all rights necessary to enable users to sync (including through an application) their devices with any information that is visible to them on Facebook.

7. **Payments**

If you make a payment on Facebook or use Facebook Credits, you agree to our Payments Terms.

8. **Special Provisions Applicable to Social Plugins**

If you include our Social Plugins, such as the Share or Like buttons on your website, the following additional terms apply to you:
1. We give you permission to use Facebook's Social Plugins so that users can post links or content from your website on Facebook.
2. You give us permission to use and allow others to use such links and content on Facebook.
3. You will not place a Social Plugin on any page containing content that would violate this Statement if posted on Facebook.

9. **Special Provisions Applicable to Developers/Operators of Applications and Websites**

If you are a developer or operator of a Platform application or website, the following additional terms apply to you:
1. You are responsible for your application and its content and all uses you make of Platform. This includes ensuring your application or use of Platform meets our Facebook Platform Policies and our Advertising Guidelines.
2. Your access to and use of data you receive from Facebook, will be limited as follows:
   1. You will only request data you need to operate your application.
   2. You will have a privacy policy that tells users what user data you are going to use and how you will use, display, share, or transfer that data and you will include your privacy policy URL in the Developer Application.
   3. You will not use, display, share, or transfer a user's data in a manner inconsistent with your privacy policy.
   4. You will delete all data you receive from us concerning a user if the user asks you to do so, and will provide a mechanism for users to make such a request.
   5. You will not include data you receive from us concerning a user in any advertising creative.
   6. You will not directly or indirectly transfer any data you receive from us to (or use such data in

connection with) any ad network, ad exchange, data broker, or other advertising related toolset, even if a user consents to that transfer or use.

7. You will not sell user data. If you are acquired by or merge with a third party, you can continue to use user data within your application, but you cannot transfer user data outside of your application.
8. We can require you to delete user data if you use it in a way that we determine is inconsistent with users' expectations.
9. We can limit your access to data.
10. You will comply with all other restrictions contained in our Facebook Platform Policies.

3. You will not give us information that you independently collect from a user or a user's content without that user's consent.
4. You will make it easy for users to remove or disconnect from your application.
5. You will make it easy for users to contact you. We can also share your email address with users and others claiming that you have infringed or otherwise violated their rights.
6. You will provide customer support for your application.
7. You will not show third party ads or web search boxes on www.facebook.com.
8. We give you all rights necessary to use the code, APIs, data, and tools you receive from us.
9. You will not sell, transfer, or sublicense our code, APIs, or tools to anyone.
10. You will not misrepresent your relationship with Facebook to others.
11. You may use the logos we make available to developers or issue a press release or other public statement so long as you follow our Facebook Platform Policies.
12. We can issue a press release describing our relationship with you.
13. You will comply with all applicable laws. In particular you will (if applicable):
    1. have a policy for removing infringing content and terminating repeat infringers that complies with the Digital Millennium Copyright Act.
    2. comply with the Video Privacy Protection Act (VPPA), and obtain any opt-in consent necessary from users so that user data subject to the VPPA may be shared on Facebook. You represent that any disclosure to us will not be incidental to the ordinary course of your business.
14. We do not guarantee that Platform will always be free.
15. You give us all rights necessary to enable your application to work with Facebook, including the right to incorporate content and information you provide to us into streams, timelines, and user action stories.
16. You give us the right to link to or frame your application, and place content, including ads, around your application.
17. We can analyze your application, content, and data for any purpose, including commercial (such as for targeting the delivery of advertisements and indexing content for search).
18. To ensure your application is safe for users, we can audit it.
19. We can create applications that offer similar features and services to, or otherwise compete with, your application.

10. **About Advertisements and Other Commercial Content Served or Enhanced by Facebook**

Our goal is to deliver advertising and other commercial or sponsored content that is valuable to our users and advertisers. In order to help us do that, you agree to the following:

1. You give us permission to use your name, profile picture, content, and information in connection with commercial, sponsored, or related content (such as a brand you like) served or enhanced by us. This means, for example, that you permit a business or other entity to pay us to display your name and/or profile picture with your content or information, without any compensation to you. If you have selected a specific audience for your content or information, we will respect your choice when we use it.

2. We do not give your content or information to advertisers without your consent.
3. You understand that we may not always identify paid services and communications as such.

11. **Special Provisions Applicable to Advertisers**

  You can target your desired audience by buying ads on Facebook or our publisher network. The following additional terms apply to you if you place an order through our online advertising portal (Order):
    1. When you place an Order, you will tell us the type of advertising you want to buy, the amount you want to spend, and your bid. If we accept your Order, we will deliver your ads as inventory becomes available. When serving your ad, we do our best to deliver the ads to the audience you specify, although we cannot guarantee in every instance that your ad will reach its intended target.
    2. In instances where we believe doing so will enhance the effectiveness of your advertising campaign, we may broaden the targeting criteria you specify.
    3. You will pay for your Orders in accordance with our [Payments Terms](). The amount you owe will be calculated based on our tracking mechanisms.
    4. Your ads will comply with our [Advertising Guidelines]().
    5. We will determine the size, placement, and positioning of your ads.
    6. We do not guarantee the activity that your ads will receive, such as the number of clicks your ads will get.
    7. We cannot control how clicks are generated on your ads. We have systems that attempt to detect and filter certain click activity, but we are not responsible for click fraud, technological issues, or other potentially invalid click activity that may affect the cost of running ads.
    8. You can cancel your Order at any time through our online portal, but it may take up to 24 hours before the ad stops running. You are responsible for paying for all ads that run.
    9. Our license to run your ad will end when we have completed your Order. You understand, however, that if users have interacted with your ad, your ad may remain until the users delete it.
    10. We can use your ads and related content and information for marketing or promotional purposes.
    11. You will not issue any press release or make public statements about your relationship with Facebook without our prior written permission.
    12. We may reject or remove any ad for any reason.
    13. If you are placing ads on someone else's behalf, you must have permission to place those ads, including the following:
        1. You warrant that you have the legal authority to bind the advertiser to this Statement.
        2. You agree that if the advertiser you represent violates this Statement, we may hold you responsible for that violation.

12. **Special Provisions Applicable to Pages**

  If you create or administer a Page on Facebook, or run a promotion or an offer from your Page, you agree to our [Pages Terms]().

13. **Special Provisions Applicable to Software**

    1. If you download or use our software, such as a stand-alone software product, an app, or a browser plugin, you agree that from time to time, the software may download and install upgrades, updates and additional features from us in order to improve, enhance, and further develop the software.
    2. You will not modify, create derivative works of, decompile, or otherwise attempt to extract source code from us, unless you are expressly permitted to do so under an open source license, or we give you express written permission.

14. **Amendments**

    1. Unless we make a change for legal or administrative reasons, or to correct an inaccurate statement, we will provide you with seven (7) days notice (for example, by posting the change on the [Facebook Site Governance Page]()) and an opportunity to comment on changes to this Statement. You can also visit our

and "like" the Page to get updates about changes to this Statement.
   2. If we make changes to policies referenced in or incorporated by this Statement, we may provide notice on the Site Governance Page.
   3. Your continued use of Facebook following changes to our terms constitutes your acceptance of our amended terms.

15. Termination

If you violate the letter or spirit of this Statement, or otherwise create risk or possible legal exposure for us, we can stop providing all or part of Facebook to you. We will notify you by email or at the next time you attempt to access your account. You may also delete your account or disable your application at any time. In all such cases, this Statement shall terminate, but the following provisions will still apply: 2.2, 2.4, 3-5, 8.2, 9.1-9.3, 9.9, 9.10, 9.13, 9.15, 9.18, 10.3, 11.2, 11.5, 11.6, 11.9, 11.12, 11.13, and 15-19.

16. Disputes

   1. You will resolve any claim, cause of action or dispute (claim) you have with us arising out of or relating to this Statement or Facebook exclusively in the U.S. District Court for the Northern District of California or a state court located in San Mateo County, and you agree to submit to the personal jurisdiction of such courts for the purpose of litigating all such claims. The laws of the State of California will govern this Statement, as well as any claim that might arise between you and us, without regard to conflict of law provisions.
   2. If anyone brings a claim against us related to your actions, content or information on Facebook, you will indemnify and hold us harmless from and against all damages, losses, and expenses of any kind (including reasonable legal fees and costs) related to such claim. Although we provide rules for user conduct, we do not control or direct users' actions on Facebook and are not responsible for the content or information users transmit or share on Facebook. We are not responsible for any offensive, inappropriate, obscene, unlawful or otherwise objectionable content or information you may encounter on Facebook. We are not responsible for the conduct, whether online or offline, or any user of Facebook.
   3. WE TRY TO KEEP FACEBOOK UP, BUG-FREE, AND SAFE, BUT YOU USE IT AT YOUR OWN RISK. WE ARE PROVIDING FACEBOOK AS IS WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT. WE DO NOT GUARANTEE THAT FACEBOOK WILL ALWAYS BE SAFE, SECURE OR ERROR-FREE OR THAT FACEBOOK WILL ALWAYS FUNCTION WITHOUT DISRUPTIONS, DELAYS OR IMPERFECTIONS. FACEBOOK IS NOT RESPONSIBLE FOR THE ACTIONS, CONTENT, INFORMATION, OR DATA OF THIRD PARTIES, AND YOU RELEASE US, OUR DIRECTORS, OFFICERS, EMPLOYEES, AND AGENTS FROM ANY CLAIMS AND DAMAGES, KNOWN AND UNKNOWN, ARISING OUT OF OR IN ANY WAY CONNECTED WITH ANY CLAIM YOU HAVE AGAINST ANY SUCH THIRD PARTIES. IF YOU ARE A CALIFORNIA RESIDENT, YOU WAIVE CALIFORNIA CIVIL CODE §1542, WHICH SAYS: A GENERAL RELEASE DOES NOT EXTEND TO CLAIMS WHICH THE CREDITOR DOES NOT KNOW OR SUSPECT TO EXIST IN HIS FAVOR AT THE TIME OF EXECUTING THE RELEASE, WHICH IF KNOWN BY HIM MUST HAVE MATERIALLY AFFECTED HIS SETTLEMENT WITH THE DEBTOR. WE WILL NOT BE LIABLE TO YOU FOR ANY LOST PROFITS OR OTHER CONSEQUENTIAL, SPECIAL, INDIRECT, OR INCIDENTAL DAMAGES ARISING OUT OF OR IN CONNECTION WITH THIS STATEMENT OR FACEBOOK, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. OUR AGGREGATE LIABILITY ARISING OUT OF THIS STATEMENT OR FACEBOOK WILL NOT EXCEED THE GREATER OF ONE HUNDRED DOLLARS ($100) OR THE AMOUNT YOU HAVE PAID US IN THE PAST TWELVE MONTHS. APPLICABLE LAW MAY NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY OR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN

SUCH CASES, FACEBOOK'S LIABILITY WILL BE LIMITED TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW.

17. **Special Provisions Applicable to Users Outside the United States**

We strive to create a global community with consistent standards for everyone, but we also strive to respect local laws. The following provisions apply to users and non-users who interact with Facebook outside the United States:

1. You consent to having your personal data transferred to and processed in the United States.
2. If you are located in a country embargoed by the United States, or are on the U.S. Treasury Department's list of Specially Designated Nationals you will not engage in commercial activities on Facebook (such as advertising or payments) or operate a Platform application or website. You will not use Facebook if you are prohibited from receiving products, services, or software originating from the United States.
3. Certain specific terms that apply only for German users are available here.

18. **Definitions**

1. By "Facebook" we mean the features and services we make available, including through (a) our website at www.facebook.com and any other Facebook branded or co-branded websites (including sub-domains, international versions, widgets, and mobile versions); (b) our Platform; (c) social plugins such as the Like button, the Share button and other similar offerings and (d) other media, software (such as a toolbar), devices, or networks now existing or later developed.
2. By "Platform" we mean a set of APIs and services (such as content) that enable others, including application developers and website operators, to retrieve data from Facebook or provide data to us.
3. By "information" we mean facts and other information about you, including actions taken by users and non-users who interact with Facebook.
4. By "content" we mean anything you or other users post on Facebook that would not be included in the definition of information.
5. By "data" or "user data" or "user's data" we mean any data, including a user's content or information that you or third parties can retrieve from Facebook or provide to Facebook through Platform.
6. By "post" we mean post on Facebook or otherwise make available by using Facebook.
7. By "use" we mean use, run, copy, publicly perform or display, distribute, modify, translate, and create derivative works of.
8. By "active registered user" we mean a user who has logged into Facebook at least once in the previous 30 days.
9. By "application" we mean any application or website that uses or accesses Platform, as well as anything else that receives or has received data from us. If you no longer access Platform but have not deleted all data from us, the term application will apply until you delete the data.

19. **Other**

1. If you are a resident of or have your principal place of business in the US or Canada, this Statement is an agreement between you and Facebook, Inc. Otherwise, this Statement is an agreement between you and Facebook Ireland Limited. References to "us," "we," and "our" mean either Facebook, Inc. or Facebook Ireland Limited, as appropriate.
2. This Statement makes up the entire agreement between the parties regarding Facebook, and supersedes any prior agreements.
3. If any portion of this Statement is found to be unenforceable, the remaining portion will remain in full force and effect.
4. If we fail to enforce any of this Statement, it will not be considered a waiver.
5. Any amendment to or waiver of this Statement must be made in writing and signed by us.
6. You will not transfer any of your rights or obligations under this Statement to anyone else without our

consent.

7. All of our rights and obligations under this Statement are freely assignable by us in connection with a merger, acquisition, or sale of assets, or by operation of law or otherwise.
8. Nothing in this Statement shall prevent us from complying with the law.
9. This Statement does not confer any third party beneficiary rights.
10. We reserve all rights not expressly granted to you.
11. You will comply with all applicable laws when using or accessing Facebook.

You may also want to review the following documents, which provide additional information about your use of Facebook:

- Data Use Policy: The Data Use Policy contains information to help you understand how we collect and use information.
- Payment Terms: These additional terms apply to all payments made on or through Facebook.
- Platform Page: This page helps you better understand what happens when you add a third-party application or use Facebook Connect, including how they may access and use your data.
- Facebook Platform Policies: These guidelines outline the policies that apply to applications, including Connect sites.
- Advertising Guidelines: These guidelines outline the policies that apply to advertisements placed on Facebook.
- Promotions Guidelines: These guidelines outline the policies that apply if you offer contests, sweepstakes, and other types of promotions on Facebook.
- Facebook Brand Resources: These guidelines outline the policies that apply to use of Facebook trademarks, logos and screenshots.
- How to Report Claims of Intellectual Property Infringement
- Pages Terms: These guidelines apply to your use of Facebook Pages.
- Community Standards: These guidelines outline our expectations regarding the content you post to Facebook and your activity on Facebook.

To access the Statement of Rights and Responsibilities in several different languages, change the language setting for your Facebook session by clicking on the language link in the left corner of most pages. If the Statement is not available in the language you select, we will default to the English version.

This agreement was written in English (US). To the extent any translated version of this agreement conflicts with the English version, the English version controls. Please note that Section 17 contains certain changes to the general terms for users outside the United States.

Date of Last Revision: December 11, 2012.

Statement of Rights and Responsibilities

This Statement of Rights and Responsibilities ("Statement," "Terms," or "SRR") derives from the [Facebook Principles](#), and is our terms of service that governs our relationship with users and others who interact with Facebook. By using or accessing Facebook, you agree to this Statement, as updated from time to time in accordance with Section 14 below. Additionally, you will find resources at the end of this document that help you understand how Facebook works.

1. **Privacy**

   Your privacy is very important to us. We designed our [Data Use Policy](#) to make important disclosures about how you can use Facebook to share with others and how we collect and can use your content and information. We encourage you to read the Data Use Policy, and to use it to help you make informed decisions.

2. **Sharing Your Content and Information**

   You own all of the content and information you post on Facebook, and you can control how it is shared through your [privacy](#) and [application settings](#). In addition:
   1. For content that is covered by intellectual property rights, like photos and videos (IP content), you specifically give us the following permission, subject to your [privacy](#) and [application settings](#): you grant us a non-exclusive, transferable, sub-licensable, royalty-free, worldwide license to use any IP content that you post on or in connection with Facebook (IP License). This IP License ends when you delete your IP content or your account unless your content has been shared with others, and they have not deleted it.
   2. When you delete IP content, it is deleted in a manner similar to emptying the recycle bin on a computer. However, you understand that removed content may persist in backup copies for a reasonable period of time (but will not be available to others).
   3. When you use an application, the application may ask for your permission to access your content and information as well as content and information that others have shared with you. We require applications to respect your privacy, and your agreement with that application will control how the application can use, store, and transfer that content and information. (To learn more about Platform, including how you can control what information other people may share with applications, read our [Data Use Policy](#) and [Platform Page](#).)
   4. When you publish content or information using the Public setting, it means that you are allowing everyone, including people off of Facebook, to access and use that information, and to associate it with you (i.e., your name and profile picture).
   5. We always appreciate your feedback or other suggestions about Facebook, but you understand that we may use them without any obligation to compensate you for them (just as you have no obligation to offer them).

3. **Safety**

   We do our best to keep Facebook safe, but we cannot guarantee it. We need your help to keep Facebook safe, which includes the following commitments by you:
   1. You will not post unauthorized commercial communications (such as spam) on Facebook.
   2. You will not collect users' content or information, or otherwise access Facebook, using automated means (such as harvesting bots, robots, spiders, or scrapers) without our prior permission.

3. You will not engage in unlawful multi-level marketing, such as a pyramid scheme, on Facebook.
4. You will not upload viruses or other malicious code.
5. You will not solicit login information or access an account belonging to someone else.
6. You will not bully, intimidate, or harass any user.
7. You will not post content that: is hate speech, threatening, or pornographic; incites violence; or contains nudity or graphic or gratuitous violence.
8. You will not develop or operate a third-party application containing alcohol-related, dating or other mature content (including advertisements) without appropriate age-based restrictions.
9. You will follow our Promotions Guidelines and all applicable laws if you publicize or offer any contest, giveaway, or sweepstakes ("promotion") on Facebook.
10. You will not use Facebook to do anything unlawful, misleading, malicious, or discriminatory.
11. You will not do anything that could disable, overburden, or impair the proper working or appearance of Facebook, such as a denial of service attack or interference with page rendering or other Facebook functionality.
12. You will not facilitate or encourage any violations of this Statement or our policies.

4. **Registration and Account Security**

Facebook users provide their real names and information, and we need your help to keep it that way. Here are some commitments you make to us relating to registering and maintaining the security of your account:
1. You will not provide any false personal information on Facebook, or create an account for anyone other than yourself without permission.
2. You will not create more than one personal account.
3. If we disable your account, you will not create another one without our permission.
4. You will not use your personal timeline primarily for your own commercial gain, and will use a Facebook Page for such purposes.
5. You will not use Facebook if you are under 13.
6. You will not use Facebook if you are a convicted sex offender.
7. You will keep your contact information accurate and up-to-date.
8. You will not share your password (or in the case of developers, your secret key), let anyone else access your account, or do anything else that might jeopardize the security of your account.
9. You will not transfer your account (including any Page or application you administer) to anyone without first getting our written permission.
10. If you select a username or similar identifier for your account or Page, we reserve the right to remove or reclaim it if we believe it is appropriate (such as when a trademark owner complains about a username that does not closely relate to a user's actual name).

5. **Protecting Other People's Rights**

We respect other people's rights, and expect you to do the same.
1. You will not post content or take any action on Facebook that infringes or violates someone else's rights or otherwise violates the law.
2. We can remove any content or information you post on Facebook if we believe that it violates this Statement or our policies.
3. We provide you with tools to help you protect your intellectual property rights. To learn more, visit our How to Report Claims of Intellectual Property Infringement page.
4. If we remove your content for infringing someone else's copyright, and you believe we removed it by mistake, we will provide you with an opportunity to appeal.
5. If you repeatedly infringe other people's intellectual property rights, we will disable your account when appropriate.
6. You will not use our copyrights or trademarks (including Facebook, the Facebook and F Logos, FB, Face, Poke, Book and Wall), or any confusingly similar marks, except as expressly permitted by our Brand

Usage Guidelines or with our prior written permission.

7. If you collect information from users, you will: obtain their consent, make it clear you (and not Facebook) are the one collecting their information, and post a privacy policy explaining what information you collect and how you will use it.
8. You will not post anyone's identification documents or sensitive financial information on Facebook.
9. You will not tag users or send email invitations to non-users without their consent. Facebook offers social reporting tools to enable users to provide feedback about tagging.

6. **Mobile and Other Devices**

   1. We currently provide our mobile services for free, but please be aware that your carrier's normal rates and fees, such as text messaging fees, will still apply.
   2. In the event you change or deactivate your mobile telephone number, you will update your account information on Facebook within 48 hours to ensure that your messages are not sent to the person who acquires your old number.
   3. You provide consent and all rights necessary to enable users to sync (including through an application) their devices with any information that is visible to them on Facebook.

7. **Payments**

   If you make a payment on Facebook or use Facebook Credits, you agree to our Payments Terms.

8. **Special Provisions Applicable to Social Plugins**

   If you include our Social Plugins, such as the Share or Like buttons on your website, the following additional terms apply to you:
   1. We give you permission to use Facebook's Social Plugins so that users can post links or content from your website on Facebook.
   2. You give us permission to use and allow others to use such links and content on Facebook.
   3. You will not place a Social Plugin on any page containing content that would violate this Statement if posted on Facebook.

9. **Special Provisions Applicable to Developers/Operators of Applications and Websites**

   If you are a developer or operator of a Platform application or website, the following additional terms apply to you:
   1. You are responsible for your application and its content and all uses you make of Platform. This includes ensuring your application or use of Platform meets our Facebook Platform Policies and our Advertising Guidelines.
   2. Your access to and use of data you receive from Facebook, will be limited as follows:
      1. You will only request data you need to operate your application.
      2. You will have a privacy policy that tells users what user data you are going to use and how you will use, display, share, or transfer that data and you will include your privacy policy URL in the Developer Application.
      3. You will not use, display, share, or transfer a user's data in a manner inconsistent with your privacy policy.
      4. You will delete all data you receive from us concerning a user if the user asks you to do so, and will provide a mechanism for users to make such a request.
      5. You will not include data you receive from us concerning a user in any advertising creative.
      6. You will not directly or indirectly transfer any data you receive from us to (or use such data in

connection with) any ad network, ad exchange, data broker, or other advertising related toolset, even if a user consents to that transfer or use.
7. You will not sell user data. If you are acquired by or merge with a third party, you can continue to use user data within your application, but you cannot transfer user data outside of your application.
8. We can require you to delete user data if you use it in a way that we determine is inconsistent with users' expectations.
9. We can limit your access to data.
10. You will comply with all other restrictions contained in our Facebook Platform Policies.

3. You will not give us information that you independently collect from a user or a user's content without that user's consent.
4. You will make it easy for users to remove or disconnect from your application.
5. You will make it easy for users to contact you. We can also share your email address with users and others claiming that you have infringed or otherwise violated their rights.
6. You will provide customer support for your application.
7. You will not show third party ads or web search boxes on www.facebook.com.
8. We give you all rights necessary to use the code, APIs, data, and tools you receive from us.
9. You will not sell, transfer, or sublicense our code, APIs, or tools to anyone.
10. You will not misrepresent your relationship with Facebook to others.
11. You may use the logos we make available to developers or issue a press release or other public statement so long as you follow our Facebook Platform Policies.
12. We can issue a press release describing our relationship with you.
13. You will comply with all applicable laws. In particular you will (if applicable):
    1. have a policy for removing infringing content and terminating repeat infringers that complies with the Digital Millennium Copyright Act.
    2. comply with the Video Privacy Protection Act (VPPA), and obtain any opt-in consent necessary from users so that user data subject to the VPPA may be shared on Facebook. You represent that any disclosure to us will not be incidental to the ordinary course of your business.
14. We do not guarantee that Platform will always be free.
15. You give us all rights necessary to enable your application to work with Facebook, including the right to incorporate content and information you provide to us into streams, timelines, and user action stories.
16. You give us the right to link to or frame your application, and place content, including ads, around your application.
17. We can analyze your application, content, and data for any purpose, including commercial (such as for targeting the delivery of advertisements and indexing content for search).
18. To ensure your application is safe for users, we can audit it.
19. We can create applications that offer similar features and services to, or otherwise compete with, your application.

10. **About Advertisements and Other Commercial Content Served or Enhanced by Facebook**

Our goal is to deliver ads and commercial content that are valuable to our users and advertisers. In order to help us do that, you agree to the following:
1. You can use your privacy settings to limit how your name and profile picture may be associated with commercial, sponsored, or related content (such as a brand you like) served or enhanced by us. You give us permission to use your name and profile picture in connection with that content, subject to the limits you place.
2. We do not give your content or information to advertisers without your consent.
3. You understand that we may not always identify paid services and communications as such.

11. **Special Provisions Applicable to Advertisers**

You can target your desired audience by buying ads on Facebook or our publisher network. The following

additional terms apply to you if you place an order through our online advertising portal (Order):

1. When you place an Order, you will tell us the type of advertising you want to buy, the amount you want to spend, and your bid. If we accept your Order, we will deliver your ads as inventory becomes available. When serving your ad, we do our best to deliver the ads to the audience you specify, although we cannot guarantee in every instance that your ad will reach its intended target.
2. In instances where we believe doing so will enhance the effectiveness of your advertising campaign, we may broaden the targeting criteria you specify.
3. You will pay for your Orders in accordance with our Payments Terms. The amount you owe will be calculated based on our tracking mechanisms.
4. Your ads will comply with our Advertising Guidelines.
5. We will determine the size, placement, and positioning of your ads.
6. We do not guarantee the activity that your ads will receive, such as the number of clicks your ads will get.
7. We cannot control how clicks are generated on your ads. We have systems that attempt to detect and filter certain click activity, but we are not responsible for click fraud, technological issues, or other potentially invalid click activity that may affect the cost of running ads.
8. You can cancel your Order at any time through our online portal, but it may take up to 24 hours before the ad stops running. You are responsible for paying for all ads that run.
9. Our license to run your ad will end when we have completed your Order. You understand, however, that if users have interacted with your ad, your ad may remain until the users delete it.
10. We can use your ads and related content and information for marketing or promotional purposes.
11. You will not issue any press release or make public statements about your relationship with Facebook without our prior written permission.
12. We may reject or remove any ad for any reason.
13. If you are placing ads on someone else's behalf, you must have permission to place those ads, including the following:
    1. You warrant that you have the legal authority to bind the advertiser to this Statement.
    2. You agree that if the advertiser you represent violates this Statement, we may hold you responsible for that violation.

12. **Special Provisions Applicable to Pages**

   If you create or administer a Page on Facebook, or run a promotion or an offer from your Page, you agree to our Pages Terms.

13. **Special Provisions Applicable to Software**

   1. If you download our software, such as a stand-alone software product or a browser plugin, you agree that from time to time, the software may download upgrades, updates and additional features from us in order to improve, enhance and further develop the software.
   2. You will not modify, create derivative works of, decompile or otherwise attempt to extract source code from us, unless you are expressly permitted to do so under an open source license or we give you express written permission.

14. **Amendments**

   1. Unless we make a change for legal or administrative reasons, or to correct an inaccurate statement, we will provide you with seven (7) days notice (for example, by posting the change on the Facebook Site Governance Page) and an opportunity to comment on changes to this Statement. You can also visit our Facebook Site Governance Page and "like" the Page to get updates about changes to this Statement.
   2. If we make changes to policies referenced in or incorporated by this Statement, we may provide notice on the Site Governance Page.

3. Your continued use of Facebook following changes to our terms constitutes your acceptance of our amended terms.

15. **Termination**

If you violate the letter or spirit of this Statement, or otherwise create risk or possible legal exposure for us, we can stop providing all or part of Facebook to you. We will notify you by email or at the next time you attempt to access your account. You may also delete your account or disable your application at any time. In all such cases, this Statement shall terminate, but the following provisions will still apply: 2.2, 2.4, 3-5, 8.2, 9.1-9.3, 9.9, 9.10, 9.13, 9.15, 9.18, 10.3, 11.2, 11.5, 11.6, 11.9, 11.12, 11.13, and 15-19.

16. **Disputes**

1. You will resolve any claim, cause of action or dispute (claim) you have with us arising out of or relating to this Statement or Facebook exclusively in a state or federal court located in Santa Clara County. The laws of the State of California will govern this Statement, as well as any claim that might arise between you and us, without regard to conflict of law provisions. You agree to submit to the personal jurisdiction of the courts located in Santa Clara County, California for the purpose of litigating all such claims.
2. If anyone brings a claim against us related to your actions, content or information on Facebook, you will indemnify and hold us harmless from and against all damages, losses, and expenses of any kind (including reasonable legal fees and costs) related to such claim. Although we provide rules for user conduct, we do not control or direct users' actions on Facebook and are not responsible for the content or information users transmit or share on Facebook. We are not responsible for any offensive, inappropriate, obscene, unlawful or otherwise objectionable content or information you may encounter on Facebook. We are not responsible for the conduct, whether online or offline, or any user of Facebook.
3. WE TRY TO KEEP FACEBOOK UP, BUG-FREE, AND SAFE, BUT YOU USE IT AT YOUR OWN RISK. WE ARE PROVIDING FACEBOOK AS IS WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT. WE DO NOT GUARANTEE THAT FACEBOOK WILL ALWAYS BE SAFE, SECURE OR ERROR-FREE OR THAT FACEBOOK WILL ALWAYS FUNCTION WITHOUT DISRUPTIONS, DELAYS OR IMPERFECTIONS. FACEBOOK IS NOT RESPONSIBLE FOR THE ACTIONS, CONTENT, INFORMATION, OR DATA OF THIRD PARTIES, AND YOU RELEASE US, OUR DIRECTORS, OFFICERS, EMPLOYEES, AND AGENTS FROM ANY CLAIMS AND DAMAGES, KNOWN AND UNKNOWN, ARISING OUT OF OR IN ANY WAY CONNECTED WITH ANY CLAIM YOU HAVE AGAINST ANY SUCH THIRD PARTIES. IF YOU ARE A CALIFORNIA RESIDENT, YOU WAIVE CALIFORNIA CIVIL CODE §1542, WHICH SAYS: A GENERAL RELEASE DOES NOT EXTEND TO CLAIMS WHICH THE CREDITOR DOES NOT KNOW OR SUSPECT TO EXIST IN HIS FAVOR AT THE TIME OF EXECUTING THE RELEASE, WHICH IF KNOWN BY HIM MUST HAVE MATERIALLY AFFECTED HIS SETTLEMENT WITH THE DEBTOR. WE WILL NOT BE LIABLE TO YOU FOR ANY LOST PROFITS OR OTHER CONSEQUENTIAL, SPECIAL, INDIRECT, OR INCIDENTAL DAMAGES ARISING OUT OF OR IN CONNECTION WITH THIS STATEMENT OR FACEBOOK, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. OUR AGGREGATE LIABILITY ARISING OUT OF THIS STATEMENT OR FACEBOOK WILL NOT EXCEED THE GREATER OF ONE HUNDRED DOLLARS ($100) OR THE AMOUNT YOU HAVE PAID US IN THE PAST TWELVE MONTHS. APPLICABLE LAW MAY NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY OR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN SUCH CASES, FACEBOOK'S LIABILITY WILL BE LIMITED TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW.

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   1. You consent to having your personal data transferred to and processed in the United States.
   2. If you are located in a country embargoed by the United States, or are on the U.S. Treasury Department's list of Specially Designated Nationals you will not engage in commercial activities on Facebook (such as advertising or payments) or operate a Platform application or website.
   3. Certain specific terms that apply only for German users are available [here](#).

18. **Definitions**

   1. By "Facebook" we mean the features and services we make available, including through (a) our website at www.facebook.com and any other Facebook branded or co-branded websites (including sub-domains, international versions, widgets, and mobile versions); (b) our Platform; (c) social plugins such as the Like button, the Share button and other similar offerings and (d) other media, software (such as a toolbar), devices, or networks now existing or later developed.
   2. By "Platform" we mean a set of APIs and services (such as content) that enable others, including application developers and website operators, to retrieve data from Facebook or provide data to us.
   3. By "information" we mean facts and other information about you, including actions taken by users and non-users who interact with Facebook.
   4. By "content" we mean anything you or other users post on Facebook that would not be included in the definition of information.
   5. By "data" or "user data" or "user's data" we mean any data, including a user's content or information that you or third parties can retrieve from Facebook or provide to Facebook through Platform.
   6. By "post" we mean post on Facebook or otherwise make available by using Facebook.
   7. By "use" we mean use, copy, publicly perform or display, distribute, modify, translate, and create derivative works of.
   8. By "active registered user" we mean a user who has logged into Facebook at least once in the previous 30 days.
   9. By "application" we mean any application or website that uses or accesses Platform, as well as anything else that receives or has received data from us. If you no longer access Platform but have not deleted all data from us, the term application will apply until you delete the data.

19. **Other**

   1. If you are a resident of or have your principal place of business in the US or Canada, this Statement is an agreement between you and Facebook, Inc. Otherwise, this Statement is an agreement between you and Facebook Ireland Limited. References to "us," "we," and "our" mean either Facebook, Inc. or Facebook Ireland Limited, as appropriate.
   2. This Statement makes up the entire agreement between the parties regarding Facebook, and supersedes any prior agreements.
   3. If any portion of this Statement is found to be unenforceable, the remaining portion will remain in full force and effect.
   4. If we fail to enforce any of this Statement, it will not be considered a waiver.
   5. Any amendment to or waiver of this Statement must be made in writing and signed by us.
   6. You will not transfer any of your rights or obligations under this Statement to anyone else without our consent.
   7. All of our rights and obligations under this Statement are freely assignable by us in connection with a merger, acquisition, or sale of assets, or by operation of law or otherwise.
   8. Nothing in this Statement shall prevent us from complying with the law.
   9. This Statement does not confer any third party beneficiary rights.

10. We reserve all rights not expressly granted to you.
11. You will comply with all applicable laws when using or accessing Facebook.

You may also want to review the following documents, which provide additional information about your use of Facebook:

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- [Payment Terms](#): These additional terms apply to all payments made on or through Facebook.
- [Platform Page](#): This page helps you better understand what happens when you add a third-party application or use Facebook Connect, including how they may access and use your data.
- [Facebook Platform Policies](#): These guidelines outline the policies that apply to applications, including Connect sites.
- [Advertising Guidelines](#): These guidelines outline the policies that apply to advertisements placed on Facebook.
- [Promotions Guidelines](#): These guidelines outline the policies that apply if you offer contests, sweepstakes, and other types of promotions on Facebook.
- [Brand Permissions Center](#): These guidelines outline the policies that apply to use of Facebook trademarks, logos and screenshots.
- [How to Report Claims of Intellectual Property Infringement](#)
- [Pages Terms](#): These guidelines apply to your use of Facebook Pages.
- [Community Standards](#): These guidelines outline our expectations regarding the content you post to Facebook and your activity on Facebook.

To access the Statement of Rights and Responsibilities in several different languages, change the language setting for your Facebook session by clicking on the language link in the left corner of most pages. If the Statement is not available in the language you select, we will default to the English version.

EXHIBIT B

Data Use Policy

Date of Last Revision: November 15, 2013

I. Information we receive and how it is used

Information we receive about you

We receive a number of different types of information about you, including:

Your information
Your information is the information that's required when you sign up for the site, as well as the information you choose to share.

- **Registration information**: When you sign up for Facebook, you are required to provide information such as your name, email address, birthday, and gender. In some cases, you may be able to register using other information, like your telephone number.

- **Information you choose to share**: Your information also includes the information you choose to share on Facebook, such as when you post a status update, upload a photo, or comment on a friend's story.

It also includes the information you choose to share when you communicate with us, such as when you contact us using an email address, or when you take an action, such as when you add a friend, like a Page or a website, add a place to your story, use our contact importers, or indicate you are in a relationship.

Your name, profile pictures, cover photos, gender, networks, username and User ID are treated just like information you choose to make public.
Your birthday allows us to do things like show you age-appropriate content and advertisements.

Information others share about you
We receive information about you from your friends and others, such as when they upload your contact information, post a photo of you, tag you in a photo or status update, or at a location, or add you to a group.

When people use Facebook, they may store and share information about you and others that they have, such as when they upload and manage their invites and contacts.

Other information we receive about you
We also receive other types of information about you:

- We receive data about you whenever you use or are running Facebook, such as when you look at another person's timeline, send or receive a message, search for a friend or a Page, click on, view or otherwise interact with things, use a Facebook mobile app, or make purchases through Facebook.
- When you post things like photos or videos on Facebook, we may receive additional related data (or metadata), such as the time, date, and place you took the photo or video.
- We receive data from or about the computer, mobile phone, or other devices you use to install Facebook apps or to access Facebook, including when multiple users log in from the same device. This may include network and communication information, such as your IP address or mobile phone number, and other information about things like your internet service, operating system, location, the type (including identifiers) of the device or browser you use, or the pages you visit. For example, we may get your GPS or other location information so we can tell you if any of your friends are nearby, or we could request device information to improve how our apps work on your device.
- We receive data whenever you visit a game, application, or website that uses [Facebook Platform](#) or visit a site with a Facebook feature (such as a [social plugin](#)), sometimes through [cookies](#). This may include the date and time you visit the site; the web address, or URL, you're on; technical information about the IP address, browser and the operating system you use; and, if you are logged in to Facebook, your User ID.
- Sometimes we get data from our [affiliates](#) or our advertising partners, customers and other third parties that helps us (or them) deliver ads, understand online activity, and generally make Facebook better. For example, an

advertiser may tell us information about you (like how you responded to an ad on Facebook or on another site) in order to measure the effectiveness of - and improve the quality of - ads.

As described in ["How we use the information we receive"](#) we also put together data from the information we already have about you, your friends, and others, so we can offer and suggest a variety of services and features. For example, we may make friend suggestions, pick stories for your News Feed, or suggest people to tag in photos. We may put together your current city with GPS and other location information we have about you to, for example, tell you and your friends about people or events nearby, or offer deals to you in which you might be interested. We may also put together data about you to serve you ads or other content that might be more relevant to you.

When we get your GPS location, we put it together with other location information we have about you (like your current city). But we only keep it until it is no longer useful to provide you services, like keeping your last GPS coordinates to send you relevant notifications.
We only provide data to our advertising partners or customers after we have removed your name and any other personally identifying information from it, or have combined it with other people's data in a way that it no longer personally identifies you.

Public information

When we use the phrase "public information" (which we sometimes refer to as "Everyone information"), we mean the information you choose to make public, as well as information that is always publicly available.

Information you choose to make public
Choosing to make your information public is exactly what it sounds like: **anyone**, including people off Facebook, will be able to see it. [Learn more](#).

Choosing to make your information public also means that this information:

- can be associated with you (i.e., your name, profile pictures, cover photos, timeline, User ID, username, etc.) even off Facebook;
- can show up when someone does a search on Facebook or on a public search engine;
- will be accessible to the Facebook-integrated games, applications, and websites you and your friends use; and
- will be accessible to anyone who uses our APIs such as our [Graph API](#).

Sometimes you will not be able to select an audience when you post something (like when you write on a Page's wall or comment on a news article that uses our comments plugin). This is because some types of stories are always public stories. As a general rule, you should assume that if you do not see a [sharing icon](#), the information will be publicly available.
When others share information about you, they can also choose to make it public.

Information that is always publicly available
The types of information listed below are always publicly available, and they are treated just like information you decided to make public:

- **Name**: This helps your friends and family find you. If you are uncomfortable sharing your real name, you can always [delete](#) your account.

- **Profile Pictures and Cover Photos**: These help your friends and family recognize you. If you are uncomfortable making any of these photos public, you can always delete them. Unless you delete them, when you add a new profile picture or cover photo, the previous photo will remain public in your profile picture or cover photo album.

- **Networks**: This helps you see who you will be sharing information with before you choose "Friends and Networks" as a custom audience. If you are uncomfortable making your network public, you can [leave the network](#).

- **Gender**: This allows us to refer to you properly.

- **Username and User ID**: These allow you to give out a custom link to your timeline or Page, receive email at your Facebook email address, and help make Facebook Platform possible.

Usernames and User IDs

Usernames and User IDs are the same thing – a way to identify you on Facebook. A User ID is a string of numbers and a username generally is some variation of your name. With your username, you get a custom link (a Facebook URL, such as www.facebook.com/username) to your timeline that you can give out to people or post on external websites.

If someone has your Username or User ID, they can use it to access information about you through the facebook.com website. For example, if someone has your Username, they can type facebook.com/Username into their browser and see your public information as well as anything else you've let them see. Similarly, someone with your Username or User ID can access information about you through our APIs, such as our **Graph API**. Specifically, they can access your public information, along with your age range, language and country.

If you do not want your information to be accessible to Platform applications, you can turn off all Platform applications from your **Privacy Settings**. If you turn off Platform you will no longer be able to use any games or other applications until you turn Platform back on. For more information about the information that apps receive when you visit them, see **Other websites and applications**.

If you want to see information available about you through our Graph API, just type **https://graph.facebook.com/[User ID or Username]?metadata=1** into your browser.
Your Facebook email address includes your public username like so: username@facebook.com. People can use your Facebook email address to send you messages and anyone in a message conversation can reply to it.

How we use the information we receive

We use the information we receive about you in connection with the services and features we provide to you and other users like your friends, our partners, the advertisers that purchase ads on the site, and the developers that build the games, applications, and websites you use. For example, in addition to helping people see and find things that you do and share, we may use the information we receive about you:

- as part of our efforts to keep Facebook products, services and integrations safe and secure;
- to protect Facebook's or others' rights or property;
- to provide you with location features and services, like telling you and your friends when something is going on nearby;
- to measure or understand the effectiveness of ads you and others see, including to deliver relevant ads to you;
- to make suggestions to you and other users on Facebook, such as: suggesting that your friend use our contact importer because you found friends using it, suggesting that another user add you as a friend because the user imported the same email address as you did, or suggesting that your friend tag you in a picture they have uploaded with you in it; and
- for internal operations, including troubleshooting, data analysis, testing, research and service improvement.

Granting us permission to use **your information** not only allows us to provide Facebook as it exists today, but it also allows us to provide you with innovative features and services we develop in the future that use the information we receive about you in new ways.

While you are allowing us to use the information we receive about you, you always own all of your information. Your trust is important to us, which is why we don't share information we receive about you with others unless we have:

- received your permission;
- given you notice, such as by telling you about it in this policy; or
- removed your name and any other personally identifying information from it.

Of course, for [information others share about you](), they control how it is shared.

We store data for as long as it is necessary to provide products and services to you and others, including those described above. Typically, information associated with your account will be kept until your account is deleted. For certain categories of data, we may also tell you about specific data retention practices.

We may enable access to [public information]() that has been shared through our services.

We may allow [service providers]() to access information so they can help us provide services.

We are able to suggest that your friend tag you in a picture by scanning and comparing your friend's pictures to information we've put together from your profile pictures and the other photos in which you've been tagged. If this feature is enabled for you, you can control whether we suggest that another user tag you in a photo using the "Timeline and Tagging" [settings](). Learn more at: [https://www.facebook.com/help/tag-suggestions]()

Deleting and deactivating your account

If you want to stop using your account, you can either **deactivate** or **delete** it.

Deactivate
Deactivating your account puts your account on hold. Other users will no longer see your timeline, but we do not delete any of your information. Deactivating an account is the same as you telling us not to delete any information because you might want to reactivate your account at some point in the future. You can deactivate your account at: [https://www.facebook.com/settings?tab=security]()
Your friends will still see you listed in their list of friends while your account is deactivated.

Deletion
When you delete your account, it is permanently deleted from Facebook. It typically takes about one month to delete an account, but some information may remain in backup copies and logs for up to 90 days. You should only delete your account if you are sure you never want to reactivate it. You can delete your account at: [https://www.facebook.com/help/contact.php?show_form=delete_account]()
Learn more at: [https://www.facebook.com/help/?faq=356107851084108]()

Certain information is needed to provide you with services, so we only delete this information after you delete your account. Some of the things you do on Facebook aren't stored in your account, like posting to a group or sending someone a message (where your friend may still have a message you sent, even after you delete your account). That information remains after you delete your account.

II. Sharing and finding you on Facebook

Control each time you post

Whenever you post content (like a status update, photo or check-in), you can select a specific audience, or even customize your audience. To do this, simply click on the sharing icon and choose who can see it.

Choose this icon if you want to make something **Public**. Choosing to make something public is exactly what it sounds like. It means that anyone, including people off Facebook, will be able to see or access it.
Choose this icon if you want to share with your Facebook **Friends**.
Choose this icon if you want to **Customize** your audience. You can also use this to hide your story from specific people.

If you tag someone, that person and their friends can see your story no matter what audience you selected. The same is true when you approve a tag someone else adds to your story.

Always think before you post. Just like anything else you post on the web or send in an email, information you share on

Facebook can be copied or re-shared by anyone who can see it.

Although you choose with whom you share, there may be ways for others to determine information about you. For example, if you hide your birthday so no one can see it on your timeline, but friends post "happy birthday!" on your timeline, people may determine your birthday.
When you comment on or "like" someone else's story, or write on their timeline, that person gets to select the audience. For example, if a friend posts a Public story and you comment on it, your comment will be Public. Often, you can see the audience someone selected for their story before you post a comment; however, the person who posted the story may later change their audience. So, if you comment on a story, and the story's audience changes, the new audience can see your comment.
You can control who can see the Facebook Pages you've "liked" by visiting your timeline, clicking on the Likes box on your timeline, and then clicking "Edit."
Sometimes you will not see a sharing icon when you post something (like when you write on a Page's wall or comment on a news article that uses our comments plugin). This is because some types of stories are always public stories. As a general rule, you should assume that if you do not see a sharing icon, the information will be publicly available.

Control over your timeline

Whenever you add things to your timeline you can select a specific audience, or even customize your audience. To do this, simply click on the sharing icon and choose who can see it.

Choose this icon if you want to make something **Public**. Choosing to make something public is exactly what it sounds like. It means that anyone, including people off Facebook, will be able to see or access it.
Choose this icon if you want to share with your Facebook **Friends**.
Choose this icon if you want to **Customize** your audience. You can also use this to hide the item on your timeline from specific people.

When you select an audience for your friend list, you are only controlling who can see the entire list of your friends on your timeline. We call this a timeline visibility control. This is because your friend list is always available to the games, applications and websites you use, and your friendships may be visible elsewhere (such as on your friends' timelines or in searches). For example, if you select "Only Me" as the audience for your friend list, but your friend sets her friend list to "Public," anyone will be able to see your connection on your friend's timeline.

Similarly, if you choose to hide your gender, it only hides it on your timeline. This is because we, just like the applications you and your friends use, need to use your gender to refer to you properly on the site.

When someone tags you in a story (such as a photo, status update or check-in), you can choose whether you want that story to appear on your timeline. You can either approve each story individually or approve all stories by your friends. If you approve a story and later change your mind, you can remove it from your timeline.

When you hide things on your timeline, like posts or connections, it means those things will not appear on your timeline. But, remember, anyone in the audience of those posts or who can see a connection may still see it elsewhere, like on someone else's timeline or in search results. You can also delete your posts or change the audience of content you post, which means you can remove people from or add people to the audience of the content.
People on Facebook may be able to see mutual friends, even if they cannot see your entire list of friends.
Some things (like your name, profile pictures and cover photos) do not have sharing icons because they are always publicly available. As a general rule, you should assume that if you do not see a sharing icon, the information will be publicly available.

Finding you on Facebook

To make it easier for your friends to find you, we allow anyone with your contact information (such as email address or telephone number) to find you through the Facebook search bar at the top of most pages, as well as other tools we provide, such as contact importers - even if you have not shared your contact information with them on Facebook.

You can choose who can look up your timeline using the email address or telephone number you added to your timeline through your Privacy Settings. But remember that people can still find you or a link to your timeline on Facebook through other people and the things they share about you or through other posts, like if you are tagged in a friend's photo or post something to a public page.

Your settings do not control whether people can find you or a link to your timeline when they search for content they have permission to see, like a photo or other story in which you've been tagged.

Access on phones and other devices

Once you share information with your friends and others, they may be able to sync it with or access it via their mobile phones and other devices. For example, if you share a photo on Facebook, someone viewing that photo could save it using Facebook tools or by other methods offered by their device or browser. Similarly, if you share your contact information with someone or invite someone to an event, they may be able to use Facebook or third party applications or devices to sync that information. Or, if one of your friends has a Facebook application on one of their devices, your information (such as the things you post or photos you share) may be stored on or accessed by their device.

You should only share information with people you trust because they will be able to save it or re-share it with others, including when they sync the information to a device.

Activity log

Your activity log is a place where you can go to view most of your information on Facebook, including things you've hidden from your timeline. You can use this log to manage your content. For example, you can do things like delete stories, change the audience of your stories or stop an application from publishing to your timeline on your behalf.

When you hide something from your timeline, you are not deleting it. This means that the story may be visible elsewhere, like in your friends' News Feed. If you want to delete a story you posted, choose the delete option.

What your friends and others share about you

Links and Tags
Anyone can add a link to a story. Links are references to something on the Internet; anything from a website to a Page or timeline on Facebook. For example, if you are writing a story, you might include a link to a blog you are referencing or a link to the blogger's Facebook timeline. If someone clicks on a link to another person's timeline, they'll only see the things that they are allowed to see.

A tag is a special type of link to someone's timeline that suggests that the tagged person add your story to their timeline. In cases where the tagged person isn't included in the audience of the story, it will add them so they can see it. Anyone can tag you in anything. Once you are tagged, you and your friends will be able to see it (such as in News Feed or in search).

You can choose whether a story you've been tagged in appears on your timeline. You can either approve each story individually or approve all stories by your friends. If you approve a story and later change your mind, you can always remove it from your timeline.

If you do not want someone to tag you, we encourage you to reach out to them and give them that feedback. If that does not work, you can block them. This will prevent them from tagging you going forward.

Social reporting is a way for people to quickly and easily ask for help from someone they trust. Learn more at: https://www.facebook.com/note.php?note_id=196124227075034&__adt=3&__att=iframe

If you are linked to in a private space (such as a message or a group) only the people who can see the private space can see the link. Similarly, if you are linked to a comment, only the people who can see the comment can see the link.

Other information

As described in the ["what your friends and others share about you"](#) section of this policy, your friends and others may share information about you. They may share photos or other information about you and tag you in their posts. If you do not like a particular post, tell them or [report the post](#).

Groups

Once you are in a Group, anyone in that Group can add you to a subgroup. When someone adds you to a Group, you will be listed as "invited" until you visit the Group. You can always leave a Group, which will prevent others from adding you to it again.

Pages

Facebook Pages are public pages. Companies use Pages to share information about their products. Celebrities use Pages to talk about their latest projects. And communities use Pages to discuss topics of interest, everything from baseball to the opera.

Because Pages are public, information you share with a Page is public information. This means, for example, that if you post a comment on a Page, that comment may be used by the Page owner off Facebook, and anyone can see it.

When you "like" a Page, you create a connection to that Page. The connection is added to your timeline and your friends may see it in their News Feeds. You may be contacted by or receive updates from the Page, such as in your News Feed and your messages. You can remove the Pages you've "liked" through your timeline or on the Page.

Some Pages contain content that comes directly from the Page owner. Page owners can do this through online plugins, such as an iframe, and it works just like the games and other applications you use through Facebook. Because this content comes directly from the Page owner, that Page may be able to collect information about you, just like any website.

Page administrators may have access to insights data, which will tell them generally about the people that visit their Page (as opposed to information about specific people). They may also know when you've made a connection to their Page because you've liked their Page or posted a comment.

To control who can see the Facebook Pages you've liked, visit our [Help Center](#).

III. Other websites and applications

About Facebook Platform

Facebook Platform (or simply Platform) refers to the way we help you share your information with the games, applications, and websites you and your friends use. Facebook Platform also lets you bring your friends with you, so you can connect with them off Facebook. In these two ways, Facebook Platform helps you make your experiences on the web more personalized and social.

Remember that these games, applications and websites are created and maintained by other businesses and developers who are not part of, or controlled by, Facebook, so you should always make sure to read their terms of service and privacy policies to understand how they treat your data.

Controlling what information you share with applications

When you connect with a game, application or website - such as by going to a game, logging in to a website using your Facebook account, or adding an app to your timeline - we give the game, application, or website (sometimes referred to as just "applications" or "apps") your basic info (we sometimes call this your "public profile"), which includes your User ID and your public information. We also give them your friends' User IDs (also called your friend list) as part of your basic info.

Your friend list helps the application make your experience more social because it lets you find your friends on that application. Your User ID helps the application personalize your experience because it can connect your account on that application with your Facebook account, and it can access your basic info, which includes your public information and friend list. This includes the information you choose to make public, as well as information that is always publicly available. If the application needs additional information, such as your stories, photos or likes, it will have to ask you for specific permission.

The "Apps" setting lets you control the applications you use. You can see the permissions you have given these applications, the last time an application accessed your information, and the audience on Facebook for timeline stories and activity the application posts on your behalf. You can also remove applications you no longer want, or turn off all Platform applications. When you turn all Platform applications off, your User ID is no longer given to applications, even when your friends use those applications. But you will no longer be able to use any games, applications or websites through Facebook.

When you first visit an app, Facebook lets the app know your language, your country, and whether you are in an age group, for instance, under 18, between 18-20, or 21 and over. Age range lets apps provide you with age-appropriate content. If you install the app, it can access, store and update the information you've shared. Apps you've installed can update their records of your basic info, age range, language and country. If you haven't used an app in a while, you should consider removing it. Once you remove an app, it won't be able to continue to update the additional information you've given them permission to access, but it may still hold the information you have already shared. You always can contact the app directly and request that they delete your data. Learn more at: https://www.facebook.com/help/how-apps-work
Sometimes a game console, mobile phone, or other device might ask for permission to share specific information with the games and applications you use on that device. If you say okay, those applications will not be able to access any other information about you without asking specific permission from you or your friends.
Sites and apps that use Instant Personalization receive your User ID and friend list when you visit them.
You always can remove apps you've installed by using your app settings at: https://www.facebook.com/settings/?tab=applications. But remember, apps may still be able to access your information when the people you share with use them. And, if you've removed an application and want it to delete the information you've already shared with it, you should contact the application. Visit the application's page on Facebook or its own website to learn more about the app. For example, Apps may have reasons (e.g. legal obligations) to retain some data that you share with them.

Controlling what is shared when the people you share with use applications

Just like when you share information by email or elsewhere on the web, information you share on Facebook can be re-shared. This means that if you share something on Facebook, anyone who can see it can share it with others, including the games, applications, and websites they use.

Your friends and the other people you share information with often want to share your information with applications to make their experiences on those applications more personalized and social. For example, one of your friends might want to use a music application that allows them to see what their friends are listening to. To get the full benefit of that application, your friend would want to give the application her friend list – which includes your User ID – so the application knows which of her friends is also using it. Your friend might also want to share the music you "like" on Facebook. If you have made that information public, then the application can access it just like anyone else. But if you've shared your likes with just your friends, the application could ask your friend for permission to share them.

You can control most of the information other people can share with applications they use from the "App" settings page. But these controls do not let you limit access to your public information and friend list.

If you want to completely block applications from getting your information when your friends and others use them, you will need to turn off all Platform applications. This means that you will no longer be able to use any third-party Facebook-integrated games, applications or websites.

If an application asks permission from someone else to access your information, the application will be allowed to use

that information only in connection with the person that gave the permission, and no one else.

For example, some apps use information such as your friends list, to personalize your experience or show you which of your friends use that particular app.

Logging in to another site using Facebook

Facebook Platform lets you log into other applications and websites using your Facebook account. When you log in using Facebook, we give the site your User ID (just like when you connect with any other application), but we do not share your email address or password with that website through this process without your permission.

If you already have an account on that website, the site may also be able to connect that account with your Facebook account. Sometimes it does this using what is called an "email hash", which is similar to searching for someone on Facebook using an email address. Only the email addresses in this case are hashed so no email addresses are actually shared between Facebook and the website.

How it works
The website sends over a hashed version of your email address, and we match it with a database of email addresses that we have also hashed. If there is a match, then we tell the website the User ID associated with the email address. This way, when you log into the website using Facebook, the website can link your Facebook account to your account on that website.

About social plugins

Social plugins are buttons, boxes, and stories (such as the Like button) that other websites can use to present Facebook content to you and create more social and personal experiences for you. While you view these buttons, boxes, and stories on other sites, the content comes directly from Facebook.

Sometimes plugins act just like applications. You can spot one of these plugins because it will ask you for permission to access your information or to publish information back to Facebook. For example, if you use a registration plugin on a website, the plugin will ask your permission to share your basic info with the website to make it easier for you to register for the website. Similarly, if you use an "Add To Timeline" plugin, the plugin will ask for your permission to publish stories about your activities on that website to Facebook.

If you make something public using a plugin, such as posting a public comment on a newspaper's website, then that website can access your comment (along with your User ID) just like everyone else.

If you post something using a social plugin and you do not see a sharing icon, you should assume that story is Public. For example, if you post a comment through a Facebook comment plugin on a site, your story is Public and everyone, including the website, can see your story.
Websites that use social plugins can sometimes tell that you have engaged with the social plugin. For example, they may know that you clicked on a Like button in a social plugin.
We receive data when you visit a site with a social plugin. We keep this data for a maximum of 90 days. After that, we remove your name and any other personally identifying information from the data, or combine it with other people's data in a way that it is no longer associated with you. Learn more at: https://www.facebook.com/help/social-plugins

About instant personalization

Instant personalization (sometimes also referred to as "Start now") is a way for Facebook to help partners (such as Bing and Rotten Tomatoes) on and off Facebook to create a more personalized and social experience for logged in users than a social plugin can offer. When you visit a site or app using instant personalization, it will know some information about you and your friends the moment you arrive. This is because sites and apps using instant personalization can access your User ID, your friend list, and your public information.

The first time you visit a site or app using instant personalization, you will see a notification letting you know that the

site or app has partnered with Facebook to provide a personalized experience.

The notification will give you the ability to disable or turn off instant personalization for that site or app. If you do that, that site or app is required to delete all of the information about you it received from Facebook as part of the instant personalization program. In addition, we will prevent that site from accessing your information in the future, even when your friends use that site.

If you decide that you do not want to experience instant personalization for all partner sites and apps, you can disable instant personalization from the "Apps" settings page.

If you turn off instant personalization, these partner third party sites and apps will not be able to access your public information, even when your friends visit those sites.

If you turn off an instant personalization site or app after you have been using it or visited it a few times (or after you have given it specific permission to access your data), it will not automatically delete information about you it received through Facebook. Like all other apps, the site is required by our policies to delete information about you if you ask it to do so.

How it works
To join the instant personalization program, a potential partner must enter into an agreement with us designed to protect your privacy. For example, this agreement requires that the partner delete information about you if you turn off instant personalization when you first visit the site or app. It also prevents the partner from accessing any information about you until you or your friends visit its site.

Instant personalization partners sometimes use an email hash process to see if any of their users are on Facebook and get those users' User IDs. This process is similar to searching for someone on Facebook using an email address, except in this case, the email addresses are hashed so no actual email addresses are exchanged. The partner is also contractually required not to use your User ID for any purpose (other than associating it with your account) until you or your friends visit the site.

When you visit a site or app using instant personalization, we provide the site or app with your User ID and your friend list (as well as your age range, locale, and gender). The site or app can then connect your account with your friends' accounts to make the site or app instantly social. The site can also access public information associated with any of the User IDs it receives, which it can use to make them instantly personalized. For example, if the site is a music site, it can access your music interests to suggest songs you may like, and access your friends' music interests to let you know what they are listening to. Of course it can only access your or your friends' music interests if they are public. If the site or app wants any additional information, it will have to get your specific permission.

Public search engines

Your public search setting controls whether people who enter your name on a public search engine may see your public timeline (including in sponsored results). You can find your public search setting on the "Privacy Settings and Tools" settings page.

This setting does not apply to search engines that access your information as an application using Facebook Platform. If you turn your public search setting off and then search for yourself on a public search engine, you may still see a preview of your timeline. This is because some search engines cache information for a period of time. You can learn more about how to request a search engine to remove you from cached information at: https://www.facebook.com/help/?faq=13323

IV. Advertising and Facebook content

Advertising

Facebook offers a range of products that allow advertisers to reach people on and off Facebook. In addition to the

information we provide in this section, you can also learn more about advertising products, how they work, our partnerships, and the controls you have, by visiting our "Advertising on Facebook" page.

When we deliver ads, we do not share your information (information that personally identifies you, such as your name or contact information) with advertisers unless you give us permission. We may provide advertisers with information when we have removed your name and other personally identifying information from it, or combined it with other information so that it no longer personally identifies you. For example, we may tell an advertiser how its ads perform or how many people viewed or clicked on their ads or install an app after seeing an ad.

So we can show you content that you may find interesting, we may use all of the information we receive about you to serve ads that are more relevant to you. For example, this includes:

- information you provide at registration or add to your account or timeline,
- things you share and do on Facebook, such as what you like, and your interactions with advertisements, partners, or apps,
- keywords from your stories, and
- things we infer from your use of Facebook.

For many ads we serve, advertisers may choose their audience by location, demographics, likes, keywords, and any other information we receive or infer about users. Here are some of the ways advertisers may target relevant ads:

- demographics and interests: for example, 18 to 35 year-old women who live in the United States and like basketball;
- topics or keywords: for example, "music" or people who like a particular song or artist;
- Page likes (including topics such as products, brands, religion, health status, or political views): for example, if you like a Page about gluten-free food, you may receive ads about relevant food products; or
- categories (including things like "moviegoer" or a "sci-fi fan"): for example, if a person "likes" the "Star Trek" Page and mentions "Star Wars" when they check into a movie theater, we may infer that this person is likely to be a sci-fi fan and advertisers of sci-fi movies could ask us to target that category.

In addition to delivering relevant ads, Facebook sometimes pairs ads with social context, meaning stories about social actions that you or your friends have taken. For example, an ad for a sushi restaurant's Facebook Page may be paired with a News Feed story that one of your friends likes that Page.

We also sometimes serve these same types of ads on other sites or may serve just the social context (such as with ads served by others), so that the ads are more relevant to you. Just like any other content you share on Facebook, only people who you're already sharing with on Facebook would see it when it is paired with an ad. We also allow advertisers to reach people on Facebook using the information they already have about you (such as email addresses or whether you have visited their websites previously). You can learn more about ads, social context, and our partnerships, including the relevant settings and controls available to you, by visiting the Advertising on Facebook page.

If an advertiser chooses to run ads, we serve the ads to people who meet criteria the advertiser selects. So, if someone views or otherwise interacts with the ad, the advertiser might assume that the person meets the criteria they selected (for example, that the person is an 18-to-35-year-old woman who lives in the U.S. and likes basketball). We require advertisers to comply with our Advertising Guidelines, including provisions relating to the use of sensitive data.

Advertisers and their partners sometimes use cookies or other similar technologies in order to serve and measure ads and to make their ads more effective. Learn more about cookies, pixels and similar technologies.

When you post a story on Facebook and an advertiser sponsors it, nothing changes about the audience of the post. Only the people who could originally see the post (the people you shared it with) are eligible to see it.

Facebook content

We like to tell you about some of the features and tools your friends and others use on Facebook, to help you have a

better experience. For example, if your friend uses our friend finder tool to find more friends on Facebook, we may tell you about it to encourage you to use it as well. This of course means your friend may similarly see suggestions based on the things you do. But we will try to only show it to friends that could benefit from your experience.

V. Cookies, pixels and other similar technologies

Cookies are small pieces of data that are stored on your computer, mobile phone or other device. Pixels are small blocks of code on webpages that do things like allow another server to measure viewing of a webpage and often are used in connection with cookies.

We use technologies like cookies, pixels, and local storage (like on your browser or device, which is similar to a cookie but holds more information) to provide and understand a range of products and services. Learn more at: https://www.facebook.com/help/cookies

We use these technologies to do things like:

- make Facebook easier or faster to use;
- enable features and store information about you (including on your device or in your browser cache) and your use of Facebook;
- deliver, understand and improve advertising;
- monitor and understand the use of our products and services; and
- protect you, others and Facebook.

For example, we may use these tools to know you are logged in to Facebook, to help you use social plugins and share buttons, or to know when you are interacting with our advertising or Platform partners.

We may ask advertisers or other partners to serve ads or services to computers, mobile phones or other devices, which may use a cookie, pixel or other similar technology placed by Facebook or the third party (although we would not share information that personally identifies you with an advertiser).

Most companies on the web use cookies (or other similar technological tools), including our advertising and Platform partners. For example, our Platform partners, advertisers or Page administrators may use cookies or similar technologies when you access their apps, ads, Pages or other content.

Cookies and things like local storage help make Facebook work, like allowing pages to load faster because certain content is stored on your browser or by helping us authenticate you to deliver personalized content.
To learn more about how advertisers generally use cookies and the choices advertisers provide, visit the Network Advertising Initiative at http://www.networkadvertising.org/managing/opt_out.asp, the Digital Advertising Alliance at http://www.aboutads.info/, the Internet Advertising Bureau (US) at http://www.iab.net or the Internet Advertising Bureau (EU) at http://youronlinechoices.eu/.
Refer to your browser or device's help material to learn what controls you can often use to remove or block cookies or other similar technologies or block or remove other data stored on your computer or device (such as by using the various settings in your browser). If you do this, it may affect your ability to use Facebook or other websites and apps.

VI. Some other things you need to know

Safe harbor
Facebook complies with the U.S.-EU and U.S.-Swiss Safe Harbor frameworks as set forth by the Department of Commerce regarding the collection, use, and retention of data from the European Union. To view our certification, visit the U.S. Department of Commerce's Safe Harbor website at: https://safeharbor.export.gov/list.aspx. As part of our participation in the Safe Harbor program, we agree to resolve disputes you have with us in connection with our policies and practices through TRUSTe. If you would like to contact TRUSTe, visit:https://feedback-form.truste.com/watchdog/request

Contact us with questions or disputes

If you have questions or complaints regarding our Data Use Policy or practices, please contact us by mail at 1601 Willow Road, Menlo Park, CA 94025 if you reside in the U.S. or Canada, or at Facebook Ireland Ltd., Hanover Reach, 5-7 Hanover Quay, Dublin 2 Ireland if you live outside the U.S. or Canada. Anyone may also contact us through this help page: https://www.facebook.com/help/contact_us.php?id=173545232710000

Responding to legal requests and preventing harm
We may access, preserve and share your information in response to a legal request (like a search warrant, court order or subpoena) if we have a good faith belief that the law requires us to do so. This may include responding to legal requests from jurisdictions outside of the United States where we have a good faith belief that the response is required by law in that jurisdiction, affects users in that jurisdiction, and is consistent with internationally recognized standards. We may also access, preserve and share information when we have a good faith belief it is necessary to: detect, prevent and address fraud and other illegal activity; to protect ourselves, you and others, including as part of investigations; or to prevent death or imminent bodily harm.

Information we receive about you, including financial transaction data related to purchases made with Facebook, may be accessed, processed and retained for an extended period of time when it is the subject of a legal request or obligation, governmental investigation, or investigations concerning possible violations of our terms or policies, or otherwise to prevent harm. We also may retain information from accounts disabled for violations of our terms for at least a year to prevent repeat abuse or other violations of our terms.

Access requests
You can access and correct most of your personal data stored by Facebook by logging into your account and viewing your timeline and activity log. You can also download a copy of your personal data by visiting your "Settings" (General Account Settings page), clicking on "Download a copy of your Facebook data" and then clicking on the link for your expanded archive. Learn more at: https://www.facebook.com/help/?faq=226281544049399

Notifications and Other Messages
We may send you notifications and other messages using the contact information we have for you, like your email address. You can control most of the notifications you receive, including ones from Pages you like and applications you use, using controls we provide, such as a control included in the email you receive or in your "Notifications" settings.

Friend Finder
We offer tools to help you upload your friends' contact information so that you and others can find friends on Facebook, and invite friends who do not use Facebook to join, and so we can offer you and others better experiences on Facebook through suggestions and other customized experiences. If you do not want us to store this information, visit this help page at: https://www.facebook.com/contact_importer/remove_uploads.php.

If you give us your password, we will delete it after you upload your friends' contact information.

Invitations
When you invite a friend to join Facebook, we send a message on your behalf using your name, and we may also include names and pictures of other people your friend might know on Facebook. We'll also send a few reminders to those you invite, but the invitation will also give your friend the opportunity to opt out of receiving other invitations to join Facebook.

Memorializing accounts
We may memorialize the account of a deceased person. When we memorialize an account, we keep the timeline on Facebook, but limit access and some features. You can report a deceased person's timeline at: https://www.facebook.com/help/contact.php?show_form=deceased

We also may close an account if we receive a formal request that satisfies certain criteria.

Affiliates
We may share information we receive with businesses that are legally part of the same group of companies that Facebook is part of, or that become part of that group (often these companies are called affiliates). Likewise, our

affiliates may share information with us as well. This sharing is done in compliance with applicable laws including where such applicable laws require consent. We and our affiliates may use shared information to help provide, understand, and improve our services and their own services.

Service Providers
We give your information to the people and companies that help us provide, understand and improve the services we offer. For example, we may use outside vendors to help host our website, serve photos and videos, process payments, analyze data, conduct and publish research, measure the effectiveness of ads, or provide search results. In some cases we provide the service jointly with another company, such as the Facebook Marketplace. In all of these cases our partners must agree to only use your information consistent with the agreement we enter into with them, as well as this Data Use Policy.

Security and bugs
We do our best to keep your information secure, but we need your help. For more detailed information about staying safe on Facebook, visit the [Facebook Security Page](). We try to keep Facebook up, bug-free and safe, but can't make guarantees about any part of our services or products.

Change of Control
If the ownership of our business changes, we may transfer your information to the new owner so they can continue to operate the service. But they will still have to honor the commitments we have made in this Data Use Policy.

Notice of Changes
If we make changes to this Data Use Policy we will notify you (for example, by publication here and on the [Facebook Site Governance Page]()). If the changes are material, we will provide you additional, prominent notice as appropriate under the circumstances. You can make sure that you receive notice directly by liking the [Facebook Site Governance Page]().

Opportunity to comment
Unless we make a change for legal or administrative reasons, or to correct an inaccurate statement, we will give you seven (7) days to provide us with comments on the change. After the comment period, if we adopt any changes, we will provide notice (for example, on the [Facebook Site Governance Page]() or in this policy) of the effective date.

Information for users outside of the United States and Canada
Company Information: The website under www.facebook.com and the services on these pages are being offered to users outside of the U.S. and Canada by Facebook Ireland Ltd., Hanover Reach, 5-7 Hanover Quay, Dublin 2 Ireland. The company Facebook Ireland Ltd. has been established and registered in Ireland as a private limited company, Company Number: 462932, and is the data controller responsible for your personal information.
Directors: Sonia Flynn (Irish), Shane Crehan (Irish).

Your California privacy rights
California law permits residents of California to request certain details about what personal information a company shares with third parties for the third parties' direct marketing purposes. Facebook does not share your information with third parties for the third parties' own and independent direct marketing purposes unless we receive your permission. Learn more about the [information we receive and how it is used]() and [other websites and applications](). If you have questions about our sharing practices or your rights under California law, please write us at 1601 Willow Road, Menlo Park,

Data Use Policy

Date of Last Revision: December 11, 2012

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I. Information we receive and how it is used

Information we receive about you

We receive a number of different types of information about you, including:

Your information
Your information is the information that's required when you sign up for the site, as well as the information you choose to share.

- **Registration information**: When you sign up for Facebook, you are required to provide information such as your name, email address, birthday, and gender. In some cases, you may be able to register using other information, like your telephone number.

- **Information you choose to share**: Your information also includes the information you choose to share on Facebook, such as when you post a status update, upload a photo, or comment on a friend's story.

It also includes the information you choose to share when you take an action, such as when you add a friend, like a Page or a website, add a place to your story, use our contact importers, or indicate you are in a relationship.

Your name, profile pictures, cover photos, gender, networks, username and User ID are treated just like information you choose to make public.
Your birthday allows us to do things like show you age-appropriate content and advertisements.

Information others share about you
We receive information about you from your friends and others, such as when they upload your contact information, post a photo of you, tag you in a photo or status update, or at a location, or add you to a group.

When people use Facebook, they may store and share information about you and others that they have, such as when they upload and manage their invites and contacts.

Other information we receive about you
We also receive other types of information about you:

- We receive data about you whenever you interact with Facebook, such as when you look at another person's timeline, send or receive a message, search for a friend or a Page, click on, view or otherwise interact with things, use a Facebook mobile app, or purchase Facebook Credits or make other purchases through Facebook.
- When you post things like photos or videos on Facebook, we may receive additional related data (or metadata), such as the time, date, and place you took the photo or video.
- We receive data from the computer, mobile phone or other device you use to access Facebook, including when multiple users log in from the same device. This may include your IP address and other information about things like your internet service, location, the type (including identifiers) of browser you use, or the pages you visit. For example, we may get your GPS or other location information so we can tell you if any of your friends are nearby.
- We receive data whenever you visit a game, application, or website that uses [Facebook Platform](#) or visit a site with a Facebook feature (such as a [social plugin](#)), sometimes through [cookies](#). This may include the date and time you visit the site; the web address, or URL, you're on; technical information about the IP address, browser and the operating system you use; and, if you are logged in to Facebook, your User ID.
- Sometimes we get data from our [affiliates](#) or our advertising partners, customers and other third parties that helps us (or them) deliver ads, understand online activity, and generally make Facebook better. For example, an

advertiser may tell us information about you (like how you responded to an ad on Facebook or on another site) in order to measure the effectiveness of - and improve the quality of - ads.

We also put together data from the information we already have about you and your friends. For example, we may put together data about you to determine which friends we should show you in your News Feed or suggest you tag in the photos you post. We may put together your current city with GPS and other location information we have about you to, for example, tell you and your friends about people or events nearby, or offer deals to you that you might be interested in. We may also put together data about you to serve you ads that might be more relevant to you.

When we get your GPS location, we put it together with other location information we have about you (like your current city). But we only keep it until it is no longer useful to provide you services, like keeping your last GPS coordinates to send you relevant notifications.
We only provide data to our advertising partners or customers after we have removed your name or any other personally identifying information from it, or have combined it with other people's data in a way that it is no longer associated with you.

Public information

When we use the phrase "public information" (which we sometimes refer to as "Everyone information"), we mean the information you choose to make public, as well as information that is always publicly available.

Information you choose to make public
Choosing to make your information public is exactly what it sounds like: **anyone**, including people off of Facebook, will be able to see it.

Choosing to make your information public also means that this information:

- can be associated with you (i.e., your name, profile pictures, cover photos, timeline, User ID, username, etc.) even off Facebook;
- can show up when someone does a search on Facebook or on a public search engine;
- will be accessible to the Facebook-integrated games, applications, and websites you and your friends use; and
- will be accessible to anyone who uses our APIs such as our Graph API.

Sometimes you will not be able to select an audience when you post something (like when you write on a Page's wall or comment on a news article that uses our comments plugin). This is because some types of stories are always public stories. As a general rule, you should assume that if you do not see a sharing icon, the information will be publicly available.
When others share information about you, they can also choose to make it public.

Information that is always publicly available
The types of information listed below are always publicly available, and are treated just like information you decided to make public.

- **Name**: This helps your friends and family find you. If you are uncomfortable sharing your real name, you can always delete your account.

- **Profile Pictures and Cover Photos**: These help your friends and family recognize you. If you are uncomfortable making any of these photos public, you can always delete it. Unless you delete them, when you add a new profile picture or cover photo, the previous photo will remain public in your profile picture or cover photo album.

- **Networks**: This helps you see whom you will be sharing information with before you choose "Friends and Networks" as a custom audience. If you are uncomfortable making your network public, you can leave the network.

- **Gender**: This allows us to refer to you properly.

- **Username and User ID**: These allow you to give out a custom link to your timeline or Page, receive email at your Facebook email address, and help make Facebook Platform possible.

Usernames and User IDs

A Username (or Facebook URL) is a custom link to your timeline that you can give out to people or post on external websites. Usernames appear in the URL on your timeline. We also use your User ID to identify your Facebook account.

If someone has your Username or User ID, they can use it to access information about you through the facebook.com website. For example, if someone has your Username, they can type facebook.com/Username into their browser and see your public information as well as anything else you've let them see. Similarly, someone with your Username or User ID can access information about you through our APIs, such as our Graph API. Specifically, they can access your public information, along with your age range, language and country.

If you do not want your information to be accessible to Platform applications, you can turn off all Platform applications from your Privacy Settings. If you turn off Platform you will no longer be able to use any games or other applications until you turn Platform back on. For more information about the information that apps receive when you visit them, see Other websites and applications.

If you want to see information available about you through our Graph API, just type **https://graph.facebook.com/[User ID or Username]?metadata=1** into your browser. Your Facebook email address includes your public username like so: username@facebook.com. Anyone in a message conversation can reply to it.

How we use the information we receive

We use the information we receive about you in connection with the services and features we provide to you and other users like your friends, our partners, the advertisers that purchase ads on the site, and the developers that build the games, applications, and websites you use. For example, in addition to helping people see and find things that you do and share, we may use the information we receive about you:

- as part of our efforts to keep Facebook products, services and integrations safe and secure;
- to protect Facebook's or others' rights or property;
- to provide you with location features and services, like telling you and your friends when something is going on nearby;
- to measure or understand the effectiveness of ads you and others see, including to deliver relevant ads to you;
- to make suggestions to you and other users on Facebook, such as: suggesting that your friend use our contact importer because you found friends using it, suggesting that another user add you as a friend because the user imported the same email address as you did, or suggesting that your friend tag you in a picture they have uploaded with you in it; and
- for internal operations, including troubleshooting, data analysis, testing, research and service improvement.

Granting us this permission not only allows us to provide Facebook as it exists today, but it also allows us to provide you with innovative features and services we develop in the future that use the information we receive about you in new ways.

While you are allowing us to use the information we receive about you, you always own all of your information. Your trust is important to us, which is why we don't share information we receive about you with others unless we have:

- received your permission;
- given you notice, such as by telling you about it in this policy; or
- removed your name or any other personally identifying information from it.

Of course, for information others share about you, they control how it is shared.

We store data for as long as it is necessary to provide products and services to you and others, including those described above. Typically, information associated with your account will be kept until your account is deleted. For certain categories of data, we may also tell you about specific data retention practices.

We are able to suggest that your friend tag you in a picture by scanning and comparing your friend's pictures to information we've put together from the other photos you've been tagged in. This allows us to make these suggestions. You can control whether we suggest that another user tag you in a photo using the "How Tags work" settings. Learn more at: https://www.facebook.com/help/tag-suggestions

Deleting and deactivating your account

If you want to stop using your account, you can either **deactivate** or **delete** it.

Deactivate
Deactivating your account puts your account on hold. Other users will no longer see your timeline, but we do not delete any of your information. Deactivating an account is the same as you telling us not to delete any information because you might want to reactivate your account at some point in the future. You can deactivate your account at: https://www.facebook.com/settings?tab=security
Your friends will still see you listed in their list of friends while your account is deactivated.

Deletion
When you delete an account, it is permanently deleted from Facebook. It typically takes about one month to delete an account, but some information may remain in backup copies and logs for up to 90 days. You should only delete your account if you are sure you never want to reactivate it. You can delete your account at: https://www.facebook.com/help/contact.php?show_form=delete_account
Learn more at: https://www.facebook.com/help/?faq=356107851084108

Certain information is needed to provide you with services, so we only delete this information after you delete your account. Some of the things you do on Facebook aren't stored in your account, like posting to a group or sending someone a message (where your friend may still have a message you sent, even after you delete your account). That information remains after you delete your account.

II. Sharing and finding you on Facebook

Control each time you post

Whenever you post content (like a status update, photo or check-in), you can select a specific audience, or even customize your audience. To do this, simply click on the sharing icon and choose who can see it.

Choose this icon if you want to make something **Public**. Choosing to make something public is exactly what it sounds like. It means that anyone, including people off of Facebook, will be able to see or access it.
Choose this icon if you want to share with your Facebook **Friends**.
Choose this icon if you want to **Customize** your audience. You can also use this to hide your story from specific people.

If you tag someone, that person and their friends can see your story no matter what audience you selected. The same is true when you approve a tag someone else adds to your story.

Always think before you post. Just like anything else you post on the web or send in an email, information you share on Facebook can be copied or re-shared by anyone who can see it.

Although you choose with whom you share, there may be ways for others to determine information about you. For example, if you hide your birthday so no one can see it on your timeline, but friends post "happy birthday!" on your timeline, people may determine your birthday.
When you comment on or "like" someone else's story, or write on their timeline, that person gets to select the audience.

For example, if a friend posts a Public story and you comment on it, your comment will be Public. Often, you can see the audience someone selected for their story before you post a comment; however, the person who posted the story may later change their audience.

You can control who can see the Facebook Pages you've "liked" by visiting your timeline, clicking on the Likes box on your timeline, and then clicking "Edit."

Sometimes you will not see a sharing icon when you post something (like when you write on a Page's wall or comment on a news article that uses our comments plugin). This is because some types of stories are always public stories. As a general rule, you should assume that if you do not see a sharing icon, the information will be publicly available.

Control over your timeline

Whenever you add things to your timeline you can select a specific audience, or even customize your audience. To do this, simply click on the sharing icon and choose who can see it.

Choose this icon if you want to make something **Public**. Choosing to make something public is exactly what it sounds like. It means that anyone, including people off of Facebook, will be able to see or access it.

Choose this icon if you want to share with your Facebook **Friends**.

Choose this icon if you want to **Customize** your audience. You can also use this to hide the item on your timeline from specific people.

When you select an audience for your friend list, you are only controlling who can see the entire list of your friends on your timeline. We call this a timeline visibility control. This is because your friend list is always available to the games, applications and websites you use, and your friendships may be visible elsewhere (such as on your friends' timelines or in searches). For example, if you select "Only Me" as the audience for your friend list, but your friend sets her friend list to "Public," anyone will be able to see your connection on your friend's timeline.

Similarly, if you choose to hide your gender, it only hides it on your timeline. This is because we, just like the applications you and your friends use, need to use your gender to refer to you properly on the site.

When someone tags you in a story (such as a photo, status update or check-in), you can choose whether you want that story to appear on your timeline. You can either approve each story individually or approve all stories by your friends. If you approve a story and later change your mind, you can remove it from your timeline.

When you hide things on your timeline, like posts or connections, it means those things will not appear on your timeline. But, remember, anyone in the audience of those posts or who can see a connection may still see it elsewhere, like on someone else's timeline or in search results. You can also delete or change the audience of content you post.

People on Facebook may be able to see mutual friends, even if they cannot see your entire list of friends.

Some things (like your name, profile pictures and cover photos) do not have sharing icons because they are always publicly available. As a general rule, you should assume that if you do not see a sharing icon, the information will be publicly available.

Finding you on Facebook

To make it easier for your friends to find you, we allow anyone with your contact information (such as email address or telephone number) to find you through the Facebook search bar at the top of most pages, as well as other tools we provide, such as contact importers - even if you have not shared your contact information with them on Facebook.

You can choose who can look up your timeline using the email address or telephone number you added to your timeline through your privacy settings. But remember that people can still find you or a link to your timeline on Facebook through other people and the things they share about you or through other posts, like if you are tagged in a friend's photo or post something to a public page.

Your settings do not control whether people can find you or a link to your timeline when they search for content they have permission to see, like a photo or other story you've been tagged in.

Access on phones and other devices

Once you share information with your friends and others, they may be able to sync it with or access it via their mobile phones and other devices. For example, if you share a photo on Facebook, someone viewing that photo could save it using Facebook tools or by other methods offered by their device or browser. Similarly, if you share your contact information with someone or invite someone to an event, they may be able to use Facebook or third party applications or devices to sync that information. Or, if one of your friends has a Facebook application on one of their devices, your information (such as the things you post or photos you share) may be stored on or accessed by their device.

You should only share information with people you trust because they will be able to save it or re-share it with others, including when they sync the information to a device.

Activity log

Your activity log is a place where you can go to view most of your information on Facebook, including things you've hidden from your timeline. You can use this log to manage your content. For example, you can do things like delete stories, change the audience of your stories or stop an application from publishing to your timeline on your behalf.

When you hide something from your timeline, you are not deleting it. This means that the story may be visible elsewhere, like in your friends' News Feed. If you want to delete a story you posted, choose the delete option.

What your friends and others share about you

Links and Tags
Anyone can add a link to a story. Links are references to something on the Internet; anything from a website to a Page or timeline on Facebook. For example, if you are writing a story, you might include a link to a blog you are referencing or a link to the blogger's Facebook timeline. If someone clicks on a link to another person's timeline, they'll only see the things that they are allowed to see.

A tag is a special type of link to someone's timeline that suggests that the tagged person add your story to their timeline. In cases where the tagged person isn't included in the audience of the story, it will add them so they can see it. Anyone can tag you in anything. Once you are tagged, you and your friends will be able to see it (such as in News Feed or in search).

You can choose whether a story you've been tagged in appears on your timeline. You can either approve each story individually or approve all stories by your friends. If you approve a story and later change your mind, you can always remove it from your timeline.

If you do not want someone to tag you, we encourage you to reach out to them and give them that feedback. If that does not work, you can block them. This will prevent them from tagging you going forward.

If you are linked to or tagged in a private space (such as a message or a group) only the people who can see the private space can see the link or tag. Similarly, if you are linked to or tagged in a comment, only the people who can see the comment can see the link or tag.

Other information
As described in the [what your friends and others share about you](#) section of this policy, your friends and others may share information about you. They may share photos or other information about you and tag you in their posts. If you do not like a particular post, tell them or [report the post](#).

Groups

Once you are in a Group, anyone in that Group can add you to a subgroup. When someone adds you to a Group, you will be listed as "invited" until you visit the Group. You can always leave a Group, which will prevent others from adding you to it again.

Pages

Facebook Pages are public pages. Companies use Pages to share information about their products. Celebrities use Pages to talk about their latest projects. And communities use pages to discuss topics of interest, everything from baseball to the opera.

Because Pages are public, information you share with a Page is public information. This means, for example, that if you post a comment on a Page, that comment may be used by the Page owner off Facebook, and anyone can see it.

When you "like" a Page, you create a connection to that Page. The connection is added to your timeline and your friends may see it in their News Feeds. You may be contacted by or receive updates from the Page, such as in your News Feed and your messages. You can remove the Pages you've "liked" through your timeline or on the Page.

Some Pages contain content that comes directly from the Page owner. Page owners can do this through online plugins, such as an iframe, and it works just like the games and other applications you use through Facebook. Because this content comes directly from the Page owner, that Page may be able to collect information about you, just like any website.

Page administrators may have access to insights data, which will tell them generally about the people that visit their Page (as opposed to information about specific people). They may also know when you've made a connection to their Page because you've liked their Page or posted a comment.

III. Other websites and applications

About Facebook Platform

Facebook Platform (or simply Platform) refers to the way we help you share your information with the games, applications, and websites you and your friends use. Facebook Platform also lets you bring your friends with you, so you can connect with them off of Facebook. In these two ways, Facebook Platform helps you make your experiences on the web more personalized and social.

Remember that these games, applications and websites are created and maintained by other businesses and developers who are not part of, or controlled by, Facebook, so you should always make sure to read their terms of service and privacy policies to understand how they treat your data.

Controlling what information you share with applications

When you connect with a game, application or website - such as by going to a game, logging in to a website using your Facebook account, or adding an app to your timeline - we give the game, application, or website (sometimes referred to as just "Applications" or "Apps") your basic info (we sometimes call this your "public profile"), which includes your User ID and your public information. We also give them your friends' User IDs (also called your friend list) as part of your basic info.

Your friend list helps the application make your experience more social because it lets you find your friends on that application. Your User ID helps the application personalize your experience because it can connect your account on that application with your Facebook account, and it can access your basic info, which includes your public information and friend list. This includes the information you choose to make public, as well as information that is always publicly available. If the application needs additional information, such as your stories, photos or likes, it will have to ask you for specific permission.

The "Apps you use" setting lets you control the applications you use. You can see the permissions you have given these applications, the last time an application accessed your information, and the audience on Facebook for timeline stories and activity the application posts on your behalf. You can also remove applications you no longer want, or turn off all Platform applications. When you turn all Platform applications off, your User ID is no longer given to applications, even when your friends use those applications. But you will no longer be able to use any games, applications or

websites through Facebook.

When you first visit an app, Facebook lets the app know your language, your country, and whether you are in an age group, for instance, under 18, between 18-20, or 21 and over. Age range lets apps provide you with age-appropriate content. If you install the app, it can access, store and update the information you've shared. Apps you've installed can update their records of your basic info, age range, language and country. If you haven't used an app in a while, it won't be able to continue to update the additional information you've given them permission to access. Learn more at: https://www.facebook.com/help/how-apps-work

Sometimes a game console, mobile phone, or other device might ask for permission to share specific information with the games and applications you use on that device. If you say okay, those applications will not be able to access any other information about you without asking specific permission from you or your friends.

Sites and apps that use Instant Personalization receive your User ID and friend list when you visit them.

You always can remove apps you've installed by using your app settings at: https://www.facebook.com/settings/?tab=applications. But remember, apps may still be able to access your information when the people you share with use them. And, if you've removed an application and want them to delete the information you've already shared with them, you should contact the application and ask them to delete it. Visit the application's page on Facebook or their own website to learn more about the app. For example, Apps may have reasons (e.g. legal obligations) to retain some data that you share with them.

Controlling what is shared when the people you share with use applications

Just like when you share information by email or elsewhere on the web, information you share on Facebook can be re-shared. This means that if you share something on Facebook, anyone who can see it can share it with others, including the games, applications, and websites they use.

Your friends and the other people you share information with often want to share your information with applications to make their experiences on those applications more personalized and social. For example, one of your friends might want to use a music application that allows them to see what their friends are listening to. To get the full benefit of that application, your friend would want to give the application her friend list – which includes your User ID – so the application knows which of her friends is also using it. Your friend might also want to share the music you "like" on Facebook. If you have made that information public, then the application can access it just like anyone else. But if you've shared your likes with just your friends, the application could ask your friend for permission to share them.

You can control most of the information other people can share with applications they use from the "Ads, Apps and Websites" settings page. But these controls do not let you limit access to your public information and friend list.

If you want to completely block applications from getting your information when your friends and others use them, you will need to turn off all Platform applications. This means that you will no longer be able to use any third-party Facebook-integrated games, applications or websites.

If an application asks permission from someone else to access your information, the application will be allowed to use that information only in connection with the person that gave the permission and no one else.

Logging in to another site using Facebook

Facebook Platform lets you log into other applications and websites using your Facebook account. When you log in using Facebook, we give the site your User ID (just like when you connect with any other application), but we do not share your email address or password with that website through this process without your permission.

If you already have an account on that website, the site may also be able to connect that account with your Facebook account. Sometimes it does this using what is called an "email hash", which is similar to searching for someone on Facebook using an email address. Only the email addresses in this case are hashed so no email addresses are actually shared between Facebook and the website.

How it works

The website sends over a hashed version of your email address, and we match it with a database of email addresses that we have also hashed. If there is a match, then we tell the website the User ID associated with the email address. This way, when you log into the website using Facebook, the website can link your Facebook account to your account on that website.

About social plugins

Social plugins are buttons, boxes, and stories (such as the Like button) that other websites can use to present Facebook content to you and create more social and personal experiences for you. While you view these buttons, boxes, and stories on other sites, the content comes directly from Facebook.

Sometimes plugins act just like applications. You can spot one of these plugins because it will ask you for permission to access your information or to publish information back to Facebook. For example, if you use a registration plugin on a website, the plugin will ask your permission to share your basic info with the website to make it easier for you to register for the website. Similarly, if you use an Add To Timeline plugin, the plugin will ask your permission to publish stories about your activities on that website to Facebook.

If you make something public using a plugin, such as posting a public comment on a newspaper's website, then that website can access your comment (along with your User ID) just like everyone else.

If you post something using a social plugin and you do not see a sharing icon, you should assume that story is Public. For example, if you post a comment through a Facebook comment plugin on a site, your story is Public and everyone, including the website, can see your story.
Websites that use social plugins can sometimes tell that you have engaged with the social plugin. For example, they may know that you clicked on a Like button in a social plugin.
We receive data when you visit a site with a social plugin. We keep this data for a maximum of 90 days. After that, we remove your name or any other personally identifying information from the data, or combine it with other people's data in a way that it is no longer associated with you. Learn more at: https://www.facebook.com/help/social-plugins

About instant personalization

Instant personalization (sometimes also referred to as "Start now") is a way for Facebook to help partners (such as Bing and Rotten Tomatoes) on and off Facebook create a more personalized and social experience for logged in users than a social plugin can offer. When you visit a site or app using instant personalization, it will know some information about you and your friends the moment you arrive. This is because sites and apps using instant personalization can access your User ID, your friend list, and your public information.

The first time you visit a site or app using instant personalization, you will see a notification letting you know that the site or app has partnered with Facebook to provide a personalized experience.

The notification will give you the ability to disable or turn off instant personalization for that site or app. If you do that, that site or app is required to delete all of the information about you it received from Facebook as part of the instant personalization program. In addition, we will prevent that site from accessing your information in the future, even when your friends use that site.

If you decide that you do not want to experience instant personalization for all partner sites and apps, you can disable instant personalization from the "Ads, Apps and Websites" settings page.

If you turn off instant personalization, these partner third party sites and apps will not be able to access your public information, even when your friends visit those sites.

If you turn off an instant personalization site or app after you have been using it or visited it a few times (or after you have given it specific permission to access your data), it will not automatically delete information about you it received through Facebook. Like all other apps, the site is required by our policies to delete information about you if you ask it to.

How it works

To join the instant personalization program, a potential partner must enter into an agreement with us designed to protect your privacy. For example, this agreement requires that the partner delete information about you if you turn off instant personalization when you first visit the site or app. It also prevents the partner from accessing any information about you until you or your friends visit its site.

Instant personalization partners sometimes use an email hash process to see if any of their users are on Facebook and get those users' User IDs. This process is similar to searching for someone on Facebook using an email address, except in this case the email addresses are hashed so no actual email addresses are exchanged. The partner is also contractually required not to use your User ID for any purpose (other than associating it with your account) until you or your friends visit the site.

When you visit a site or app using instant personalization, we provide the site or app with your User ID and your friend list (as well as your age range, locale, and gender). The site or app can then connect your account with that partner with your friends' accounts to make the site or app instantly social. The site can also access public information associated with any of the User IDs it receives, which it can use to make them instantly personalized. For example, if the site is a music site, it can access your music interests to suggest songs you may like, and access your friends' music interests to let you know what they are listening to. Of course it can only access your or your friends' music interests if they are public. If the site or app wants any additional information, it will have to get your specific permission.

Public search engines

Your public search setting controls whether people who enter your name on a public search engine may see your public timeline (including in sponsored results). You can find your public search setting on the "Ads, Apps and Websites" settings page.

This setting does not apply to search engines that access your information as an application using Facebook Platform. If you turn your public search setting off and then search for yourself on a public search engine, you may still see a preview of your timeline. This is because some search engines cache information for a period of time. You can learn more about how to request a search engine to remove you from cached information at: https://www.facebook.com/help/?faq=13323

IV. How advertising and Sponsored Stories work

Personalized ads

We do not share any of your information with advertisers (unless, of course, you give us permission). As described in this policy, we may share your information when we have removed from it anything that personally identifies you or combined it with other information so that it no longer personally identifies you.

We use the information we receive, including the information you provide at registration or add to your account or timeline, to deliver ads and to make them more relevant to you. This includes all of the things you share and do on Facebook, such as the Pages you like or key words from your stories, and the things we infer from your use of Facebook. Learn more at: https://www.facebook.com/help/?page=226611954016283

When an advertiser creates an ad, they are given the opportunity to choose their audience by location, demographics, likes, keywords, and any other information we receive or can tell about you and other users. For example, an advertiser can choose to target 18 to 35 year-old women who live in the United States and like basketball. An advertiser could also choose to target certain topics or keywords, like "music" or even people who like a particular song or artist. If you indicate that you are interested in topics, such as by liking a Page, including topics such as products, brands, religion, health status, or political views, you may see ads related to those topics as well. We require advertisers to comply with our Advertising Guidelines, including provisions relating to the use of sensitive data. Try this tool yourself to see one of the ways advertisers target ads and what information they see at: https://www.facebook.com/ads/create/

If the advertiser chooses to run the ad (also known as placing the order), we serve the ad to people who meet the criteria the advertiser selected, but we do not tell the advertiser who any of those people are. So, for example, if a person views or otherwise interacts with the ad, the advertiser might infer that the person is an 18-to-35-year-old woman who lives in the U.S. and likes basketball. But we would not tell the advertiser who that person is.

After the ad runs, we provide advertisers with reports on how their ads performed. For example we give advertisers reports telling them how many users saw or clicked on their ads. But these reports are anonymous. We do not tell advertisers who saw or clicked on their ads.

Advertisers or their partners sometimes place cookies on your computer (or use other similar system technologies) in order to serve ads and to make their ads more effective. Learn more about cookies, pixels and other system technologies.

Sometimes we allow advertisers to target a category of user, like a "moviegoer" or a "sci-fi fan." We do this by bundling characteristics that we believe are related to the category. For example, if a person "likes" the "Star Trek" Page and mentions "Star Wars" when they check into a movie theater, we may conclude that this person is likely to be a sci-fi fan. Advertisers of sci-fi movies, for example, could ask us to target "sci-fi fans" and we would target that group, which may include you. Or if you "like" Pages that are car-related and mention a particular car brand in a post, we might put you in the "potential car buyer" category and let a car brand target to that group, which would include you.

Ads + social context

Facebook Ads are sometimes paired with social actions your friends have taken. For example, an ad for a sushi restaurant may be paired with a news story that one of your friends likes that restaurant's Facebook page.

This is the same type of news story that could show up in your News Feed, only we place it next to a paid advertisement to make that ad more relevant and interesting.

When you show up in one of these news stories, we will only pair it with ads shown to your friends. If you do not want to appear in stories paired with Facebook Ads, you can opt out using your "Edit social ads" setting.

Learn what happens when you click "Like" on an advertisement or an advertiser's Facebook Page at: https://www.facebook.com/help/?faq=19399

We may serve ads, including those with social context (or serve just social context), on other sites. These work just like the ads we serve on Facebook - the advertisers do not receive any of your information. Only people that could see the Facebook action (like on your timeline) would see it paired in this way.

Your "Show my social actions in Facebook Ads" setting only controls ads with social context. It does not control Sponsored Stories, ads or information about Facebook's services and features, or other Facebook content.

Games, applications and websites can serve ads directly to you or help us serve ads to you or others if they have information like your User ID or email address.

Sponsored stories

Many of the things you do on Facebook (like "liking" a Page) are posted to your timeline and shared in News Feed. But there's a lot to read in News Feed. That's why we allow people to "sponsor" your stories to make sure your friends and subscribers see them. For example, if you RSVP to an event hosted by a local restaurant, that restaurant may want to make sure your friends see it so they can come too.

If they do sponsor a story, that story will appear in the same place ads usually do or in your News Feed under the heading "Sponsored" or something similar. Only people that could originally see the story can see the sponsored story, and no personal information about you (or your friends) is shared with the sponsor.

Your "Show my social actions in Facebook Ads" setting only controls ads with social context. It does not control Sponsored Stories, ads or information about Facebook's services and features, or other Facebook content.

Facebook content

We like to tell you about some of the features and tools your friends and others use on Facebook, to help you have a better experience. For example, if your friend uses our friend finder tool to find more friends on Facebook, we may tell you about it to encourage you to use it as well. This of course means your friend may similarly see suggestions based on the things you do. But we will try to only show it to friends that could benefit from your experience.

Your "Show my social actions in Facebook Ads" setting only controls ads with social context. It does not control Sponsored Stories, ads or information about Facebook's services and features, or other Facebook content.

V. Cookies, pixels and other similar technologies

Cookies are small pieces of data that are stored on your computer, mobile phone or other device. Pixels are small blocks of code on webpages that do things like allow another server to measure viewing of a webpage and often are used in connection with cookies.

We use technologies like cookies, pixels, and local storage (like on your browser or device, which is similar to a cookie but holds more information) to provide and understand a range of products and services. Learn more at: https://www.facebook.com/help/cookies

We use these technologies to do things like:

- make Facebook easier or faster to use;
- enable features and store information about you (including on your device or in your browser cache) and your use of Facebook;
- deliver, understand and improve advertising;
- monitor and understand the use of our products and services; and
- to protect you, others and Facebook.

For example, we may use them to know you are logged in to Facebook, to help you use social plugins and share buttons, or to know when you are interacting with our advertising or Platform partners.

We may ask advertisers or other partners to serve ads or services to computers, mobile phones or other devices, which may use a cookie, pixel or other similar technology placed by Facebook or the third party (although we would not share any other information that identifies you with an advertiser).

Most companies on the web use cookies (or other similar technological tools), including our advertising and Platform partners. For example, our Platform partners, advertisers or Page administrators may use cookies or similar technologies when you access their apps, ads, Pages or other content.

Cookies and things like local storage help make Facebook work, like allowing pages to load faster because certain content is stored on your browser or by helping us authenticate you to deliver personalized content.
To learn more about how advertisers generally use cookies and the choices advertisers provide, visit the Network Advertising Initiative at http://www.networkadvertising.org/managing/opt_out.asp, the Digital Advertising Alliance at http://www.aboutads.info/, the Internet Advertising Bureau (US) at http://www.iab.net or the Internet Advertising Bureau (EU) at http://youronlinechoices.eu/.
Refer to your browser or device's help material to learn what controls you can often use to remove or block cookies or other similar technologies or block or remove other data stored on your computer or device (such as by using the various settings in your browser). If you do this, it may affect your ability to use Facebook or other websites and apps.

VI. Some other things you need to know

Safe harbor
Facebook complies with the U.S.-EU and U.S.-Swiss Safe Harbor frameworks as set forth by the Department of Commerce regarding the collection, use, and retention of data from the European Union. To view our certification, visit the U.S. Department of Commerce's Safe Harbor website at: https://safeharbor.export.gov/list.aspx. As part of our

participation in the Safe Harbor program, we agree to resolve disputes you have with us in connection with our policies and practices through TRUSTe. If you would like to contact TRUSTe, visit:https://feedback-form.truste.com/watchdog/request

Contact us with questions or disputes
If you have questions or complaints regarding our Data Use Policy or practices, please contact us by mail at 1601 Willow Road, Menlo Park, CA 94025 if you reside in the U.S. or Canada, or at Facebook Ireland Ltd., Hanover Reach, 5-7 Hanover Quay, Dublin 2 Ireland if you live outside the U.S. or Canada. Anyone may also contact us through this help page: https://www.facebook.com/help/contact_us.php?id=173545232710000

Responding to legal requests and preventing harm
We may access, preserve and share your information in response to a legal request (like a search warrant, court order or subpoena) if we have a good faith belief that the law requires us to do so. This may include responding to legal requests from jurisdictions outside of the United States where we have a good faith belief that the response is required by law in that jurisdiction, affects users in that jurisdiction, and is consistent with internationally recognized standards. We may also access, preserve and share information when we have a good faith belief it is necessary to: detect, prevent and address fraud and other illegal activity; to protect ourselves, you and others, including as part of investigations; and to prevent death or imminent bodily harm. Information we receive about you, including financial transaction data related to purchases made with Facebook Credits, may be accessed, processed and retained for an extended period of time when it is the subject of a legal request or obligation, governmental investigation, or investigations concerning possible violations of our terms or policies, or otherwise to prevent harm. We also may retain information from accounts disabled for violations of our terms for at least a year to prevent repeat abuse or other violations of our terms.

Access requests
You can access and correct most of your personal data stored by Facebook by logging into your account and viewing your timeline and activity log. You can also download a copy of your personal data by visiting your "Account Settings", clicking on "Download a copy of your Facebook data" and then clicking on the link for your expanded archive. Learn more at: https://www.facebook.com/help/?faq=226281544049399

Notifications and Other Messages
We may send you notifications and other messages using the contact information we have for you, like your email address. You can control most of the notifications you receive, including ones from Pages you like and applications you use, using controls we provide, such as a control included in the email you receive or in your "Notifications" settings.

Friend finder
We offer tools to help you upload your friends' contact information so that you and others can find friends on Facebook, and invite friends who do not use Facebook to join, and so we can offer you and others better experiences on Facebook through suggestions and other customized experiences. If you do not want us to store this information, visit this help page at: https://www.facebook.com/contact_importer/remove_uploads.php.

If you give us your password, we will delete it after you upload your friends' contact information.

Invitations
When you invite a friend to join Facebook, we send a message on your behalf using your name, and we may also include names and pictures of other people your friend might know on Facebook. We'll also send a few reminders to those you invite, but the invitation will also give your friend the opportunity to opt out of receiving other invitations to join Facebook.

Memorializing accounts
We may memorialize the account of a deceased person. When we memorialize an account, we keep the timeline on Facebook, but limit access and some features. You can report a deceased person's timeline at: https://www.facebook.com/help/contact.php?show_form=deceased

We also may close an account if we receive a formal request that satisfies certain criteria.

Affiliates

We may share information we receive with businesses that are legally part of the same group of companies that Facebook is part of, or that become part of that group (often these companies are called affiliates). Likewise, our affiliates may share information with us as well. This sharing is done in compliance with applicable laws including where such applicable laws require consent. We and our affiliates may use shared information to help provide, understand, and improve our services and their own services.

Service Providers

We give your information to the people and companies that help us provide, understand and improve the services we offer. For example, we may use outside vendors to help host our website, serve photos and videos, process payments, analyze data, conduct and publish research, measure the effectiveness of ads, or provide search results. In some cases we provide the service jointly with another company, such as the Facebook Marketplace. In all of these cases our partners must agree to only use your information consistent with the agreement we enter into with them, as well as this Data Use Policy.

Security and bugs

We do our best to keep your information secure, but we need your help. For more detailed information about staying safe on Facebook, visit the [Facebook Security Page](). We try to keep Facebook up, bug-free and safe, but can't make guarantees about any part of our services or products.

Change of Control

If the ownership of our business changes, we may transfer your information to the new owner so they can continue to operate the service. But they will still have to honor the commitments we have made in this Data Use Policy.

Notice of Changes

If we make changes to this Data Use Policy we will notify you (for example, by publication here and on the [Facebook Site Governance Page](). If the changes are material, we will provide you additional, prominent notice as appropriate under the circumstances. You can make sure that you receive notice directly by liking the [Facebook Site Governance Page]().

Opportunity to comment

Unless we make a change for legal or administrative reasons, or to correct an inaccurate statement, we will give you seven (7) days to provide us with comments on the change. After the comment period, if we adopt any changes, we will provide notice (for example, on the

EXHIBIT C

Date of Last Revision: January 30, 2015

We give you the power to share as part of our mission to make the world more open and connected. This policy describes what information we collect and how it is used and shared. You can find additional tools and information at Privacy Basics.

As you review our policy, keep in mind that it applies to all Facebook brands, products and services that do not have a separate privacy policy or that link to this policy, which we call the "Facebook Services" or "Services."

I. What kinds of information do we collect?

Depending on which Services you use, we collect different kinds of information from or about you.

- **Things you do and information you provide.** We collect the content and other information you provide when you use our Services, including when you sign up for an account, create or share, and message or communicate with others. This can include information in or about the content you provide, such as the location of a photo or the date a file was created. We also collect information about how you use our Services, such as the types of content you view or engage with or the frequency and duration of your activities.
- **Things others do and information they provide.** We also collect content and information that other people provide when they use our Services, including information about you, such as when they share a photo of you, send a message to you, or upload, sync or import your contact information.
- **Your networks and connections.** We collect information about the people and groups you are connected to and how you interact with them, such as the people you communicate with the most or the groups you like to share with. We also collect contact information you provide if you upload, sync or import this information (such as an address book) from a device.
- **Information about payments.** If you use our Services for purchases or financial transactions (like when you buy something on Facebook, make a purchase in a game, or make a donation), we collect information about the purchase or transaction. This includes your payment information, such as your credit or debit card number and other card information, and other account and authentication information, as well as billing, shipping and contact details.
- **Device information.** We collect information from or about the computers, phones, or other devices where you install or access our Services, depending on the permissions you've granted. We may associate the information we collect from your different devices, which helps us provide consistent Services across your devices. Here are some examples of the information we collect:
    - Attributes such as the operating system, hardware version, device settings, file and software names and types, battery and signal strength, and device identifiers.
    - Device locations, including specific geographic locations, such as through GPS, Bluetooth, or WiFi signals.
    - Connection information such as the name of your mobile operator or ISP, browser type, language and time zone, mobile phone number and IP address.
- **Information from websites and apps that use our Services.** We collect information when you visit or use third-party websites and apps that use our Services (like when they offer our Like button or Facebook Log In or use our measurement and advertising services). This includes information about the websites and apps you visit, your use of our Services on those websites and apps, as well as information the developer or publisher of the app or website provides to you or us.
- **Information from third-party partners.** We receive information about you and your activities on and off Facebook from third-party partners, such as information from a partner when we jointly offer services or from an advertiser about your experiences or interactions with them.
- **Facebook companies.** We receive information about you from companies that are owned or operated by Facebook, in accordance with their terms and policies. Learn more about these companies and their privacy policies.

II. How do we use this information?

We are passionate about creating engaging and customized experiences for people. We use all of the information we have to help us provide and support our Services. Here's how:

- **Provide, improve and develop Services.** We are able to deliver our Services, personalize content, and make suggestions for you by using this information to understand how you use and interact with our Services and the people or things you're connected to and interested in on and off our Services.

  We also use information we have to provide shortcuts and suggestions to you. For example, we are able to suggest that your friend tag you in a picture by comparing your friend's pictures to information we've put together from your profile pictures and the other photos in which you've been tagged. If this feature is enabled for you, you can control whether we suggest that another user tag you in a photo using the "Timeline and Tagging" settings.

  When we have location information, we use it to tailor our Services for you and others, like helping you to check-in and find local events or offers in your area or tell your friends that you are nearby.

  We conduct surveys and research, test features in development, and analyze the information we have to evaluate and improve products and services, develop new products or features, and conduct audits and troubleshooting activities.

- **Communicate with you.** We use your information to send you marketing communications, communicate with you about our Services and let you know about our policies and terms. We also use your information to respond to you when you contact us.
- **Show and measure ads and services.** We use the information we have to improve our advertising and measurement systems so we can show you relevant ads on and off our Services and measure the effectiveness and reach of ads and services. Learn more about advertising on our Services and how you can control how information about you is used to personalize the ads you see.
- **Promote safety and security.** We use the information we have to help verify accounts and activity, and to promote safety and security on and off of our Services, such as by investigating suspicious activity or violations of our terms or policies. We work hard to protect your account using teams of engineers, automated systems, and advanced technology such as encryption and machine learning. We also offer easy-to-use security tools that add an extra layer of security to your account. For more information about promoting safety on Facebook, visit the Facebook Security Help Center.

We use cookies and similar technologies to provide and support our Services and each of the uses outlined and described in this section of our policy. Read our Cookie Policy to learn more.

III. How is this information shared?

Sharing On Our Services

People use our Services to connect and share with others. We make this possible by sharing your information in the following ways:

- **People you share and communicate with.**

  When you share and communicate using our Services, you choose the audience who can see what you share. For example, when you post on Facebook, you select the audience for the post, such as a customized group of individuals, all of your Friends, or members of a Group. Likewise, when you use Messenger, you also choose the people you send photos to or message.

  Public information is any information you share with a public audience, as well as information in your Public Profile, or content you share on a Facebook Page or another public forum. Public information is available to anyone on or off our Services and can be seen or accessed through online search engines, APIs, and offline media, such as on TV.

In some cases, people you share and communicate with may download or re-share this content with others on and off our Services. When you comment on another person's post or like their content on Facebook, that person decides the audience who can see your comment or like. If their audience is public, your comment will also be public.

- **People that see content others share about you.** Other people may use our Services to share content about you with the audience they choose. For example, people may share a photo of you, mention or tag you at a location in a post, or share information about you that you shared with them. If you have concerns with someone's post, social reporting is a way for people to quickly and easily ask for help from someone they trust. [Learn More](#).

- **Apps, websites and third-party integrations on or using our Services.** When you use third-party apps, websites or other services that use, or are integrated with, our Services, they may receive information about what you post or share. For example, when you play a game with your Facebook friends or use the Facebook Comment or Share button on a website, the game developer or website may get information about your activities in the game or receive a comment or link that you share from their website on Facebook. In addition, when you download or use such third-party services, they can access your [Public Profile](#), which includes your [username or user ID](#), your age range and country/language, your list of friends, as well as any information that you share with them. Information collected by these apps, websites or integrated services is subject to their own terms and policies.

  [Learn more](#) about how you can control the information about you that you or others share with these apps and websites.

- **Sharing within Facebook companies.** We share information we have about you within the family of companies that are part of Facebook. [Learn more](#) about our companies.
- **New owner.** If the ownership or control of all or part of our Services or their assets changes, we may transfer your information to the new owner.

Sharing With Third-Party Partners and Customers

We work with third party companies who help us provide and improve our Services or who use advertising or related products, which makes it possible to operate our companies and provide free services to people around the world.

Here are the types of third parties we can share information with about you:

- **Advertising, Measurement and Analytics Services (Non-Personally Identifiable Information Only).** We want our advertising to be as relevant and interesting as the other information you find on our Services. With this in mind, we use all of the information we have about you to show you relevant ads. We do not share information that personally identifies you (personally identifiable information is information like name or email address that can by itself be used to contact you or identifies who you are) with advertising, measurement or analytics partners unless you give us permission. We may provide these partners with information about the reach and effectiveness of their advertising without providing information that personally identifies you, or if we have aggregated the information so that it does not personally identify you. For example, we may tell an advertiser how its ads performed, or how many people viewed their ads or installed an app after seeing an ad, or provide non-personally identifying demographic information (such as 25 year old female, in Madrid, who likes software engineering) to these partners to help them understand their audience or customers, but only after the advertiser has agreed to abide by our [advertiser guidelines](#).

  Please review your [advertising preferences](#) to understand why you're seeing a particular ad on Facebook. You can adjust your ad preferences if you want to control and manage your ad experience on Facebook.

- **Vendors, service providers and other partners.** We transfer information to vendors, service providers, and other partners who globally support our business, such as providing technical infrastructure services, analyzing how our Services are used, measuring the effectiveness of ads and services, providing customer service, facilitating payments, or conducting academic research and surveys. These partners must adhere to strict

confidentiality obligations in a way that is consistent with this Data Policy and the agreements we enter into with them.

IV. How can I manage or delete information about me?

You can manage the content and information you share when you use Facebook through the Activity Log tool. You can also download information associated with your Facebook account through our Download Your Information tool.

We store data for as long as it is necessary to provide products and services to you and others, including those described above. Information associated with your account will be kept until your account is deleted, unless we no longer need the data to provide products and services.

You can delete your account any time. When you delete your account, we delete things you have posted, such as your photos and status updates. If you do not want to delete your account, but want to temporarily stop using Facebook, you may deactivate your account instead. To learn more about deactivating or deleting your account, click here. Keep in mind that information that others have shared about you is not part of your account and will not be deleted when you delete your account.

V. How do we respond to legal requests or prevent harm?

We may access, preserve and share your information in response to a legal request (like a search warrant, court order or subpoena) if we have a good faith belief that the law requires us to do so. This may include responding to legal requests from jurisdictions outside of the United States where we have a good faith belief that the response is required by law in that jurisdiction, affects users in that jurisdiction, and is consistent with internationally recognized standards. We may also access, preserve and share information when we have a good faith belief it is necessary to: detect, prevent and address fraud and other illegal activity; to protect ourselves, you and others, including as part of investigations; or to prevent death or imminent bodily harm. For example, we may provide information to third-party partners about the reliability of your account to prevent fraud and abuse on and off of our Services. Information we receive about you, including financial transaction data related to purchases made with Facebook, may be accessed, processed and retained for an extended period of time when it is the subject of a legal request or obligation, governmental investigation, or investigations concerning possible violations of our terms or policies, or otherwise to prevent harm. We also may retain information from accounts disabled for violations of our terms for at least a year to prevent repeat abuse or other violations of our terms.

VI. How our global services operate

Facebook, Inc. complies with the US-EU and US-Swiss Safe Harbor framework for the collection, use and retention of information from the European Union and Switzerland, as set out by the Department of Commerce. To view our certification, visit the Safe Harbor website.

As part of our participation in the Safe Harbor program, we will resolve disputes you have with us in connection with our policies and practices through TRUSTe. You can contact TRUSTe through their website.

Facebook may share information internally within our family of companies or with third parties for purposes described in this policy. Information collected within the European Economic Area ("EEA") may, for example, be transferred to countries outside of the EEA for the purposes as described in this policy.

VII. How will we notify you of changes to this policy?

We'll notify you before we make changes to this policy and give you the opportunity to review and comment on the revised policy before continuing to use our Services.

VIII. How to contact Facebook with questions

To learn more about how privacy works on Facebook, please check out Privacy Basics.

If you have questions about this policy, here's how you can reach us:

If you live in the US or Canada…

Please contact Facebook, Inc. online or by mail at:

Facebook, Inc.
1601 Willow Road
Menlo Park, CA 94025

If you live anywhere else…

The data controller responsible for your information is Facebook Ireland Ltd., which you can contact online or by mail at:

Facebook Ireland Ltd.
4 Grand Canal Square, Grand Canal Harbour
Dublin 2, Ireland

EXHIBIT D

Platform Policy

Last updated March 14, 2018

Facebook Platform Policy

1. Build a quality product

1. Build an app that is stable and easily navigable. Be sure your app insights reflect a positive experience. ❓

2. Ensure that your app's content (including ads and user-generated content) meets our Community Standards.

3. Follow our Advertising Policies for your app name, icons, and description.

4. Keep your app or bot's description and categorization up-to-date. ❓

5. Don't include promotional content in your app's icon (ex: don't overlay your icon image with "new", "sale", "update" or any type of notification jewel).

6. Don't confuse, deceive, defraud, mislead, spam or surprise anyone. ❓

7. Keep your app's negative feedback below our thresholds. ❓

8. Follow any instructions we include in our technical documentation.

2. Give people control

1. Obtain consent from people before publishing content on their behalf. ❷

2. Use publishing permissions to help people share on Facebook, not to send people messages from your app. ❷

3. Don't prefill captions, comments, messages, or the user message parameter of posts with content a person or business didn't create, even if the person can edit or remove the content before sharing. You may use our Share Dialogs to prefill a single hashtag in a post, but don't prefill any content a person or business didn't create via the API. ❷

4. Provide a publicly available and easily accessible privacy policy that explains what data you are collecting and how you will use that data.

5. You may use Account Information in accordance with your privacy policy and other Facebook policies. All other data may only be used outside your app after you have obtained explicit user consent.

6. Include your privacy policy URL in the App Dashboard. ❷

7. Link to your privacy policy in any app store that allows you to. ❷

8. Comply with your privacy policy.

9. Delete all of a person's data you have received from us (including friend data) if that person asks you to, unless you are required to keep it by law, regulation, or separate agreement with us. You may keep aggregated data only if no information identifying a specific person could be inferred or created from it.

10. Obtain consent from people before using their data in any ad.

11. Obtain adequate consent from people before using any Facebook technology that allows us to collect and process data about them, including for example, our SDKs and browser pixels. When you use such technology, provide an appropriate disclosure:

   a. That third parties, including Facebook, may use cookies, web beacons, and other storage technologies to collect or receive information from your websites, apps and elsewhere on the internet and use that information to provide measurement services, target ads and as described in our Data Policy; and

   b. How users can opt-out of the collection and use of information for ad targeting and where a user can access a mechanism for exercising such choice. ❓

12. In jurisdictions that require informed consent for the storing and accessing of cookies or other information on an end user's device (such as the European Union), ensure, in a verifiable manner, that an end user provides the necessary consent before you use Facebook technologies that enable us to store and access cookies or other information on the end user's device. For suggestions on implementing consent mechanisms, visit Facebook's Cookie Consent Guide for Sites and Apps.

13. Obtain consent from people before you give us information that you independently collected from them.

14. Provide meaningful customer support for your app, and make it easy for people to contact you.

15. If people come to your app from the Facebook app on iOS, give them an option to go back to the Facebook app by using the Back to Facebook banner provided in our SDK.

16. If people come to your app from the Facebook app on Android, don't prevent them from going back to Facebook when they press the system back button.

3. Protect data

1. Protect the information you receive from us against unauthorized access, use, or disclosure. For example, don't use data obtained from us to provide tools that are used for surveillance.

2. Only show data obtained from a user access token on the devices associated with that token.

3. Only use friend data (including friends list) in the person's experience in your app.

4. If you cache data you receive from us, use it to improve your app's user experience and keep it up to date. ⑦

5. Don't proxy, request or collect Facebook usernames or passwords.

6. Keep private your secret key and access tokens. You can share them with an agent acting to operate your app if they sign a confidentiality agreement.

7. If you use any partner services, make them sign a contract to protect any information you obtained from us, limit their use of that information, and keep it confidential.

8. Keep Facebook user IDs within your control. Contract with any providers who help you build or run your app to ensure that they keep the user IDs secure and confidential and comply with our policies. If you need an anonymous unique identifier to share with third parties, use our mechanism.

9. Don't sell, license, or purchase any data obtained from us or our services.

10. Don't transfer any data that you receive from us (including anonymous, aggregate, or derived data) to any ad network, data broker or other advertising or monetization-related service.

11. Don't put Facebook data in a search engine or directory, or include web search functionality on Facebook.

12. If you are acquired by or merge with a third party, you can continue to use our data only within your app.

13. If you stop using Platform, promptly delete all user data you have received from us (absent explicit consent from people). You can keep Account Information if you have presented your privacy policy within your app.

14. If you use friend data from Facebook to establish social connections in your app, only do so if each person in that connection has granted you access to that information.

15. Don't use data obtained from Facebook to make decisions about eligibility, including whether to approve or reject an application or how much interest to charge on a loan.

4. Encourage proper use

1. Add something unique to the community. Don't replicate core functionality that Facebook already provides.

2. Respect the way Facebook looks and functions. Don't offer experiences that change it. ❓

3. If you're building an app with a personalized or social experience, enable people to easily share on Facebook content they've created.

4. Respect the limits we've placed on Facebook functionality. ❓

5. Only incentivize a person to log into your app, enter a promotion on your app's Page, check-in at a place, or to use Messenger to communicate with your business. Don't incentivize other actions. ❓

6. Encourage people to accurately tag and share content. ❓

7. If your service integrates a person's data into a physical product, only create a physical product for that person's personal and non-commercial use. ❓

8. Don't build an app whose primary purpose is to redirect people off of Facebook. ❓

9. If you want to use our logos or brand, follow the guidelines in the Facebook Brand Resource and Permissions Center and Brand Guidelines for Facebook Developers. Ad networks and data brokers must get our written permission before using our Platform, logos, or trademarks. ❓

10. Don't sell, transfer or sublicense our code, APIs, or tools to anyone.

11. Only use our SDKs to develop and distribute apps or content for use with the Facebook Platform. You may also distribute any object code or sample source code included in the SDKs for inclusion in such apps.

12. Don't modify, translate, create derivative works of, or reverse engineer any SDK or its components.

13. Be honest about your relationship with Facebook when talking to the press or users. Comply with our Developer PR Guidelines and get approval from us before issuing any formal press release or blog post mentioning Facebook.

14. If you use the Like button on iOS or Android, don't collect or use any information from it.

5. Follow the law

1. You are responsible for restricting access to your content in accordance with all applicable laws and regulations, including geo-filtering or age-gating access where required.

2. Don't provide or promote content that infringes upon the rights of any third party.

3. Ensure that you own or secure all rights necessary to display, distribute and deliver all content in your app.

4. Satisfy all licensing, reporting and payout obligations to third parties in connection with your app.

5. If your app contains content submitted or provided by third parties:

a. In the United States, you must take all steps required to fall within the applicable safe harbors of the Digital Millennium Copyright Act including designating an agent to receive notices of claimed infringement, instituting a repeat infringer termination policy and implementing a notice and takedown process.

b. In other countries, you must comply with local copyright laws and implement an appropriate notice and takedown process for when you receive a notice of claimed infringement.

6. Don't knowingly share information with us that you have collected from children under the age of 13.

7. Web sites or services directed to children under 13: If you use Social Plugins or our JavaScript SDK for Facebook on sites and services that are directed to children under 13, you are responsible for complying with all applicable laws. For example, if your web site or service is directed to children in the United States, or knowingly collects personal information from children in the United States, you must comply with the U.S. Children's Online Privacy Protection Act. You must also adhere to our usage notes.

8. Comply with all applicable laws and regulations in the jurisdiction where your app is available. Do not expose Facebook or people who use Facebook to harm or legal liability as determined by us in our sole discretion.

9. If applicable, comply with the Video Privacy Protection Act (VPPA) and obtain any opt-in consent necessary to share data on Facebook.

10. You agree to indemnify and hold us harmless from and against all damages, losses, and expenses of any kind (including reasonable legal fees and costs)

related to any claim against us related to your service,
actions, content or information.

6. Things you should know

1. We can analyze your app, website, content, and data
   for any purpose, including commercial. ❓

2. We can monitor or collect data related to your use of
   SDKs.

3. We will use information we receive from you or in
   connection with your Platform integration in
   accordance with our Data Policy.

4. You give us all rights necessary to enable your app to
   work with Facebook, including the right to incorporate
   information you provide to us into other parts of
   Facebook, and the right to attribute the source of
   information using your name or logos.

5. We may share your contact info with people who want
   to contact you.

6. We may use your name, logos, content, and
   information, including screenshots and video
   captures of your app, to demonstrate or feature your
   use of Facebook, worldwide and royalty-free.

7. You give us the right to link to or frame your app, and
   place content, including ads, around your app. If you
   use our social plugins, feed dialog or share button,
   you also give us permission to use and allow others to
   use such links and content on Facebook.

8. We can audit your app to ensure it is safe and does
   not violate our Terms. If requested, you must provide

us with proof that your app complies with our terms.
?

9. We can create apps or products that offer features and services similar to your app.

10. We don't guarantee that Platform will always be free.

11. If you exceed 5M MAU, 100M API calls per day, or 50M impressions per day, you may be subject to additional terms.

12. Facebook and its licensors reserve all right, title and interest, including all intellectual property and other proprietary rights, in and to all SDKs.

13. Any SDKs you receive from us are provided to you on an "as is" basis, without warranty of any kind.

14. We can issue a press release describing our relationship with you.

15. We may enforce against your app or web site if we conclude that your app violates our terms or is negatively impacting the Platform. We may or may not notify you in advance.

16. Enforcement is both automated and manual, and can include disabling your app, restricting you and your app's access to platform functionality, requiring that you delete data, terminating our agreements with you or any other action that we deem appropriate.

17. We communicate with developers through Developer Alerts and email from the fb.com or facebookmail.com domain. Ensure that the email address associated with your Facebook account and the email address registered to the app are current and that you don't filter out these messages.

18. We may change these terms at any time without prior notice. Please check them regularly. Your continued use of Platform constitutes acceptance of those changes.

19. Your use of Facebook technology is subject to this Platform Policy, our Statement of Rights and Responsibilities and any other terms that apply to the applicable technology.

7. Login

1. Verify that you have integrated Login correctly. Your app shouldn't crash or hang during the testing process.

2. Native iOS and Android apps that implement Facebook Login must use our official SDKs for login. ⓘ

3. Use a clearly branded log in button that follows the guidelines in the Facebook Brand Resource Center. ⓘ

4. Request only the data and publishing permissions your app needs. ⓘ

5. If a person declines a permission, you can prompt them again after they indicate an intent to grant you the permission. ⓘ

6. Provide a "Log Out" option that functions properly and is easy to find. ⓘ

8. Ads

1. If you have ads in your app on Facebook, comply with our Advertising Policies.

2. Avoid excessive ads. Don't let ads distract from your app's functionality.

3. Don't include ads in Page Tab apps.

4. If you use a third party ad provider to include ads in your app on Facebook, only use a provider from this list.

5. Don't include third-party ads (including for other apps) in posts, comments, notifications, requests, invites or messages.

6. Don't include or pair Platform Integrations with non-Facebook ads.

7. If you run a promotion, contest, competition, or sweepstake on Facebook, comply with our Promotions Policies.

9. Games

1. Games on Facebook.com:

   a. Don't share the same app ID with a desktop web game off of Facebook.com.

   b. Don't use your Facebook.com game or email addresses you've obtained from us to promote or link to a desktop web game off of Facebook.

   c. Use Facebook Payments as your only payment method for all in-game purchases.

d. Use Facebook Payments offers if you reward people for actions involving third parties. ❓

2. Desktop web games off Facebook.com:

a. Only use Facebook Login, social plugins, and publishing channels. Don't use connections such as friends lists. ❓

b. During authentication, only request age, email, and publishing permissions.

3. Games on mobile:

a. Don't share the same app ID with a desktop web game off of Facebook.com.

b. Don't use your mobile game or email addresses you've obtained from us to promote or link to a web game off of Facebook.

4. Instant Games:

a. Don't charge for any items within your game. Games must be free to play.

b. If you want to include ads within your game, only use the Games Ads API. Don't use a third party ad provider or include any other links to content off your game.

c. Don't build, append to, edit, influence, or augment user profiles, including profiles associated with any mobile device identifier or other unique identifier that identifies any particular user, browser, computer or device.

d. Don't post more than one Context Update per gameplay, without our prior permission.

5. If you want to facilitate or promote online gambling, online real money games of skill, or online lotteries, get our written permission before using any of our products.

6. If your game includes mandatory or optional in-app charges, explain this in your app's description.

10. Payments

1. If you use Facebook Payments, comply with the Facebook Developer Payments Terms.

2. Don't use Facebook Payments to solicit, collect or transfer funds for charitable causes without our prior permission.

3. If you're using iOS to run your app, use an iOS approved payment method.

4. If you accept payments on Facebook, only do so in your app. ❓

11. App Center

1. Apps eligible for Facebook App Center must be games that use Facebook Login or games on Facebook.com.

2. App Detail and Description:

   a. Ensure the app's name and information are grammatically correct. ❓

b. Ensure the app's language matches the App Center locale. ❓

c. Don't include URLs or use the Facebook brand. ❓

d. Don't include keyword lists, excessive punctuation, or non-standard symbols. ❓

3. All Images:

a. Use high quality, relevant images that reflect the app experience. ❓

b. Keep any image text concise. Don't obstruct images with text. ❓

c. Don't include ads, URLs or gimmicks such as Play buttons. ❓

4. Icons:

a. Use a transparent or colored background. If your icon requires a white background, use a colored border. ❓

b. If your logo has a drop shadow, use a colored background. ❓

5. Banners:

a. Don't include rounded edges or borders. ❓

b. Don't include third party logos.

6. Videos:

a. Display the app's name. ❓

b. Clearly represent the purpose of the app and show accurate, relevant in-app experiences.

c. Keep your video high-quality and high-resolution. 🔵

d. Your video and its video cover image should be clear and recognizable. Don't include ads.

12. Open Graph

1. Open Graph Custom Actions:

    a. Don't recreate actions that are already supported.

    b. Write the action and object in a clear and simple way. 🔵

    c. Make sure the story is grammatically correct. 🔵

    d. Use English for your submission. 🔵

    e. Don't indicate a person's consumption, browsing, discovering, or viewing of content. 🔵

    f. Don't indicate a person has installed, visited, or connected to your app. 🔵

2. Read and Watch Actions:

    a. Publish actions only after a person has been on a page for more than 10 seconds.

    b. Allow people to remove stories published to Facebook on the same page where the content is hosted. 🔵

13. Social Plugins

1. Don't include or pair Platform Integrations with non-Facebook advertisements. ❓

2. Don't sell or purchase placement of social plugins or sharer.php.

3. Don't participate in any "like" or "share" exchange programs.

4. Don't obscure or cover elements of social plugins.

5. Additional policies for the Quotes Plugin:

   a. Don't prefill quotes with content a person didn't select, even if the person can edit or remove the content before sharing.

   b. The quotes plugin is intended to help people select their own quote to share. Use the app-defined quotes parameter if you want to suggest quotes for people to share.

   c. If you use the app-defined quotes parameter, the suggested quote must not contain URLs, ads, third party branded content or any other promotional content of any kind.

   d. Game apps must not use the quotes plugin.

14. Marketing API

1. Basic and Standard Ads API access may be downgraded to Development access after 30 days of non-use.

2. Don't use the Ads API if you're an ad network or data broker.

3. Don't promote content, services, or activities contrary to our competitive position, interests, or advertising philosophy.

4. Don't provide Partner Category targeting options that differ from those offered by Facebook. ❓

5. Don't combine multiple end-advertisers or their Facebook connections (i.e. Pages) in the same ad account.

6. Free or trial versions of an ads API app:

   a. Don't allow more than 50 ad creations a day per customer.

   b. Require phone or email verification on new accounts.

   c. Don't allow affiliate networks to use your technology.

7. Pricing transparency:

   a. Only charge fees for the use of your tools and managed services with a fixed fee or variable percentage of ad spend.

   b. Proactively disclose to end advertisers the amount that you spent on Facebook advertising, using Facebook metrics (e.g., CPC, CPM rate), separate from your fees.

   c. Disclose the amount you charged as fees on Facebook advertising.

   d. We may disclose fees or the amount you spent on Facebook advertising to your clients if they request it.

e. We may require documentation from you to ensure your compliance with these terms.

f. Don't sell ads on a fixed CPM or CPC basis when using the Facebook advertising auction.

8. Data Collection and Use:

a. If you have Standard Ads API access and our prior written permission, you can place 1x1 pixel view tags on advertisements.

b. Ensure that any data that is collected is anonymous.

c. Only use data from an end-advertiser's campaign to optimize or measure the performance of that end-advertiser's Facebook campaign.

d. Don't use data to retarget on or off of Facebook.

e. Don't mix data obtained from us with advertising campaigns on different platforms (without our written permission).

f. Don't use data to build or augment any user profiles.

g. Don't use piggybacking or redirects.

h. Don't let people other than those acting on an end-advertiser's behalf access Facebook ad statistics.

9. Implement all bidding types including Optimized CPM.

10. Custom Audiences:

a. If you use custom audiences, comply with the Custom Audience Terms.

b. Only use a client's data when creating custom audiences on their behalf.

c. Only use a Facebook User ID to create custom audiences when the person whose User ID is being used has logged into the client's app and has given the necessary consent.

d. Don't sell or transfer custom audiences.

11. Revoke an end-advertiser's access to your app if we request it.

12. Lead Ads:

a. Only use a client's Lead Ads Data on behalf of that client.

b. Don't combine Lead Ads Data from one client with Lead Ads Data from another client.

13. Ensure that people agree to Facebook's Statement of Rights and Responsibilities, including the Advertising Policies.

15. Pages API and Features

1. Pages API

a. Don't charge a fee for creating, claiming, or managing a Page.

b. Before enabling people to create a Page, first provide a means for them to claim an existing Place to prevent Page duplication.

c. Ensure that people agree to Facebook's Statement of Rights and Responsibilities, including

the Advertising Policies.

d. Don't create or claim a Page on behalf of people without their consent.

e. Don't prevent people from gaining access to any Page you create or manage on their behalf.

f. Don't disclose administrators of a Page to third parties without the administrator's consent.

2. Pages Features: For all Platform features (ex: APIs) you use in connection with Pages, comply with the following:

a. Don't charge a fee for using the Platform feature (or related Facebook Services). This policy does not prohibit you from charging for any of your other products and services unrelated to use of the Platform feature (or related Facebook Services).

b. Ensure that your agreement with the Page entity does not conflict with, and don't facilitate or encourage violations of, these Platform Policies, the Statement of Rights and Responsibilitiesand, if applicable, the Instagram Terms of Use.

c. Don't publish to an entity's Page without their consent.

d. We may remove items you publish to an entity's Page in our sole discretion.

e. Ensure you have the authority to use the Platform feature (or related Facebook Services) on the entity's behalf.

f. Don't combine multiple entities or their Facebook Pages in the same account.

g. Revoke an entity's access to the Platform feature
(or related Facebook Services) if we request it.

h. You grant us and our affiliates a non-exclusive,
transferable, sub-licensable, royalty-free, worldwide
license to use any data, content, and other
information made available by you or on your behalf in
connection with the Platform feature. This license
survives even if you stop using the Platform feature.
You are responsible for obtaining the necessary rights
from all applicable rights holders to grant this license.
Any API made available by you or on your behalf in
connection with the Platform feature is deemed part
of your App.

i. Data Collection and Use: If you are using the
Platform feature (or related Facebook Services) on an
entity's behalf, comply with the following:

i.a. Only use an entity's data on behalf of the entity
(i.e., only to provide services to that entity and not for
your own business purposes).

i.b. Don't use an entity's data to build or augment user
profiles.

i.c. Don't use an entity's data to retarget on or off of
Facebook, use piggybacking or redirects, or combine
an entity's data with data from another entity.

i.d. Don't let people other than those acting on an
entity's behalf (ex: its employees or service providers)
access the entity's data.

i.e. Delete all of an entity's data you have received
from us if that entity asks you to or if you stop
providing services for that entity, unless you are
required to keep it by law, regulation, or separate
agreement with us.

16. Messenger Platform

1. Follow any instructions we include in our technical documentation.

2. Ensure your bot is stable and functions properly.

3. User authentication and opt-out:

   a. Place any user authentication method in a clear and conspicuous location to ensure people consent to initiating message threads.

   b. Don't contact people in Messenger unless you, or the party to whom you are operating as a service provider, have the necessary consent to do so.

   c. Messenger Opt-out: respect all requests (either on Messenger or off) by people to block, discontinue, or otherwise opt-out of your using Messenger to communicate with them.

4. Messenger Plugins:

   a. Don't obscure, cover or hide elements of our plugins.

   b. Ensure the Checkbox plugin is placed in close proximity to the button (ex: "purchase", "submit", "confirm") that a person must click on prior to you sending a MessengerCheckboxUserConfirmation event (i.e., don't send the event until after a person clicks on the button or takes an equivalent affirmative action (ex: submit form)).

5. Service Providers:

   a. Ensure your agreements with businesses do not conflict with, and that businesses agree to,

Facebook's Statement of Rights and Responsibilities, including these Platform Policies.

b. Ensure you have the authority to act as agent for the business to which you're providing a service, and that your use of our Platform is strictly for the benefit of that business.

c. Don't facilitate or encourage any violations of our policies. For example, if you have permission to support businesses that are eligible for Subscriptions, ensure you don't provide Subscriptions to ineligible services (see details below).

d. Your app should not receive excessive negative feedback. Be sure your app insights reflect a positive experience. ❓

6. Maintain a Facebook Page that provides customer support contact information, including your mailing address and one or more of the following: email address, web address, or telephone number.

7. Messages and Data:

    1. Acceptable message types:

        a. After people interact with your business or Bot: You may message people within 24 hours of a person's interaction with your business or Bot (ex: messaging your Bot or interacting with a Messenger plugin on your website). Except as permitted below, and until the next interaction, you may send one additional message after this 24 hour period in order to follow up on your conversation. ❓

        b. Message Templates and Tags: Only approved message templates and tags may be sent outside of the 24 hour period. Don't use a

message template or tag for a purpose other than its intended purpose.

c. Subscription-based messaging:

i. Bots that primarily support the following use cases are eligible for subscription-based messaging, and these messages may be sent at any time provided people opt-in to receiving this content:

1. News: Bots that inform people about recent or important events or information in categories such as sports, finance, business, real estate, weather, traffic, politics, government, non-profit organizations, religion, celebrities and entertainment.

2. Personal trackers: Bots that enable people to receive and monitor information about themselves in categories such as fitness, health, wellness, and finance.

3. Productivity: Bots that enable people to manage their personal productivity with tasks such as managing calendar events, receiving reminders, and paying bills. ❓

ii. Subscriptions messages may not be used for sending advertising, marketing, solicitations, or promotional content, even if a person opts-in to receiving this content (ex: daily deals, coupons and discount or sale announcements are not permitted). ❓

2. Data: Don't use any data obtained from us about the people you reach in Messenger, other than the content of message threads, for any

purpose other than as reasonably necessary to support the message types you elect to use.

3. Healthcare: Don't use Messenger to facilitate direct conversations between people and healthcare providers or to send or collect any patient data obtained from healthcare providers.

4. Disclosures: Ensure that you provide all necessary disclosures to people using Messenger, such as any disclosures needed to indicate the sponsored or advertising nature of content you send.

5. Offers and Payments:

   a. Don't share or ask people to share individual payment card, financial account numbers or other cardholder data within messages. ❓

   b. Don't include links to sites off Messenger where payment information is collected, without our prior permission.

   c. If you have permission to offer or complete sales of goods or services within Messenger, adhere to the Facebook Commerce Product Merchant Agreement.

   d. Don't use Messenger Platform to sell digital goods.

8. Things You Should Know:

   a. We may limit or remove your access to Messenger if you receive large amounts of negative feedback or violate our policies, as determined by us in our sole discretion.

17. Messenger Expression

1. General Policies

   1. Ensure you comply with all applicable Platform Policies. ❔

   2. Follow our technical documentation.

   3. Follow our Brand Guidelines if you want to use our logos or brand.

   4. Don't obscure or cover selected content in the share sheet. ❔

   5. Allow people to immediately select or create content without interruption. Don't disrupt them with other information before they share. ❔

   6. Notify people up front before allowing them to engage with paid content. ❔

   7. Don't include ads in content you send to Messenger. ❔

   8. Your logo and app name may only appear in the space we provide. ❔

   9. Don't use Messenger as an app invite channel. Facilitate real time conversations that inspire people to respond with content from your app. ❔

   10. Don't charge for most of the content in your app. Ensure your app contains free shareable content. ❔

   11. If you exceed 400K impressions per day, you may be subject to additional terms.

2. Additional Policies for Optimized and Featured Apps

1. Your app must not replicate core Facebook features or functionality, and must not promote your other apps that do so. ❓

2. Your app must be free to install.

3. If your paid content is available in multiple apps, ensure it is offered for Messenger at the lowest price available.

4. If people come to your app from Messenger, ensure your app's primary share experience is to Messenger.

5. Don't send unengaging or long form content. Ensure your app only sends unique user generated content or engaging aggregated content to Messenger. Facilitate real time conversations that inspire people to respond to Messenger with content from your app. ❓

6. Ensure your call-to-action links to the same app that generated the content. ❓

7. When linking to your app from Messenger, you can present people with paid content so long as free shareable content is clearly available on the landing page. ❓

8. Implement App Events in your app, including activateApp and purchase events if your app offers in-app purchases. ❓

9. Optimized and featured functionality, including the availability of calls-to-action on content and in-Messenger discovery, is made available within our sole discretion and can be removed at any time.

18. Account Kit

1. Don't obscure any elements of the Account Kit user interface, and don't modify any element except where expressly permitted by our technical documentation.

2. If people log in with email addresses or phone numbers, your use of that data is subject to your privacy policy and any applicable law or regulation.

3. If you exceed 100K SMSs per month, you may be subject to additional terms.

4. If a person that logged in with an email address or phone number deletes their account or requests that such account be deleted, ensure that you notify us via the delete API.

5. If we remove your access to the Account Kit service, you have 30 days to request any account data that people provided through the Account Kit service as well as any data you've stored with us through the Preferences API. We will provide you with this information unless otherwise prohibited by law.

19. Live API

1. Don't build apps that enable publishers to simultaneously stream to Facebook and other online streaming services.

2. Don't use the API to stream directly from a mobile phone or tablet camera to Facebook.

3. Ensure any pre-recorded content is clearly distinguishable from live content.

4. Don't use the API to publish looping videos; static, animated, or looping images; or to live-stream polls associated with unmoving or ambient broadcasts.

5. If you enable people to publish Live Video to Facebook, remind them of their obligation to not include third party ads in their video content and to clearly distinguish any pre-recorded content from live content.

20. Profile Expression Kit

1. Don't include ads or commercial content, such as logos and watermarks, in profile photos or videos.

2. Don't include slideshows in profile photos or videos.

3. Don't encourage people to upload profile photos or videos that they aren't depicted in.

4. Only apps that have a primary purpose of creating and editing photos or videos may use the Profile Expression Kit.

21. Camera Platform

1. Don't make any changes to your effect after it has been approved. If you want to make any changes to your effect you must submit a new or improved effect for our review.

2. Ensure you comply with the Camera Effects Platform
   Policies.

22. CrowdTangle API

1. Don't share your access credentials outside of your
   organization.

2. We may limit or remove your access to the API if your
   memory, data, or CPU usage is excessive, as
   determined by us in our sole discretion.

3. Don't have front-end widgets call our API directly.
   Front-end widgets should use cached data collected
   through the API.

4. Don't use data to build or augment any user profiles.

5. Display the CrowdTangle logo in any integration and
   note CrowdTangle in any public facing description or
   announcement of the integration.

23. Jobs Platform

1. Follow any instructions we include in our Jobs
   Platform technical documentation.

2. Comply with these Platform Policies, with particular
   attention to the Pages Features section of the Page
   API and Features policies.

3. Ensure you implement the Facebook Pixel in
   accordance with our technical documentation, and
   that your use of our Facebook Pixel is subject to and
   complies with our Terms For Conversion Tracking,

Custom Audiences From Your Website, and Custom
Audiences From Your Mobile App.

4. Ensure that job listings and your use of the Jobs
   Platform (including your use of data received via a job
   listing) comply with our Pages Terms.

5. If your App displays job applications obtained from
   Facebook, ensure you display "Applied on Facebook"
   in connection with such job applications.

24. Commerce Platform

1. General Policies

   a. If you are offering or completing sales of goods or
   services within Facebook or Instagram, comply with
   the Merchant Agreement.

   b. Follow any instructions we include in our technical
   documentation.

   c. If you want to use the Checkout features of the
   Commerce Platform (ex: features that allow users to
   initiate payments on Facebook Services or Instagram
   Services), you will need additional permissions from
   us and you will be subject to additional terms.

   d. Your use of Instagram Services in connection with
   your Commerce Platform integration is subject to, and
   you agree to comply with, the Instagram Terms of
   Use, Instagram Platform Policy, and other applicable
   Instagram terms.

2. Service Providers: If you enable a business to offer or
   complete sales of goods or services within Facebook
   or Instagram through your Commerce Platform

integration, ensure you also comply with the
following:

a. Ensure that your agreements with the businesses
do not conflict with, and that businesses agree to,
the Merchant Agreement and, as applicable,
our Statement of Rights and Responsibilities and/or
the Instagram Terms of Use.

b. Don't facilitate or encourage violations of our
policies and the Merchant Agreement.

c. Ensure you have the authority to act as a service
provider for the business to whom you're providing
your Commerce Platform integration, and that your
use of Facebook Platform or Instagram platform is
strictly for the benefit of that business.

d. Don't combine multiple end-businesses or their
Facebook or Instagram connections (ex: Pages) in the
same account.

e. Obtain consent from the applicable administrator
before publishing to their Page or other account
surface.

f. Don't charge a fee for using your Commerce
Platform integrations. This policy does not prohibit
you from charging for any of your other products and
services unrelated to your Commerce Platform
integrations.

g. Revoke a business's access to your Commerce
Platform integration if we request it.

h. Ensure you distribute our Commerce Platform
plugins only under our terms (ex: Merchant
Agreement) and not your own terms and policies.

i. Don't obscure or cover elements of our Commerce Platform plugins.

3. "Commerce Platform" includes (a) the APIs, plugins, code, protocols, specifications, documentation, and other technologies and services described in the shops API technical documentation, and (b) any APIs, SDKs, plugins, code, protocols, specifications, technology and services that enable you to access certain features, functions and/or services on Instagram Services to offer or complete sales of goods or services.

25. Instant Experiences

1. Follow any instructions we include in our Instant Experiences technical documentation.

2. Comply with these Platform Policies, with particular attention to the Pages Features section of the Page API and Features policies.

3. Ensure you implement the Facebook Pixel in accordance with our technical documentation, and that your use of our Facebook Pixel is subject to and complies with our Terms For Conversion Tracking, Custom Audiences From Your Website, and Custom Audiences From Your Mobile App.

4. If you are offering or completing sales of goods or services with an Instant Experience, comply with the Merchant Agreement. If you are enabling another entity to offer or complete sales of goods or services with an Instant Experience, you must ensure that the entity agrees to the Merchant Agreement; and the Statement of Rights and Responsibilities; and if applicable the Instagram Terms of Use.

5. If you are using Instant Experience payment features (ex: PaymentRequest API): (a) ensure that the payment amount requested accurately reflects the total price presented to the customer for the goods or services requested by the customer, (b) you must comply with the payments section of the Merchant Agreement; and (c) you may only use payment features in countries outside of the United States with our approval.

6. Instagram: If you use any Platform feature on the Instagram Service, such use on the Instagram Service is subject to theses Platform Policies and the Instagram Terms of Use. For clarity, the Platform integration and use of the Platform feature on Facebook is subject to these Platform Policies and the Statement of Rights and Responsibilities. If you use any Instagram APIs, such use is subject to the Instagram Platform Policy.

Definitions

1. "App" means any technical integration we have assigned an app identification number.

2. "Account Information" consists of: name, email, gender, birthday, current city and profile picture URL.

3. "Marketing API" includes all Graph APIs related to advertising, and all Real Time APIs related to advertising, including but not limited to: all Lead Ads Data coming through the Graph API or Real Time Updates.

4. "User data" means any data, including a person's content or information that you or third parties obtain from or through Facebook.

5. "SDK" means any object code, source code, or documentation you receive from us that helps you create apps or content for use with the Facebook Platform.

6. By "Facebook" or "Facebook Services" we mean the features and services we make available, including through (a) our website at www.facebook.com and any other Facebook branded or co-branded websites (including sub-domains, international versions, widgets, and mobile versions); (b) our Platform; (c) social plugins such as the Like button, the Share button and other similar offerings; and (d) other media, brands, products, services, software (such as a toolbar), devices, or networks now existing or later developed. Facebook reserves the right to designate, in its sole discretion, that certain of our brands, products, or services are governed by separate terms and not our SRR.

EXHIBIT E

Search in docs

Platform Policy

Last updated March 25, 2015

Facebook Platform Policy

Other Languages

1. Build a quality product

1. Build an app that is stable and easily navigable. ❓

2. Ensure that your app's content (including ads and user-generated content) meets our Community Standards.

3. Follow our Advertising Guidelines for your app name, icons, and description.

4. Keep your app's description and categorization up-to-date. ❓

5. Don't confuse, deceive, defraud, mislead, spam or surprise anyone. ❓

6. Keep your app's negative feedback below our thresholds. ❓

7. Follow any instructions we include in our technical documentation.

2. Give people control

1. Obtain consent from people before publishing content on their behalf. ❓

2. Use publishing permissions to help people share on Facebook, not to send people messages from your app. ❓

3. Don't prefill captions, comments, messages, or the user message parameter of posts with content a person didn't create, even if the person can edit or remove the content before sh...

4. Provide a publicly available and easily accessible privacy policy that explains what data you are collecting and how you will use that data.

5. You may use Account Information in accordance with your privacy policy and other Facebook policies. All other data may only be used outside your app after you have obtained explicit user consent.

6. Include your privacy policy URL in the App Dashboard. ❓

7. Link to your privacy policy in any app marketplace that allows you to. ❓

8. Comply with your privacy policy.

9. Delete all of a person's data you have received from us (including friend data) if that person asks you to, unless you are required to keep it by law, regulation, or separate agreement with us. You may keep aggregated data only if no information

identifying a specific person could be inferred or created from it.

10. Obtain consent from people before using their data in any ad.

11. Obtain adequate consent from people before using any Facebook technology that allows us to collect and process data about them, including for example, our SDKs and browser pixels. When you use such technology, disclose to people in your privacy policy that you are enabling us to collect and process data about them.

12. Obtain consent from people before you give us information that you independently collected from them.

13. If you are tracking a person's activity, provide an opt-out from that tracking.

14. Provide meaningful customer support for your app, and make it easy for people to contact you.

15. If people come to your app from the Facebook app on iOS, give them an option to go back to the Facebook app by using the Back to Facebook banner provided in our SDK.

16. If people come to your app from the Facebook app on Android, don't prevent them from going back to Facebook when they press the system back button.

3. Protect data

1. Protect the information you receive from us against unauthorized access or use.

2. Only show data obtained from a user access token on the devices associated with that token.

3. Only use friend data (including friends list) in the person's experience in your app.

4. If you cache data you receive from us, use it to improve your app's user experience and keep it up to date. ❷

5. Don't proxy, request or collect Facebook usernames or passwords.

6. Keep private your secret key and access tokens. You can share them with an agent acting to operate your app if they sign a confidentiality agreement.

7. If you use any partner services, make them sign a contract to protect any information you obtained from us, limit their use of that information, and keep it confidential.

8. Keep Facebook user IDs within your control. Contract with any providers who help you build or run your app to ensure that they keep the user IDs secure and confidential and comply with our policies. If you need an anonymous unique identifier to share with third parties, use our mechanism.

9. Don't sell, license, or purchase any data obtained from us or our services.

10. Don't transfer any data that you receive from us (including anonymous, aggregate, or derived data) to any ad network, data broker or other advertising or monetization-related service.

11. Don't put Facebook data in a search engine or directory, or include web search

functionality on Facebook.

12. If you are acquired by or merge with a third party, you can continue to use our data only within your app.

13. If you stop using Platform, promptly delete all user data you have received from us (absent explicit consent from people). You can keep Account Information if you have presented your privacy policy within your app.

14. If you use friend data from Facebook to establish social connections in your app, only do so if each person in that connection has granted you access to that information.

4. Encourage proper use

1. Add something unique to the community. Don't replicate core functionality that Facebook already provides.

2. Respect the way Facebook looks and functions. Don't offer experiences that change it. ?

3. If you're building an app with a personalized or social experience, enable people to easily share on Facebook content they've created.

4. Respect the limits we've placed on Facebook functionality. ?

5. Only incentivize a person to log into your app, enter a promotion on your app's Page, or check-in at a place. Don't incentivize other actions. ?

6. Encourage people to accurately tag and share content. ?

7. If your service integrates a person's data into a physical product, only create a physical product for that person's personal and non-commercial use. ?

8. Don't build an app whose primary purpose is to redirect people off of Facebook. ?

9. If you want to use our logos or brand, follow the guidelines in the Facebook Brand Resource and Permissions Center. Ad networks and data brokers must get our written permission before using our Platform, logos, or trademarks. ?

10. Don't sell, transfer or sublicense our code, APIs, or tools to anyone.

11. Only use our SDKs to develop and distribute apps for use with the Facebook Platform. You may also distribute any code libraries or sample source code included in the SDKs for inclusion in such apps.

12. Don't modify, translate, create derivative works of, or reverse engineer any SDK or its components.

13. Be honest about your relationship with Facebook when talking to the press or users. Comply with our Developer PR Guidelines and get approval from us before issuing any formal press release or blog post mentioning Facebook.

14. If you use the Like button on iOS or Android, don't collect or use any information from it.

5. Follow the law

1. You are responsble for restricting access to your content in accordance with all applicable laws and regulations, including geo-filtering or age-gating access where required.

2. Don't provide or promote content that infringes upon the rights of any third party.

3. Ensure that you own or secure all rights necessary to display, distribute and deliver all content in your app.

4. Satisfy all licensing, reporting and payout obligations to third parties in connection with your app.

5. If your app contains content submitted or provided by third parties:

   a. In the United States, you must take all steps required to fall within the applicable safe harbors of the Digital Millennium Copyright Act including designating an agent to receive notices of claimed infringement, instituting a repeat infringer termination policy and implementing a notice and takedown process.

   b. In other countries, you must comply with local copyright laws and implement an appropriate notice and takedown process for when you receive a notice of claimed infringement.

6. Don't knowingly share information with us that you have collected from children under the age of 13.

7. Web sites or services directed to children under 13: If you use Social Plugins or our JavaScript SDK for Facebook on sites and services that are directed to children under 13, you are responsble for complying with all applicable laws. For example, if your web site or service is directed to children in the United States, or knowingly collects personal information from children in the United States, you must comply with the U.S. Children's Online Privacy Protection Act. You must also adhere to our usage notes.

8. Comply with all applicable laws and regulations in the jurisdiction where your app is available. Do not expose Facebook or people who use Facebook to harm or legal liability as determined by us in our sole discretion.

9. If applicable, comply with the Video Privacy Protection Act (VPPA) and obtain any opt-in consent necessary to share data on Facebook.

10. You agree to indemnify and hold us harmless from and against all damages, losses, and expenses of any kind (including reasonable legal fees and costs) related to any claim against us related to your service, actions, content or information.

6. Things you should know

1. We can analyze your app, website, content, and data for any purpose, including commercial. ❓

2. We can monitor or collect data related to your use of SDKs.

3. We will use information we receive from you or in connection with your Platform integration in accordance with our Data Policy.

4. You give us all rights necessary to enable your app to work with Facebook, including the right to incorporate information you provide to us into other parts of Facebook, and the right to attribute the source of information using your name or logos.

5. We may share your contact info with people who want to contact you.

6. We may use your name, logos, content, and information, including screenshots and video captures of your app, to demonstrate or feature your use of Facebook, worldwide and royalty-free.

7. You give us the right to link to or frame your app, and place content, including ads, around your app. If you use our social plugins, feed dialog or share button, you also give us permission to use and allow others to use such links and content on Facebook.

8. We can audit your app to ensure it is safe and does not violate our Terms. If requested, you must provide us with proof that your app complies with our terms. ❷

9. We can create apps or products that offer features and services similar to your app.

10. We don't guarantee that Platform will always be free.

11. If you exceed 5M MAU, 100M API calls per day, or 50M impressions per day, you may be subject to additional terms.

12. Facebook and its licensors reserve all right, title and interest, including all intellectual property and other proprietary rights, in and to all SDKs.

13. Any SDKs you receive from us are provided to you on an "as is" basis, without warranty of any kind.

14. We can issue a press release describing our relationship with you.

15. We may enforce against your app or web site if we conclude that your app violates our terms or is negatively impacting the Platform. We may or may not notify you in advance.

16. Enforcement is both automated and manual, and can include disabling your app, restricting you and your app's access to platform functionality, requiring that you delete data, terminating our agreements with you or any other action that we deem appropriate.

17. We communicate with developers through Developer Alerts and email from the fb.com or facebookmail.com domain. Ensure that the email address associated with your Facebook account and the email address registered to the app are current and that you don't filter out these messages.

18. We may change these terms at any time without prior notice. Please check them regularly. Your continued use of Platform constitutes acceptance of those changes.

19. If you use Social Plugins, Facebook SDKs, or operate a Platform app or website, you must follow our Statement of Rights and Responsibilities and these additional rules unless you have our written permission to do otherwise.

7. Login

1. Verify that you have integrated Login correctly. Your app shouldn't crash or hang during the testing process.

2. Native iOS and Android apps that implement Facebook Login must use our official SDKs for login. ❓

3. Use a clearly branded "Login with Facebook" button and follow the Facebook Brand Guidelines. ❓

4. Request only the data and publishing permissions your app needs. ❓

5. If a person declines a permission, you can prompt them again after they indicate an intent to grant you the permission. ❓

6. Provide a "Log Out" option that functions properly and is easy to find. ❓

8. Ads

1. If you have ads in your app on Facebook, comply with our Advertising Guidelines.

2. Avoid excessive ads. Don't let ads distract from your app's functionality. ❓

3. Don't include ads in Page Tab apps.

4. If you use a third party ad provider to include ads in your app on Facebook, only use a provider from this list.

5. Don't include third-party ads (including for other apps) in posts, notifications, or requests.

6. Don't include or pair Platform Integrations with non-Facebook ads. ❓

7. If you run a promotion, contest, competition, or sweepstake on Facebook, comply with our Promotions Policies.

9. Games

1. Games on Facebook.com:

   a. Don't share the same app ID with a desktop web game off of Facebook.com.

   b. Don't use your Facebook.com game or email addresses you've obtained from us to promote or link to a desktop web game off of Facebook. ❓

   c. Use Facebook Payments as your only payment method for all in-game purchases.

   d. Use Facebook Payments offers if you reward people for actions involving third parties. ❓

2. Desktop web games off Facebook.com:

a. Only use Facebook Login, social plugins, and publishing channels. Don't use connections such as friends lists. ❓

b. During authentication, only request age, email, and publishing permissions.

3. Games on mobile:

a. Don't share the same app ID with a desktop web game off of Facebook.com.

b. Don't use your mobile game or email addresses you've obtained from us to promote or link to a web game off of Facebook.

4. If you want to facilitate or promote online gambling, online real money games of skill, or online lotteries, get our written permission before using any of our products.

5. If your game includes mandatory or optional in-app charges, explain this in your app's description.

10. Payments

1. If you use Facebook Payments, comply with the Facebook Developer Payments Terms.

2. Don't use Facebook Payments to solicit, collect or transfer funds for charitable causes without our prior permission.

3. If you're using iOS to run your app, use an iOS approved payment method.

4. If you accept payments on Facebook, only do so in your app. ❓

11. App Center

1. Apps eligible for the Facebook App Center must use Facebook Login or have a Facebook Canvas or Page Tab app.

2. App Detail and Description:

a. Ensure the app's name and information are grammatically correct. ❓

b. Ensure the app's language matches the App Center locale. ❓

c. Don't include URLs or use the Facebook brand. ❓

d. Don't include keyword lists, excessive punctuation, or non-standard symbols. ❓

3. All Images:

a. Use high quality, relevant images that reflect the app experience. ❓

b. Keep any image text concise. Don't obstruct images with text. ❓

      c. Don't include ads, URLs or gimmicks such as Play buttons. ❓

  4. Icons:

      a. Use a transparent or colored background. If your icon requires a white background, use a colored border. ❓

      b. If your logo has a drop shadow, use a colored background. ❓

  5. Banners:

      a. Don't include rounded edges or borders. ❓

      b. Don't include third party logos.

  6. Videos:

      a. Display the app's name. ❓

      b. Clearly represent the purpose of the app and show accurate, relevant in-app experiences.

      c. Keep your video high-quality and high-resolution. ❓

      d. Your video and its video cover image should be clear and recognizable. Don't include ads.

12. Open Graph

  1. Open Graph Custom Actions:

      a. Don't recreate actions that are already supported.

      b. Write the action and object in a clear and simple way. ❓

      c. Make sure the story is grammatically correct. ❓

      d. Use English for your submission. ❓

      e. Don't indicate a person's consumption, browsing, discovering, or viewing of content.❓

      f. Don't indicate a person has installed, visited, or connected to your app. ❓

  2. Read and Watch Actions:

      a. Publish actions only after a person has been on a page for more than 10 seconds.

      b. Allow people to remove stories published to Facebook on the same page where the content is hosted. ❓

13. Social Plugins

1. Don't include or pair Platform Integrations with non-Facebook advertisements. ❷

2. Don't sell or purchase placement of social plugins or sharer.php.

3. Don't participate in any "like" or "share" exchange programs.

4. Don't obscure or cover elements of social plugins.

14. Ads API

1. Basic and Standard Ads API access may be downgraded to Development access after 30 days of non-use.

2. Don't use the Ads API if you're an ad network or data broker.

3. Don't promote content, services, or activities contrary to our competitive position, interests, or advertising philosophy.

4. Don't provide Partner Category targeting options that differ from those offered by Facebook. ❷

5. Don't combine multiple end-advertisers or their Facebook connections (i.e. Pages) in the same ad account.

6. Free or trial versions of an ads API app:

   a. Don't allow more than 50 ad creations a day per customer.

   b. Require phone or email verification on new accounts.

   c. Don't allow affiliate networks to use your technology.

7. Pricing transparency:

   a. Only charge fees for the use of your tools and managed services with a fixed fee or variable percentage of ad spend.

   b. Proactively disclose to end advertisers the amount that you spent on Facebook advertising, using Facebook metrics (e.g., CPC, CPM rate), separate from your fees.

   c. Disclose the amount you charged as fees on Facebook advertising.

   d. We may disclose fees or the amount you spent on Facebook advertising to your clients if they request it.

   e. We may require documentation from you to ensure your compliance with these terms.

   f. Don't sell ads on a fixed CPM or CPC basis when using the Facebook advertising auction.

8. Data Collection and Use:

a. If you have Standard Ads API access and our prior written permission, you can place 1x1 pixel view tags on advertisements.

b. Ensure that any data that is collected is anonymous.

c. Only use data from an end-advertiser's campaign to optimize or measure the performance of that end-advertiser's Facebook campaign.

d. Don't use data to retarget on or off of Facebook.

e. Don't mix data obtained from us with advertising campaigns on different platforms.

f. Don't use data to build or augment any user profiles.

g. Don't use piggybacking or redirects.

h. Don't let people other than those acting on an end-advertiser's behalf access Facebook ad statistics.

9. Implement all bidding types including Optimized CPM.

10. Custom Audiences:

a. If you use custom audiences, comply with the Custom Audience Terms.

b. Only use a client's data when creating custom audiences on their behalf.

c. Only use a Facebook User ID to create custom audiences when the person whose User ID is being used has logged into the client's app and has given the necessary consent.

d. Don't sell or transfer custom audiences.

11. Revoke an end-advertiser's access to your app if we request it.

15. Messenger

1. General Policies

1. Ensure you comply with all applicable Platform Policies. ❓

2. Follow our technical documentation.

3. Follow our Brand Guidelines if you want to use our logos or brand.

4. Don't obscure or cover selected content in the share sheet. ❓

5. Allow people to immediately select or create content without interruption. Don't disrupt them with other information before they share. ❓

6. Notify people up front before allowing them to engage with paid content. ❓

7. Don't include ads in content you send to Messenger. ❓

8. Your logo and app name may only appear in the space we provide. ❓

9. Don't use Messenger as an app invite channel. Facilitate real time conversations that inspire people to respond with content from your app. ❓

10. Don't charge for most of the content in your app. Ensure your app contains free shareable content. ❓

11. If you exceed 400K impressions per day, you may be subject to additional terms.

2. Additional Policies for Optimized and Featured Apps

1. Your app must not replicate core Facebook features or functionality, and must not promote your other apps that do so. ❓

2. Your app must be free to install.

3. If your paid content is available in multiple apps, ensure it is offered for Messenger at the lowest price available.

4. Ensure your app's primary share experience is to Messenger. ❓

5. Don't send unengaging or long form content. Ensure your app only sends unique user generated content or engaging aggregated content to Messenger. Facilitate real time conversations that inspire people to respond to Messenger with content from your app. ❓

6. Ensure your call-to-action links to the same app that generated the content. ❓

7. When linking to your app from Messenger, you can present people with paid content so long as free shareable content is clearly available on the landing page. ❓

8. Implement App Events in your app, including activateApp and purchase events if your app offers in-app purchases. ❓

9. Optimized and featured functionality, including the availability of calls-to-action on content and in-Messenger discovery, is made available within our sole discretion and can be removed at any time.

16. Definitions

1. "App" means any technical integration we have assigned an app identification number.

2. "Account Information" consists of: name, email, gender, birthday, current city and profile picture URL.

3. "User data" means any data, including a person's content or information that you or third parties obtain from or through Facebook.

4. "SDK" means any object code library, sample source code, or documentation you receive from us that helps you create apps for use with the Facebook Platform.

5. By "Facebook" or "Facebook Services" we mean the features and services we make available, including through (a) our website at www.facebook.com and any other Facebook branded or co-branded websites (including sub-domains, international

versions, widgets, and mobile versions); (b) our Platform; (c) social plugins such as the Like button, the Share button and other similar offerings; and (d) other media, brands, products, services, software (such as a too bar), devices, or networks now existing or later developed. Facebook reserves the right to designate, in its sole discretion, that certain of our brands, products, or services are governed by separate terms and not our SRR.

Additional Languages

العربية	中文 (香港)	中文 (台灣)	Deutsch	Español	Français	עברית
Italiano	日本語	한국어	Polski	Português (Brasil)	Türkçe	Tiếng Việt

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English (US)

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Platform Policy

Last updated November 5, 2014

Facebook Platform Policy

Other Languages

1. Build a quality product

1. Build an app that is stable and easily navigable. ❓

2. Ensure that your app's content (including ads and user-generated content) meets our Community Standards.

3. Follow our Advertising Guidelines for your app name, icons, and description.

4. Keep your app's description and categorization up-to-date. ❓

5. Don't confuse, deceive, defraud, mislead, spam or surprise anyone. ❓

6. Keep your app's negative feedback below our thresholds. ❓

7. Follow any instructions we include in our technical documentation.

2. Give people control

1. Obtain consent from people before publishing content on their behalf. ❓

2. Use publishing permissions to help people share on Facebook, not to send people messages from your app. ❓

3. Don't prefill captions, comments, messages, or the user message parameter of posts with content a person didn't create, even if the person can edit or remove the content before sharing. ❓

4. Provide a publicly available and easily accessible privacy policy that explains what data you are collecting and how you will use that data.

5. You may use Account Information in accordance with your privacy policy and other Facebook policies. All other data may only be used outside your app after you have obtained explicit user consent.

6. Include your privacy policy URL in the App Dashboard. ❓

7. Link to your privacy policy in any app marketplace that allows you to. ❓

8. Comply with your privacy policy.

9. Delete all of a person's data you have received from us (including friend data) if that person asks you to, unless you are required to keep it by law, regulation, or separate agreement with us. You may keep aggregated data only if no information identifying a specific person could be inferred or created from it.

10. Obtain consent from people before using their data in any ad.

11. Obtain consent from people before you give us information that you independently collected from them.

12. If you are tracking a person's activity, provide an opt-out from that tracking.

13. Provide meaningful customer support for your app, and make it easy for people to contact you.

14. If people come to your app from the Facebook app on iOS, give them an option to go back to the Facebook app by using the Back to Facebook banner provided in our SDK.

15. If people come to your app from the Facebook app on Android, don't prevent them from going back to Facebook when they press the system back button.

3. Protect data

1. Protect the information you receive from us against unauthorized access or use.

2. Only show data obtained from a user access token on the devices associated with that token.

3. Only use friend data (including friends list) in the person's experience in your app.

4. If you cache data you receive from us, use it to improve your app's user experience and keep it up to date. ❓

5. Don't proxy, request or collect Facebook usernames or passwords.

6. Keep private your secret key and access tokens. You can share them with an agent acting to operate your app if they sign a confidentiality agreement.

7. If you use any partner services, make them sign a contract to protect any information you obtained from us, limit their use of that information, and keep it confidential.

8. Keep Facebook user IDs within your control. Contract with any providers who help you build or run your app to ensure that they keep the user IDs secure and confidential and comply with our policies. If you need an anonymous unique identifier to share with third parties, use our mechanism.

9. Don't sell, license, or purchase any data obtained from us or our services.

10. Don't transfer any data that you receive from us (including anonymous, aggregate, or derived data) to any ad network, data broker or other advertising or monetization-

related service.

11. Don't put Facebook data in a search engine or directory, or include web search functionality on Facebook.

12. If you are acquired by or merge with a third party, you can continue to use our data only within your app.

13. If you stop using Platform, promptly delete all user data you have received from us (absent explicit consent from people). You can keep Account Information if you have presented your privacy policy within your app.

14. If you use friend data from Facebook to establish social connections in your app, only do so if each person in that connection has granted you access to that information.

4. Encourage proper use

1. Add something unique to the community. Don't replicate core functionality that Facebook already provides.

2. Respect the way Facebook looks and functions. Don't offer experiences that change it. ❓

3. If you're building an app with a personalized or social experience, enable people to easily share on Facebook content they've created.

4. Respect the limits we've placed on Facebook functionality. ❓

5. Only incentivize a person to log into your app, enter a promotion on your app's Page, or check-in at a place. Don't incentivize other actions. ❓

6. Encourage people to accurately tag and share content. ❓

7. If your service integrates a person's data into a physical product, only create a physical product for that person's personal and non-commercial use. ❓

8. Don't build an app whose primary purpose is to redirect people off of Facebook. ❓

9. If you want to use our logos or brand, follow the guidelines in the Facebook Brand Resource and Permissions Center. Ad networks and data brokers must get our written permission before using our Platform, logos, or trademarks. ❓

10. Don't sell, transfer or sublicense our code, APIs, or tools to anyone.

11. Only use our SDKs to develop and distribute apps for use with the Facebook Platform. You may also distribute any code libraries or sample source code included in the SDKs for inclusion in such apps.

12. Don't modify, translate, create derivative works of, or reverse engineer any SDK or its components.

13. Be honest about your relationship with Facebook when talking to the press or users.

Comply with our Developer PR Guidelines and get approval from us before issuing any formal press release or blog post mentioning Facebook.

14. If you use the Like button on iOS or Android, don't collect or use any information from it.

5. Follow the law

1. You are responsible for restricting access to your content in accordance with all applicable laws and regulations, including geo-filtering or age-gating access where required.

2. Don't provide or promote content that infringes upon the rights of any third party.

3. Ensure that you own or secure all rights necessary to display, distribute and deliver all content in your app.

4. Satisfy all licensing, reporting and payout obligations to third parties in connection with your app.

5. If your app contains content submitted or provided by third parties:

   a. In the United States, you must take all steps required to fall within the applicable safe harbors of the Digital Millennium Copyright Act including designating an agent to receive notices of claimed infringement, instituting a repeat infringer termination policy and implementing a notice and takedown process.

   b. In other countries, you must comply with local copyright laws and implement an appropriate notice and takedown process for when you receive a notice of claimed infringement.

6. Don't knowingly share information with us that you have collected from children under the age of 13.

7. Web sites or services directed to children under 13: If you use Social Plugins or our JavaScript SDK for Facebook on sites and services that are directed to children under 13, you are responsible for complying with all applicable laws. For example, if your web site or service is directed to children in the United States, or knowingly collects personal information from children in the United States, you must comply with the U.S. Children's Online Privacy Protection Act. You must also adhere to our usage notes.

8. Comply with all applicable laws and regulations in the jurisdiction where your app is available. Do not expose Facebook or people who use Facebook to harm or legal liability as determined by us in our sole discretion.

9. If applicable, comply with the Video Privacy Protection Act (VPPA) and obtain any opt-in consent necessary to share data on Facebook.

10. You agree to indemnify and hold us harmless from and against all damages, losses, and expenses of any kind (including reasonable legal fees and costs) related to any claim against us related to your service, actions, content or information.

6. Things you should know

1. We can analyze your app, content, and data for any purpose, including commercial. ❓

2. We can monitor or collect data related to your use of SDKs.

3. We will use information we receive from you or in connection with your Platform integration in accordance with our Data Policy.

4. You give us all rights necessary to enable your app to work with Facebook, including the right to incorporate information you provide to us into other parts of Facebook, and the right to attribute the source of information using your name or logos.

5. We may share your contact info with people who want to contact you.

6. We may use your name, logos, content, and information, including screenshots and video captures of your app, to demonstrate or feature your use of Facebook, worldwide and royalty-free.

7. You give us the right to link to or frame your app, and place content, including ads, around your app. If you use our social plugins, feed dialog or share button, you also give us permission to use and allow others to use such links and content on Facebook.

8. We can audit your app to ensure it is safe and does not violate our Terms. If requested, you must provide us with proof that your app complies with our terms. ❓

9. We can create apps or products that offer features and services similar to your app.

10. We don't guarantee that Platform will always be free.

11. If you exceed 5M MAU, 100M API calls per day, or 50M impressions per day, you may be subject to additional terms.

12. Facebook and its licensors reserve all right, title and interest, including all intellectual property and other proprietary rights, in and to all SDKs.

13. Any SDKs you receive from us are provided to you on an "as is" basis, without warranty of any kind.

14. We can issue a press release describing our relationship with you.

15. We may enforce against your app or web site if we conclude that your app violates our terms or is negatively impacting the Platform. We may or may not notify you in advance.

16. Enforcement is both automated and manual, and can include disabling your app, restricting you and your app's access to platform functionality, requiring that you delete data, terminating our agreements with you or any other action that we deem appropriate.

17. We communicate with developers through Developer Alerts and email from the fb.com or facebookmail.com domain. Ensure that the email address associated with your Facebook account and the email address registered to the app are current and that you don't filter out these messages.

18. We may change these terms at any time without prior notice. Please check them regularly. Your continued use of Platform constitutes acceptance of those changes.

19. If you use Social Plugins, Facebook SDKs, or operate a Platform app or website, you must follow our Statement of Rights and Responsibilities and these additional rules unless you have our written permission to do otherwise.

7. Login

1. Verify that you have integrated Login correctly. Your app shouldn't crash or hang during the testing process.

2. Native iOS and Android apps that implement Facebook Login must use our official SDKs for login. ❷

3. Use a clearly branded "Login with Facebook" button and follow the Facebook Brand Guidelines. ❷

4. Request only the data and publishing permissions your app needs. ❷

5. If a person declines a permission, you can prompt them again after they indicate an intent to grant you the permission. ❷

6. Provide a "Log Out" option that functions properly and is easy to find. ❷

8. Ads

1. If you have ads in your app on Facebook, comply with our Advertising Guidelines.

2. Avoid excessive ads. Don't let ads distract from your app's functionality. ❷

3. Don't include ads in Page Tab apps.

4. If you use a third party ad provider to include ads in your app on Facebook, only use a provider from this list.

5. Don't include third-party ads (including for other apps) in posts, notifications, or requests.

6. Don't include or pair Platform Integrations with non-Facebook ads. ❷

7. If you run a promotion, contest, competition, or sweepstake on Facebook, comply with our Promotions Policies.

9. Games

1. Games on Facebook.com:

   a. Don't share the same app ID with a desktop web game off of Facebook.com.

   b. Don't use your Facebook.com game or email addresses you've obtained from us to promote or link to a desktop web game off of Facebook. ❓

   c. Use Facebook Payments as your only payment method for all in-game purchases.

   d. Use Facebook Payments offers if you reward people for actions involving third parties. ❓

2. Desktop web games off Facebook.com:

   a. Only use Facebook Login, social plugins, and publishing channels. Don't use connections such as friends lists. ❓

   b. During authentication, only request age, email, and publishing permissions.

3. Games on mobile:

   a. Don't share the same app ID with a desktop web game off of Facebook.com.

   b. Don't use your mobile game or email addresses you've obtained from us to promote or link to a web game off of Facebook.

4. If you want to promote online gambling, online real money games of skill, or online lotteries, first get our written permission.

5. If your game includes mandatory or optional in-app charges, explain this in your app's description.

10. Payments

1. If you use Facebook Payments, comply with the Facebook Developer Payments Terms.

2. Don't use Facebook Payments to solicit, collect or transfer funds for charitable causes without our prior permission.

3. If you're using iOS to run your app, use an iOS approved payment method.

4. If you accept payments on Facebook, only do so in your app. ❓

11. App Center

1. Apps eligible for the Facebook App Center must use Facebook Login or have a Facebook Canvas or Page Tab app.

2. App Detail and Description:

   a. Ensure the app's name and information are grammatically correct. ❓

   b. Ensure the app's language matches the App Center locale. ❓

   c. Don't include URLs or use the Facebook brand. ❓

   d. Don't include keyword lists, excessive punctuation, or non-standard symbols. ❓

3. All Images:

   a. Use high quality, relevant images that reflect the app experience. ❓

   b. Keep any image text concise. Don't obstruct images with text. ❓

   c. Don't include ads, URLs or gimmicks such as Play buttons. ❓

4. Icons:

   a. Use a transparent or colored background. If your icon requires a white background, use a colored border. ❓

   b. If your logo has a drop shadow, use a colored background. ❓

5. Banners:

   a. Don't include rounded edges or borders. ❓

   b. Don't include third party logos.

6. Videos:

   a. Display the app's name. ❓

   b. Clearly represent the purpose of the app and show accurate, relevant in-app experiences.

   c. Keep your video high-quality and high-resolution. ❓

   d. Your video and its video cover image should be clear and recognizable. Don't include ads.

12. Open Graph

1. Open Graph Custom Actions:

a. Don't recreate actions that are already supported.

b. Write the action and object in a clear and simple way. ❷

c. Make sure the story is grammatically correct. ❷

d. Use English for your submission. ❷

e. Don't indicate a person's consumption, browsing, discovering, or viewing of content.❷

f. Don't indicate a person has installed, visited, or connected to your app. ❷

2. Read and Watch Actions:

a. Publish actions only after a person has been on a page for more than 10 seconds.

b. Allow people to remove stories published to Facebook on the same page where the content is hosted. ❷

13. Social Plugins

1. Don't include or pair Platform Integrations with non-Facebook advertisements. ❷

2. Don't sell or purchase placement of social plugins or sharer.php.

3. Don't participate in any "like" or "share" exchange programs.

4. Don't obscure or cover elements of social plugins.

14. Ads API

1. Basic and Standard Ads API access may be downgraded to Development access after 30 days of non-use.

2. Don't use the Ads API if you're an ad network or data broker.

3. Don't promote content, services, or activities contrary to our competitive position, interests, or advertising philosophy.

4. Don't provide Partner Category targeting options that differ from those offered by Facebook. ❷

5. Don't combine multiple end-advertisers or their Facebook connections (i.e. Pages) in the same ad account.

6. Free or trial versions of an ads API app:

a. Don't allow more than 50 ad creations a day per customer.

b. Require phone or email verification on new accounts.

c. Don't allow affiliate networks to use your technology.

7. Pricing transparency:

a. Only charge fees for the use of your tools and managed services with a fixed fee or variable percentage of ad spend.

b. Proactively disclose to end advertisers the amount that you spent on Facebook advertising, using Facebook metrics (e.g., CPC, CPM rate), separate from your fees.

c. Disclose the amount you charged as fees on Facebook advertising.

d. We may disclose fees or the amount you spent on Facebook advertising to your clients if they request it.

e. We may require documentation from you to ensure your compliance with these terms.

f. Don't sell ads on a fixed CPM or CPC basis when using the Facebook advertising auction.

8. Data Collection and Use:

a. If you have Standard Ads API access and our prior written permission, you can place 1x1 pixel view tags on advertisements.

b. Ensure that any data that is collected is anonymous.

c. Only use data from an end-advertiser's campaign to optimize or measure the performance of that end-advertiser's Facebook campaign.

d. Don't use data to retarget on or off of Facebook.

e. Don't mix data obtained from us with advertising campaigns on different platforms.

f. Don't use data to build or augment any user profiles.

g. Don't use piggybacking or redirects.

h. Don't let people other than those acting on an end-advertiser's behalf access Facebook ad statistics.

9. Implement all bidding types including Optimized CPM.

10. Custom Audiences:

a. If you use custom audiences, comply with the Custom Audience Terms.

b. Only use a client's data when creating custom audiences on their behalf.

c. Only use a Facebook User ID to create custom audiences when the person whose User ID is being used has logged into the client's app and has given the necessary consent.

d. Don't sell or transfer custom audiences.

11. Revoke an end-advertiser's access to your app if we request it.

15. Definitions

1. "App" means any technical integration we have assigned an app identification number.

2. "Account Information" consists of: name, email, gender, birthday, current city and profile picture URL.

3. "User data" means any data, including a person's content or information that you or third parties obtain from or through Facebook.

4. "SDK" means any object code library, sample source code, or documentation you receive from us that helps you create apps for use with the Facebook Platform.

Additional Languages

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Italiano	日本語	한국어	Polski	Português (Brasil)	Türkçe	Tiếng Việt

Developers

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Platform Policy

1. Build a quality product

1. Build an app that is stable and easily navigable. ❔

2. Ensure that your app's content (including ads and user-generated content) meets our Community Standards. ❔

3. Follow our Advertising Guidelines for your app name, icons, and description.

4. Keep your app's description and categorization up-to-date. ❔

5. Don't confuse, deceive, defraud, mislead, spam or surprise anyone. ❔

6. Keep your app's negative feedback below our thresholds. ❔

7. Follow any instructions we include in our technical documentation.

2. Give people control

1. Obtain consent from people before publishing content on their behalf. ❔

2. Use publishing permissions to help people share on Facebook, not to send people messages from your app. ❔

3. Ensure that all content in the user message parameter is entered by the user. Don't pre-fill. This includes posts, messages, comments, and captions. ❔

4. Provide a publicly available and easily accessible privacy policy that explains what data you are collecting and how you will use that data.

5. Include your privacy policy URL in the App Dashboard. ❔

6. Link to your privacy policy in any app marketplace that allows you to. ❔

7. Comply with your privacy policy.

8. Delete all of a person's data you have received from us (including friend data) if that person asks you to, unless you are required to keep it by law, regulation, or separate agreement with us. You may keep aggregated data only if no information identif[y] a specific person could be inferred or created from it.

9. Obtain consent from people before using their data in any ad.

10. Obtain consent from people before you give us information that you independently collected from them.

11. If you are tracking a person's activity, provide an opt-out from that tracking.

12. Provide meaningful customer support for your app, and make it easy for people to contact you.

13. If people come to your app from the Facebook app on iOS, give them an option to go back to the Facebook app by using the Back to Facebook banner provided in our SDK.

14. If people come to your app from the Facebook app on Android, don't prevent them from going back to Facebook when they press the system back button.

3. Protect data

1. Protect the information you receive from us against unauthorized access or use.

2. Only show data obtained from a user access token on the devices associated with that token.

3. Only use friend data (including friends list) in the person's experience in your app.

4. If you cache data you receive from us, use it to improve your app's user experience and keep it up to date.

5. Don't proxy, request or collect Facebook usernames or passwords.

6. Keep private your secret key and access tokens. You can share them with an agent acting to operate your app if they sign a confidentiality agreement.

7. If you use any partner services, make them sign a contract to protect any information you obtained from us, limit their use of that information, and keep it confidential.

8. Keep Facebook user IDs within your control. Contract with any providers who help you build or run your app to ensure that they keep the user IDs secure and confidential and comply with our policies. If you need an anonymous unique identifier to share with third parties, use our mechanism.

9. Don't sell, license, or purchase any data obtained from us or our services.

10. Don't transfer any data that you receive from us (including anonymous, aggregate, or derived data) to any ad network, data broker or other advertising or monetization-related service.

11. Don't put Facebook data in a search engine or directory, or include web search functionality on Facebook.

12. If you are acquired by or merge with a third party, you can continue to use our data only within your app.

13. If you stop using Platform, promptly delete all user data you have received from us (absent explicit consent from people). You can keep basic account information if you have presented your privacy policy within your app.

14. If you use friend data from Facebook to establish social connections in your app, only do so if each person in that connection has granted you access to that information.

4. Encourage proper use

1. Add something unique to the community. Don't replicate core functionality that Facebook already provides.

2. Respect the way Facebook looks and functions. Don't offer experiences that change it. ❓

3. If you're building an app with a personalized or social experience, enable people to easily share on Facebook content they've created.

4. Respect the limits we've placed on Facebook functionality. ❓

5. Only incentivize a person to log into your app, like your app's Page, enter a promotion on your app's Page, or check-in at a place. Don't incentivize other actions. Effective November 5th, 2014, you may no longer incentivize people to like your app's Page. ❓

6. Encourage people to accurately tag and share content. ❓

7. If your service integrates a person's data into a physical product, only create a physical product for that person's personal and non-commercial use. ❓

8. Don't build an app whose primary purpose is to redirect people off of Facebook. ❓

9. If you want to use our logos or brand, follow the guidelines in the Facebook Brand Resource and Permissions Center. Ad networks and data brokers must get our written permission before using our Platform, logos, or trademarks. ❓

10. Don't sell, transfer or sublicense our code, APIs, or tools to anyone.

11. Only use our SDKs to develop and distribute apps for use with the Facebook Platform. You may also distribute any code libraries or sample source code included in the SDKs for inclusion in such apps.

12. Don't modify, translate, create derivative works of, or reverse engineer any SDK or its components.

13. Be honest about your relationship with Facebook when talking to the press or users. Comply with our Developer PR Guidelines and get approval from us before issuing any formal press release or blog post mentioning Facebook.

14. If you use the Like button on iOS or Android, don't collect or use any information from it.

5. Follow the law

1. You are responsible for restricting access to your content in accordance with all applicable laws and regulations, including geo-filtering or age-gating access where required.

2. Don't provide or promote content that infringes upon the rights of any third party.

3. Ensure that you own or secure all rights necessary to display, distribute and deliver all content in your app.

4. Satisfy all licensing, reporting and payout obligations to third parties in connection with your app.

5. If your app contains content submitted or provided by third parties:

   a. In the United States, you must take all steps required to fall within the applicable safe harbors of the Digital Millennium Copyright Act including designating an agent to receive notices of claimed infringement, instituting a repeat infringer termination policy and implementing a notice and takedown process.

   b. In other countries, you must comply with local copyright laws and implement an appropriate notice and takedown process for when you receive a notice of claimed infringement.

6. Don't knowingly share information with us that you have collected from children under the age of 13.

7. Web sites or services directed to children under 13: If you use Social Plugins or our JavaScript SDK for Facebook on sites and services that are directed to children under 13, you are responsible for complying with all applicable laws. For example, if your web site or service is directed to children in the United States, or knowingly collects personal information from children in the United States, you must comply with the U.S. Children's Online Privacy Protection Act. You must also adhere to our usage notes.

8. Comply with all applicable laws and regulations in the jurisdiction where your app is available. Do not expose Facebook or people who use Facebook to harm or legal liability as determined by us in our sole discretion.

9. If applicable, comply with the Video Privacy Protection Act (VPPA) and obtain any opt-in consent necessary to share data on Facebook.

10. You agree to indemnify and hold us harmless from and against all damages, losses, and expenses of any kind (including reasonable legal fees and costs) related to any claim against us related to your service, actions, content or information.

6. Things you should know

1. We can analyze your app, content, and data for any purpose, including commercial. ❓

2. We can monitor or collect data related to your use of SDKs.

3. We will use information we receive from you or in connection with your Platform

integration in accordance with our Data Use Policy.

4. You give us all rights necessary to enable your app to work with Facebook, including the right to incorporate information you provide to us into other parts of Facebook, and the right to attribute the source of information using your name or logos.

5. We may share your contact info with people who want to contact you.

6. We may use your name, logos, content, and information, including screenshots and video captures of your app, to demonstrate or feature your use of Facebook, worldwide and royalty-free.

7. You give us the right to link to or frame your app, and place content, including ads, around your app. If you use our social plugins, feed dialog or share button, you also give us permission to use and allow others to use such links and content on Facebook.

8. We can audit your app to ensure it is safe and does not violate our Terms. If requested, you must provide us with proof that your app complies with our terms. ⍰

9. We can create apps or products that offer features and services similar to your app.

10. We don't guarantee that Platform will always be free.

11. If you exceed 5M MAU, 100M API calls per day, or 50M impressions per day, you may be subject to additional terms.

12. Facebook and its licensors reserve all right, title and interest, including all intellectual property and other proprietary rights, in and to all SDKs.

13. Any SDKs you receive from us are provided to you on an "as is" basis, without warranty of any kind.

14. We can issue a press release describing our relationship with you.

15. We may enforce against your app or web site if we conclude that your app violates our terms or is negatively impacting the Platform. We may or may not notify you in advance.

16. Enforcement is both automated and manual, and can include disabling your app, restricting you and your app's access to platform functionality, requiring that you delete data, terminating our agreements with you or any other action that we deem appropriate.

17. We communicate with developers through Developer Alerts and email from the fb.com or facebookmail.com domain. Ensure that the email address associated with your Facebook account and the email address registered to the app are current and that you don\'t filter out these messages.

18. We may change these terms at any time without prior notice. Please check them regularly. Your continued use of Platform constitutes acceptance of those changes.

19. If you use Social Plugins, Facebook SDKs, or operate a Platform app or website, you must follow our Statement of Rights and Responsibilities and these additional rules unless you have our written permission to do otherwise.

7. Login

1. Verify that you have integrated Login correctly. Your app shouldn't crash or hang during the testing process.

2. Native iOS and Android apps that implement Facebook Login must use our official SDKs for login. ❓

3. Use a clearly branded "Login with Facebook" button and follow the Facebook Brand Guidelines. ❓

4. Request only the data and publishing permissions your app needs. ❓

5. If a person declines a permission, you can prompt them again after they indicate an intent to grant you the permission. ❓

6. Provide a "Log Out" option that functions properly and is easy to find. ❓

8. Ads

1. If you have ads in your app on Facebook, comply with our Advertising Guidelines.

2. Avoid excessive ads. Don't let ads distract from your app's functionality. ❓

3. Don't include ads in Page Tab apps.

4. If you use a third party ad provider to include ads in your app on Facebook, only use a provider from this list.

5. Don't include third-party ads (including for other apps) in posts, notifications, or requests.

6. Don't include or pair Platform Integrations with non-Facebook ads. ❓

7. If you run a promotion, contest, competition, or sweepstake on Facebook, comply with our Promotions Policies.

9. Games

1. Games on Facebook.com:

   a. Don't share the same app ID with a desktop web game off of Facebook.com.

   b. Don't use your Facebook.com game or email addresses you've obtained from us to promote or link to a desktop web game off of Facebook. ❓

c. Use Facebook Payments as your only payment method for all in-game purchases.

d. Use Facebook Payments offers if you reward people for actions involving third parties. ❓

2. Desktop web games off Facebook.com:

a. Only use Facebook Login, social plugins, and publishing channels. Don't use connections such as friends lists. ❓

b. During authentication, only request age, email, and publishing permissions.

3. Games on mobile:

a. Don't share the same app ID with a desktop web game off of Facebook.com.

b. Don't use your mobile game or email addresses you've obtained from us to promote or link to a web game off of Facebook.

4. If you want to promote online gambling, online real money games of skill, or online lotteries, first get our written permission.

5. If your game includes mandatory or optional in-app charges, explain this in your app's description.

10. Payments

1. If you use Facebook Payments, comply with the Facebook Developer Payments Terms.

2. Don't use Facebook Payments to solicit, collect or transfer funds for charitable causes without our prior permission.

3. If you're using iOS to run your app, use an iOS approved payment method.

4. If you accept payments on Facebook, only do so in your app. ❓

11. App Center

1. Apps eligible for the Facebook App Center must use Facebook Login or have a Facebook Canvas or Page Tab app.

2. App Detail and Description:

a. Ensure the app's name and information are grammatically correct. ❓

b. Don't include URLs or use the Facebook brand. ❓

c. Don't include keyword lists, excessive punctuation, or non-standard symbols. ❓

3. All Images:

    a. Use high quality, relevant images that reflect the app experience.

    b. Comply with our Facebook Brand Guidelines and Community Standards. ❓

    c. Don't use pixelated, stretched, or distorted images.

    d. Keep any text concise. Don't obstruct the images. ❓

    e. Don't include third-party logos, website URLs, promotional ads or 'Play' buttons. ❓

4. Icons:

    a. Keep icons simple and free of visual clutter. ❓

    b. Use a transparent or colored background. If your icon requires a white background, use a colored border. ❓

    c. Icons on a white background should be in a colored frame. ❓

    d. Icons that have rounded corners should use a colored or transparent background. ❓

    e. If your logo has a drop shadow, place it on a colored background. ❓

5. Cover Images:

    a. Don't significantly obscure the cover image with the icon. ❓

6. Banners:

    a. Display the app's name. ❓

    b. Don't include white space, rounded edges, or borders. ❓

7. Videos:

    a. Display the app's name. ❓

    b. Clearly represent the purpose of the app and show accurate, relevant in-app experiences.

    c. Keep your video high-quality and high-resolution. It should not be distorted or pixelated. ❓

    d. Your video and its video cover image should be clear and recognizable. Don't include ads, excessive text, or URLs. ❓

    e. Comply with our Facebook Brand Guidelines and Community Standards. ❓

12. Open Graph

1. Open Graph Custom Actions:

   a. Don't recreate actions that are already supported.

   b. Write the action and object in a clear and simple way. ❷

   c. Make sure the story is grammatically correct. ❷

   d. Use English.

   e. Don't indicate a person's consumption, browsing, discovering, or viewing of content. ❷

   f. Don't indicate a person has installed, visited, or connected to your app. ❷

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   b. Allow people to remove stories published to Facebook on the same page where the content is hosted. ❷

3. Eligibility for Additional Properties:

   a. Use action tagging only when the tagged person participated in the action. ❷

   b. Use place tagging only when a person is at the referenced location. ❷

   c. Use mention tagging only to mention people in the user message field. ❷

   d. Sharing controls should be in-line whenever a person is asked to explicitly share something. ❷

13. Social Plugins

1. Don't include or pair Platform Integrations with non-Facebook advertisements. ❷

2. Don't sell or purchase placement of social plugins or sharer.php.

3. Don't participate in any "like" or "share" exchange programs.

4. Don't obscure or cover elements of social plugins.

14. Ads API

1. Use separate app IDs for your staging, self-service, managed service, and each client

white-labeled apps. Don't comingle these services.

2. Use our multi-client manager to structure your end advertiser accounts.

3. Don't combine multiple end-advertisers or their Facebook connections (i.e. Pages) in the same ad account.

4. Free or trial versions of an ads API app:

    a. Don't allow more than 50 ad creations a day per customer.

    b. Require phone or email verification on new accounts.

    c. Don't allow affiliate networks to use your technology.

5. Pricing transparency:

    a. Only charge fees for the use of your tools and managed services with a fixed fee or variable percentage of ad spend.

    b. Proactively disclose to end advertisers the amount that you spent on Facebook advertising, using Facebook metrics (e.g., CPC, CPM rate), separate from your fees.

    c. Disclose the amount you charged as fees on Facebook advertising.

    d. We may disclose fees or the amount you spent on Facebook advertising to your clients if they request it.

    e. We may require documentation from you to ensure your compliance with these terms.

    f. Don't sell ads on a fixed CPM or CPC basis when using the Facebook advertising auction.

6. Data Collection and Use:

    a. If you have our prior written permission, you can place 1x1 pixel view tags on advertisements.

    b. Data collected by you or the end-advertiser may only be used by you or the end-advertiser.

    c. Ensure that any data that is collected is anonymous.

    d. Only use data from an end-advertiser's campaign to optimize or measure the performance of that end-advertiser's Facebook campaign.

    e. Don't use data to retarget on or off of Facebook.

    f. Don't mix data obtained from us with advertising campaigns on different platforms.

    g. Don't use data to build or augment any user profiles.

    h. Don't use piggybacking or redirects.

    i. Don't let people other than those acting on an end-advertiser's behalf access Facebook ad statistics.

7. Separate Reporting:

    a. If you use last-click attribution, create reporting tools that separate Facebook reporting from other channels.

    b. If you support other channels, do one of the following:

    i. Create a separate Facebook tool.

    ii. Include Facebook metrics in a separate Facebook section of your tool.

    iii. Show multi-touch attribution results side-by-side with last-click attribution results.

    c. You can report Facebook mobile ads ROI metrics if they relate to other mobile ad channels.

8. Implement all bidding types including Optimized CPM.

9. Custom Audiences:

    a. If you use custom audiences, comply with the Custom Audience Terms.

    b. Only use a client's data when creating custom audiences on their behalf.

    c. Only use a Facebook User ID to create custom audiences when the person whose User ID is being used has logged into the client's app and has given the necessary consent.

    d. Don't sell or transfer custom audiences.

    e. Don't provide data or targeting options that differ from those offered by Facebook on your custom audience tool.

10. Revoke an end-advertiser's access to your app if we request it.

15. Definitions

1. "App" means any technical integration we have assigned an app identification number.

2. "Account information" consists of: name, email, gender, birthday, current city and profile picture URL.

3. "User data" means any data, including a person's content or information that you or third parties obtain from or through Facebook.

4. "SDK" means any object code library, sample source code, or documentation you receive from us that helps you create apps for use with the Facebook Platform.

Additional Languages

العربية   中文(香港)   中文(台灣)   Deutsch   Español   Français   עברית

Italiano   日本語   한국어   Polski   Português (Brasil)   Türkçe   Tiếng Việt

Developers

Products	SDKs	Tools	Support	News
Facebook Login	iOS SDK	Graph API Explorer	Platform Status	Blog
Sharing	Android SDK	Open Graph Debugger	Developers Group	Developer Roadmap
Parse	JavaScript SDK	Object Browser	Preferred Developers	Showcase
Games	PHP SDK	JavaScript Test Console	Bugs	
Ads for Apps	Unity SDK	Facebook Insights		

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About   Create Ad   Careers   Platform Policy   Privacy Policy

Search in docs

Platform Policy

1. Build a quality product

1. Build an app that is stable and easily navigable. ❷

2. Ensure that your app's content (including ads and user-generated content) meets our Community Standards.

3. Follow our Advertising Guidelines for your app name, icons, and description.

4. Keep your app's description and categorization up-to-date. ❷

5. Don't confuse, deceive, defraud, mislead, spam or surprise anyone. ❷

6. Keep your app's negative feedback below our thresholds. ❷

7. Follow any instructions we include in our technical documentation.

2. Give people control

1. Obtain consent from people before publishing content on their behalf. ❷

2. Use publishing permissions to help people share on Facebook, not to send people messages from your app. ❷

3. Ensure that all content in the user message parameter is entered by the user. Don't pre-fill. This includes posts, messages, comments, and captions. ❷

4. Provide a publicly available and easily accessible privacy policy that explains what data you are collecting and how you will use that data.

5. Include your privacy policy URL in the App Dashboard. ❷

6. Link to your privacy policy in any app marketplace that allows you to. ❷

7. Comply with your privacy policy.

8. Delete all of a person's data you have received from us (including friend data) if that person asks you to, unless you are required to keep it by law, regulation, or separate agreement with us. You may keep aggregated data only if no information identify a specific person could be inferred or created from it.

9. Obtain consent from people before using their data in any ad.

10. Obtain consent from people before you give us information that you independently collected from them.

11. If you are tracking a person's activity, provide an opt-out from that tracking.

12. Provide meaningful customer support for your app, and make it easy for people to contact you.

13. If people come to your app from the Facebook app on iOS, give them an option to go back to the Facebook app by using the Back to Facebook banner provided in our SDK.

14. If people come to your app from the Facebook app on Android, don't prevent them from going back to Facebook when they press the system back button.

3. Protect data

1. Protect the information you receive from us against unauthorized access or use.

2. Only show data obtained from a user access token on the devices associated with that token.

3. Only use friend data (including friends list) in the person's experience in your app.

4. If you cache data you receive from us, use it to improve your app's user experience and keep it up to date. ❓

5. Don't proxy, request or collect Facebook usernames or passwords.

6. Keep private your secret key and access tokens. You can share them with an agent acting to operate your app if they sign a confidentiality agreement.

7. If you use any partner services, make them sign a contract to protect any information you obtained from us, limit their use of that information, and keep it confidential.

8. Keep Facebook user IDs within your control. Contract with any providers who help you build or run your app to ensure that they keep the user IDs secure and confidential and comply with our policies. If you need an anonymous unique identifier to share with third parties, use our mechanism.

9. Don't sell, license, or purchase any data obtained from us or our services.

10. Don't transfer any data that you receive from us (including anonymous, aggregate, or derived data) to any ad network, data broker or other advertising or monetization-related service.

11. Don't put Facebook data in a search engine or directory, or include web search functionality on Facebook.

12. If you are acquired by or merge with a third party, you can continue to use our data only within your app.

13. If you stop using Platform, promptly delete all user data you have received from us (absent explicit consent from people). You can keep basic account information if you have presented your privacy policy within your app.

14. If you use friend data from Facebook to establish social connections in your app, only do so if each person in that connection has granted you access to that information.

4. Encourage proper use

1. Add something unique to the community. Don't replicate core functionality that Facebook already provides.

2. Respect the way Facebook looks and functions. Don't offer experiences that change it. ❓

3. If you're building an app with a personalized or social experience, enable people to easily share on Facebook content they've created.

4. Respect the limits we've placed on Facebook functionality. ❓

5. Only incentivize a person to log into your app, like your app's Page, enter a promotion on your app's Page, or check-in at a place. Don't incentivize other actions. ❓

6. Encourage people to accurately tag and share content. ❓

7. If your service integrates a person's data into a physical product, only create a physical product for that person's personal and non-commercial use. ❓

8. Don't build an app whose primary purpose is to redirect people off of Facebook. ❓

9. If you want to use our logos or brand, follow the guidelines in the Facebook Brand Resource and Permissions Center. Ad networks and data brokers must get our written permission before using our Platform, logos, or trademarks. ❓

10. Don't sell, transfer or sublicense our code, APIs, or tools to anyone.

11. Only use our SDKs to develop and distribute apps for use with the Facebook Platform. You may also distribute any code libraries or sample source code included in the SDKs for inclusion in such apps.

12. Don't modify, translate, create derivative works of, or reverse engineer any SDK or its components.

13. Be honest about your relationship with Facebook when talking to the press or users. Comply with our Developer PR Guidelines and get approval from us before issuing any formal press release or blog post mentioning Facebook.

14. If you use the Like button on iOS or Android, don't collect or use any information from it.

5. Follow the law

1. You are responsible for restricting access to your content in accordance with all applicable laws and regulations, including geo-filtering or age-gating access where

required.

2. Don't provide or promote content that infringes upon the rights of any third party.

3. Ensure that you own or secure all rights necessary to display, distribute and deliver all content in your app.

4. Satisfy all licensing, reporting and payout obligations to third parties in connection with your app.

5. If your app contains content submitted or provided by third parties:

   a. In the United States, you must take all steps required to fall within the applicable safe harbors of the Digital Millennium Copyright Act including designating an agent to receive notices of claimed infringement, instituting a repeat infringer termination policy and implementing a notice and takedown process.

   b. In other countries, you must comply with local copyright laws and implement an appropriate notice and takedown process for when you receive a notice of claimed infringement.

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5. Don't include third-party ads (including for other apps) in posts, notifications, or requests.

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    b. Don't include white space, rounded edges, or borders. ❷

7. Videos:

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    b. Clearly represent the purpose of the app and show accurate, relevant in-app experiences.

    c. Keep your video high-quality and high-resolution. It should not be distorted or pixelated. ❷

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   a. Only charge fees for the use of your tools and managed services with a fixed fee or variable percentage of ad spend.

   b. Proactively disclose to end advertisers the amount that you spent on Facebook advertising, using Facebook metrics (e.g., CPC, CPM rate), separate from your fees.

   c. Disclose the amount you charged as fees on Facebook advertising.

   d. We may disclose fees or the amount you spent on Facebook advertising to your clients if they request it.

   e. We may require documentation from you to ensure your compliance with these terms.

   f. Don't sell ads on a fixed CPM or CPC basis when using the Facebook advertising auction.

6. Data Collection and Use:

   a. If you have our prior written permission, you can place 1x1 pixel view tags on advertisements.

   b. Data collected by you or the end-advertiser may only be used by you or the end-advertiser.

   c. Ensure that any data that is collected is anonymous.

   d. Only use data from an end-advertiser's campaign to optimize or measure the performance of that end-advertiser's Facebook campaign.

   e. Don't use data to retarget on or off of Facebook.

   f. Don't mix data obtained from us with advertising campaigns on different platforms.

   g. Don't use data to build or augment any user profiles.

   h. Don't use piggybacking or redirects.

   i. Don't let people other than those acting on an end-advertiser's behalf access Facebook ad statistics.

7. Separate Reporting:

a. If you use last-click attribution, create reporting tools that separate Facebook reporting from other channels.

b. If you support other channels, do one of the following:

i. Create a separate Facebook tool.

ii. Include Facebook metrics in a separate Facebook section of your tool.

iii. Show multi-touch attribution results side-by-side with last-click attribution results.

c. You can report Facebook mobile ads ROI metrics if they relate to other mobile ad channels.

8. Implement all bidding types including Optimized CPM.

9. Custom Audiences:

a. If you use custom audiences, comply with the Custom Audience Terms.

b. Only use a client's data when creating custom audiences on their behalf.

c. Only use a Facebook User ID to create custom audiences when the person whose User ID is being used has logged into the client's app and has given the necessary consent.

d. Don't sell or transfer custom audiences.

e. Don't provide data or targeting options that differ from those offered by Facebook on your custom audience tool.

10. Revoke an end-advertiser's access to your app if we request it.

15. Definitions

1. "App" means any technical integration we have assigned an app identification number.

2. "Account information" consists of: name, email, gender, birthday, current city and profile picture URL.

3. "User data" means any data, including a person's content or information that you or third parties obtain from or through Facebook.

4. "SDK" means any object code library, sample source code, or documentation you receive from us that helps you create apps for use with the Facebook Platform.

Additional Languages

العربية · 中文(香港) · 中文(台灣) · **Deutsch** · **Español** · **Français** · עברית

Italiano · 日本語 · 한국어 · **Polski** · **Português (Brasil)** · **Türkçe** · **Tiếng Việt**

Developers

Products
Facebook Login
Sharing
Parse
Games
Ads for Apps

SDKs
iOS SDK
Android SDK
JavaScript SDK
PHP SDK
Unity SDK

Tools
Graph API Explorer
Open Graph Debugger
Object Browser
JavaScript Test Console
Facebook Insights

Support
Platform Status
Developers Group
Preferred Developers
Bugs

News
Blog
Developer Roadmap
Showcase

Facebook © 2014 · English (US)

About   Create Ad   Careers   Platform Policy   Privacy Policy

Introduction

Date of Last Revision: August 20, 2013

Facebook Platform is an extension of Facebook, whose mission is to make the world more open and connected.

This agreement was written in English (US). To the extent any translated version of this agreement conflicts with the English version, the English version controls.

[Additional Languages](#)

Principles

Create a great user experience

- Build social and engaging applications
- Give users choice and control
- Help users share expressive and relevant content

Be trustworthy

- Respect privacy
- Don't mislead, confuse, defraud, or surprise users
- Don't spam - encourage authentic communications

I. Features and Functionality

1. You must not violate any law or the rights of any individual or entity, and must not expose Facebook or Facebook users to harm or legal liability as determined by us in our sole discretion. In particular you will (if applicable): comply with the Video Privacy Protection Act (VPPA), and obtain any opt-in consent necessary from users so that user data subject to the VPPA may be shared on Facebook. You represent that any disclosure to us will not be incidental to the ordinary course of your business.
2. You must not include functionality that proxies, requests or collects Facebook usernames or passwords.
3. You must not circumvent (or claim to circumvent) our intended limitations on core Facebook features and functionality.
4. If you offer a service for a user that integrates user data into a physical product (such as a scrapbook or calendar), you must only create a physical product for that user's personal and non-commercial use.
5. If you exceed, or plan to exceed, any of the following thresholds please [contact us](#) as you may be subject to additional terms: (>5M MAU) or (>100M API calls per day) or (>50M impressions per day).
6. Your app or website must offer an explicit "Log Out" option.
7. Special provision for apps on Pages: When a user visits your Page, if they have not given explicit permission by authorizing your Facebook app or directly providing information to your Page, you may only use information obtained from us and the user's interaction with your Page in connection with that Page. For example, although you may use aggregate analytics for your individual Page, you must not combine information from any other sources to customize the user's experience on your Page and may not use any information about the user's interaction with your Page in any other context (such as analytics or customization across other Pages or websites).
8. You must not use or make derivative use of Facebook icons, or use terms for Facebook features and functionality, if such use could confuse users into thinking that the reference is to Facebook features or functionality.
9. Mobile Web Apps that are running within the Facebook iOS app must not accept payments. In particular, these apps must not reference, use, or otherwise encourage the use of Facebook Payments or other non-iOS approved

payment methods.

10. Reciprocity and Replicating core functionality: (a) Reciprocity: Facebook Platform enables developers to build personalized, social experiences via the Graph API and related APIs. If you use any Facebook APIs to build personalized or social experiences, you must also enable people to easily share their experiences back with people on Facebook. (b) Replicating core functionality: You may not use Facebook Platform to promote, or to export user data to, a product or service that replicates a core Facebook product or service without our permission.

11. The primary purpose of your Canvas or Page Tab app on Facebook must not be to simply redirect users out of the Facebook experience and onto an external site.

12. You must not include data obtained from us in any search engine or directory without our written permission.

13. Special provisions for games:

    a. Desktop web games off of Facebook.com may only use Facebook Login (Authentication, excluding user connections such as friend list), Social Plugins and publishing (e.g., Feed Dialog, Stream Publish, or Open Graph). When authenticating, these games may not request additional permissions other than age, email, and our Publishing Permissions.

    b. Games on Facebook.com and mobile must not share the same app ID with desktop web games off of Facebook.com. You must not use Canvas apps to promote or link to game sites off of Facebook, and must not use emails obtained from us to promote or link to desktop web games off of Facebook.com.

    c. Games on Facebook.com or Mobile Web must use Facebook Payments as their sole and exclusive payment method for all virtual goods and currencies made available to users within the game. All other payment options are prohibited within games on Facebook.com or Mobile Web unless they go through Facebook Payments rather than directly through that payment option. By "Payment Method" we mean any method that allows a user to complete a transaction in a game that is on Facebook.com or Mobile Web, including, without limitation, by exchanging monetary value for virtual currency or virtual goods, whether directly at the time of purchase or via any previous transaction such as the user's earlier purchase of a prepaid gift card or electronic code. In-game rewards of virtual currency or virtual goods earned by users through game-play activity alone are exempt from this definition.

    d. Games on Facebook.com or Mobile Web may reward users with virtual currency or virtual goods in exchange for user actions that do not involve third parties, but rewards for user actions that involve third parties must be powered by Facebook Payments by integrating Facebook Payments offers. For example, you may not reward users with virtual currency or virtual goods in exchange for any action in which personally identifiable information is shared with a third party, you may not reward users with virtual currency or virtual goods in exchange for third party downloads, such as toolbars or ringtones, and you may not reward users with virtual currency for engaging in passive actions offered by third parties, such as watching a video, playing a mini-game, or taking an anonymous poll.

II. Data Collection and Use

1. You will only request the data you need to operate your application.

2. You may cache data you receive through use of the Facebook API in order to improve your application's user experience, but you should try to keep the data up to date. This permission does not give you any rights to such data.

3. You will have a privacy policy that tells users what user data you are going to use and how you will use, display, share, or transfer that data. In addition, you will include your privacy policy URL in the App Dashboard, and must also include a link to your app's privacy policy in any app marketplace that provides you with the functionality to do so.

4. Until you display a conspicuous link to your privacy policy in your app, any data accessed by your app (including basic account information) may only be used in the context of the user's experience in that app. A user's friends' data can only be used in the context of the user's experience on your application.

5. Subject to certain restrictions, including on use and transfer, users give you their basic account information when they connect with your application. For all other data obtained through use of the Facebook API, you must obtain explicit consent from the user who provided the data to us before using it for any purpose other than displaying it back to the user on your application.

6. You will not directly or indirectly transfer any data you receive from us, including user data or Facebook User IDs, to (or use such data in connection with) any ad network, ad exchange, data broker, or other advertising or monetization related toolset, even if a user consents to such transfer or use. By indirectly we mean you cannot, for example, transfer data to a third party who then transfers the data to an ad network. By any data we mean all data obtained through use of the Facebook Platform (API, Social Plugins, etc.), including aggregate, anonymous or derivative data.

7. You will not use Facebook User IDs for any purpose outside your application (e.g., your infrastructure, code, or services necessary to build and run your application). Facebook User IDs may be used with external services that you use to build and run your application, such as a web infrastructure service or a distributed computing platform, but only if those services are necessary to running your application and the service has a contractual obligation with you to keep Facebook User IDs confidential.

8. If you need an anonymous unique identifier to share outside your application with third parties such as content partners, advertisers, or ad networks, you must use our mechanism. You must never share this anonymous unique identifier with a data broker, information broker, or any other service that we may define as such under our sole discretion.

9. You will not sell or purchase any data obtained from us by anyone. If you are acquired by or merge with a third party, you can continue to use user data within your application, but you cannot transfer data outside your application.

10. If you stop using Platform or we disable your application, you must delete all information about a user you have received from us unless: (a) it is basic account information; or (b) you have received explicit consent from the user to retain their data.

11. You cannot use a user's friend list outside of your application, even if a user consents to such use, but you can use connections between users who have both connected to your application.

12. You will delete all data you receive from us concerning a user if the user asks you to do so, and will provide an easily accessible mechanism for users to make such a request. We may require you to delete data you receive from the Facebook API if you violate our terms.

13. You will not include data you receive from us concerning a user in any advertising creative, without explicit consent from that user.

14. You must not give your secret key and access tokens to another party, unless that party is an agent acting on your behalf as an operator of your application. You are responsible for all activities that occur under your account identifiers.

15. Sharing information with Facebook:
    a. You must not use, display, share, or transfer a user's data in a manner inconsistent with your privacy policy, and must not give us information that you independently collect from a user or a user's content without that user's consent.
    b. You must provide an opt-out to users where required.
    c. You must not knowingly share information with us that you have collected from children under the age of 13 unless you obtain verifiable parental consent that covers Facebook's collection, use and disclosure in compliance with applicable law.
    d. Web sites or services directed to children under 13: If you use Social Plugins or our JavaScript SDK for Facebook on sites and services that are directed to children under 13, you are responsible for complying with all applicable laws. For example, if your web site or service is directed to children in the United States, or knowingly collects personal information from children in the United States, you must comply with the U.S. Children's Online Privacy Protection Act. You must also adhere to our usage notes.
    e. We can analyze your app, content, and data (including data about users' use of your app) for any purpose, including commercial (such as for targeting the delivery of ads on and off Facebook and indexing content for search) or to provide you with insights about the effectiveness of your ads or the use of your app.
    f. We can monitor your use of, or collect usage data related to, SDKs (including unique identifiers, associated IP addresses, version numbers, and which tools or services are being used and how they are being used).
    g. We will use information we receive from you in accordance with our Data Use Policy.

III. Content

A. General

1. Responsibility for content: You are responsible for all content of and within your application, including advertisements, user-generated content, and any content hosted, streamed or otherwise delivered to users by third parties. You must make it clear that this content is not provided by Facebook. You must also comply with the [Facebook Community Standards](#).
2. Demographic restrictions: You are responsible for restricting access to your content in accordance with our content policies and all applicable laws and regulations. Although we [provide controls](#) to assist with this, please note that we make no representations regarding the sufficiency of any controls provided to you and that you are ultimately responsible for establishing legally compliant restrictions for each country where your app is visible.
3. Advertisements and cross-promotions:
   a. You must not include advertisements, cross-promote other applications, or provide web search functionality in content distributed through Facebook social channels.
   b. You can only utilize advertising or similar monetization related products or services from companies that appear on this [list of Advertising Providers](#) within [Apps on Facebook.com](#).
4. Promotions: If you run, reference, or facilitate a promotion (contest, competition, or sweepstake) on Facebook, you must comply with Facebook's [Promotions Guidelines](#).
5. Permission from Facebook: You must not promote, or provide content referencing, facilitating, or containing online gambling, online real money games of skill or online lotteries without our written permission.
6. Quality of content: you are responsible for providing users with a quality experience and must not confuse, defraud, mislead, spam or surprise users. For example, you must monitor your app's negative feedback in [Application Insights](#) to ensure it stays below our thresholds, avoid excessive advertisements or bugs, and ensure the description of your app is consistent with your app's content.

B. Content Rights

1. You agree that you will not promote or provide content that references, facilitates, contains or uses content that infringes upon the rights of any third party, including intellectual property rights, privacy, publicity, moral or other personal or proprietary rights, or that is deceptive or fraudulent.
2. You must ensure that you own or have secured all rights necessary to copy, display, distribute, deliver, render and publicly perform all content of or within your application to Facebook users in all countries where you make the content available.
3. You are responsible for all licensing, reporting and payout obligations to third parties required in connection with content of or within your application.
4. You must use commercially reasonable geo-filtering technology to block access to your application's content in countries where you are unauthorized to deliver such content, or where delivery of such content would otherwise infringe the rights of a third party.
5. Although we have no obligation to do so, in our sole discretion we may request, and you are required to provide us, proof that your application and any content of or within your application is properly licensed.

C. Third Party Content

If your application contains content submitted or provided by third parties, you must comply with the following rules:

1. In the United States you must take all steps required to fall within the applicable safe harbors of the Digital Millennium Copyright Act including designating an agent to receive notices of claimed infringement, instituting a repeat infringer termination policy and implementing a "notice and takedown" process. In other countries, you must comply with local copyright laws and implement an appropriate "notice and takedown" process upon receiving a notice of claimed infringement.

IV. Application Integration Points

1. You must not incentivize users to use (or gate content behind the use of) Facebook social channels, or imply that an incentive is directly tied to the use of our channels.
2. You must not pre-fill any of the fields associated with the following products, unless the user manually generated the content earlier in the workflow: Stream stories (user_message parameter for Facebook.streamPublish and FB.Connect.streamPublish, and message parameter for stream.publish), Photos (caption), Videos (description), Notes (title and content), Links (comment), and Jabber/XMPP.
3. If a user grants you a publishing permission, actions you take on the user's behalf must be expected by the user and consistent with the user's actions within your app.
4. Platform integrations, including social plugins:
    a. Your advertisements must not include or be paired with any Platform integrations, including social plugins such as the Like button, without our written permission.
    b. You must not sell or purchase placement of our Social Plugins, and must not facilitate or participate in any like exchange program.
    c. You must not incentivize users to Like any Page other than your own site or application, and any incentive you provide must be available to new and existing users who Like your Page.
    d. You must not obscure or cover elements of our social plugins, such as the Like button or Like box plugin.
    e. Ad networks, ad exchanges, and data brokers must not use Facebook's Platform, logos, and trademarks (including, but not limited to, Platform APIs, social plugins, the Share button, and the F logo).
5. Facebook messaging (i.e., email sent to an @facebook.com address) is designed for communication between users, and not a channel for applications to communicate directly with users.

V. Enforcement

We can take enforcement action against you and any or all of your applications if we determine in our sole judgment that you or your application violates Facebook Platform Terms and Policies. Enforcement action is both automated and manual, and can include disabling your application, restricting you and your application's access to Platform functionality, terminating our agreements with you, or any other action as we in our sole discretion deem appropriate.

Communication with developers takes place via an email sent from the facebook.com or facebookmail.com domain to the contact email address registered to the application. To stay in touch, please ensure that your email address is current and that you do not filter out any such messages.

VI. Changes

We can change these Platform Policies at any time without prior notice as we deem necessary. Your continued use of Platform constitutes acceptance of those changes.

VII. Branding and Promotion Policy

1. You must follow the guidelines set forth in the Facebook Brand Resource and Permissions Center.
2. Your app's description, display name and icons must adhere to our Advertising Guidelines.

VIII. Advertising Guidelines

IX. Facebook Developer Payments Terms

Developers participating in the program for accepting payments are subject to these terms.

X. Ads API

1. Separate apps: You must use separate apps for your staging, self-service, managed service, and white-labeled apps. If you offer a white-label version of your app, you must only do so by creating a unique app for each end-advertiser (or requiring each end-advertiser to create their own app) and you must include a required field for the third party to agree to Facebook's Platform Policies.
2. Separate ad accounts: You must use separate ad accounts for each end-advertiser and use our multi-client manager functionality to structure your end-advertiser accounts. You must never combine multiple end-advertisers within the same ad account, and this includes their connections on Facebook (ex: pages and apps).
3. Freemium: If you offer a free or trial version of an ads API app, you must allow no more than 50 ad creations per day per customer, require phone or email verification for all new accounts, and prohibit affiliate networks from using your technology.
4. Pricing transparency:
   a. You must only charge fees for the use of your tools and managed services, and must only do so on a fixed fee (per campaign or period) or variable percentage of ad spend. You must disclose to your clients the actual amount that you spent on Facebook advertising based on the auction pricing, including the actual Facebook metrics (e.g. CPC, CPM rate) and the amount you charged as fees. We reserve the right to disclose this information to your client upon their request. We may require documentation from you to ensure your compliance with this policy.
   b. You must not sell ads on a fixed CPM or CPC basis when using the Facebook advertising auction without our prior permission.
5. Data collection and use:
   a. You may place 1x1 pixel view tags on certain advertisements with our prior authorization.
   b. All data collected or obtained by you or the end-advertiser, including but not limited to all view tag data that is not otherwise available through the Facebook service, and all data derived therefrom, may only be used by you or the end-advertiser on an anonymous basis to optimize and measure the performance of that end-advertiser's Facebook campaign. Neither you nor the end-advertiser may use data for the following purposes: retargeting whether on or off of the Facebook service; to commingle data across an advertiser's campaigns from multiple platforms; to build or augment any user profiles, or to use piggybacking or redirects with the 1x1 pixel tags, or for any other purpose not expressly authorized by us.
   c. You must not permit any person (other than an agent acting on the end-advertiser's behalf) to access the end-advertiser's Ad or Sponsored Story advertising statistics, including but not limited to, fixed CPM rates and any other raw, aggregate, or anonymous statistics derived from this data.
6. Separate Reporting: If you use last-click attribution, create reporting tools that separate Facebook reporting from other channels. For example, don't create reporting dashboards that directly compare Facebook Ads metrics to search or display marketing metrics on a last-click basis. If you support other channels, you must either create a separate Facebook tool, include Facebook metrics in a separate Facebook section of your tool, or show multi-touch attribution results side-by-side with last-click attribution results. You may report Facebook mobile ads ROI metrics as they relate to other mobile ads channels.
7. Self-service reporting for Homepage ads: You must include a self-service reporting dashboard, through which end-advertisers may access up-to-date reports (raw ad statistics) for all available data points of their Homepage Ad and Sponsored Story campaigns.
8. Bidding types: You must implement all bidding types, including Optimized CPM, and you must not default to a specific type (ex: you must not default to CPC and hide oCPM).
9. Custom Audiences:
   a. If you use custom audiences you must comply with the Custom Audience Terms.
   b. You may create a custom audience on a client's behalf but must only use the client's customer data to do so (ex: you must not collect or provide any additional data to create a custom audience).
   c. You must not use Facebook User IDs to create custom audiences unless the person associated with the User ID has logged into your client's app and your client has secured any necessary consent from that person (ex: you must not create a custom audience based on users who have engaged with a Facebook Page).
   d. You must not sell custom audiences, and must not transfer a custom audience to anyone without our permission.
   e. Your custom audience tool may provide the same functionality and targeting options that Facebook provides, but you must not provide additional data or targeting options.
10. Enforcement: You must immediately revoke an end-advertiser's access to your app upon our request.

XI. License

1. We give you a license to use the code, APIs, data, and tools you receive from us for use with the Facebook Platform. Don't sell, transfer, or sublicense our code, APIs, or tools to anyone without our prior written permission. If they need a license, they should get it from us.
2. Facebook SDKs:
   a. Facebook and its licensors reserve all right, title and interest, including all intellectual property and other proprietary rights, in and to all SDKs.
   b. Subject to your compliance with our Platform Policies, you may use SDKs (or any components thereof) solely to develop and distribute applications for use with the Facebook Platform, and you may also distribute any code libraries or sample source code included in the SDKs for inclusion in such applications. You will not modify, translate, create derivative works of, or reverse engineer any SDK (or any components thereof). Any SDKs you receive from us are provided to you on an "as is" basis, without warranty of any kind.

XII. Definitions

1. By "Application" we mean canvas page application, Platform integration, or any other technical integration we have assigned an application identification number.
2. By "Facebook social channel" we mean Application Info Section, Page Tab, Feed, Requests (including invites), inbox attachments, Chat, Cover, Bookmarks, or any other feature of a user profile or Facebook communication channel in which or through which an application can provide, display, or deliver content directed at, on behalf of, or by permission of a user.
3. By "basic account information" we mean: name, email, gender, birthday, current city, and profile picture URL.
4. By "Facebook Platform Terms and Policies" we mean the Statement of Rights and Responsibilities and the Platform Policies.
5. By "User data you receive from Facebook" we mean any data or content (including any images, text, or other information or materials) you receive from us, that was provided by users to us, or was associated by us with a particular user.
6. By "SDK" we mean any object code library, sample source code, or documentation you receive from us that helps you create applications for use with the Facebook Platform.

Examples and Explanations

We want you to be successful on Facebook Platform, and we believe that the best way to do so is to provide a great user experience. Our Platform Policies will help you do this by explaining what's required; these [examples and explanations](#) will help you understand how to put that into practice.

Additional Languages

?????????(??)??(??)Deutsch **Español** **Français** **?????**
Italiano ??? ??? Polski Português (Brasil)Türkçe Ti?ng Vi?t