

Collegiate Rocket League – Spring 2021 Official Rules

1. Introduction and Acceptance

1.1 Introduction

These Collegiate Rocket League – Spring 2021 Official Rules (“Rules”) govern all regional tournament stages of the Collegiate Rocket League – Spring 2021 (“Tournament”), provided by Psyonix LLC (“Psyonix”).

These Rules have been designed to ensure the integrity of competitive play of Rocket League (the “Game”) in connection with the Tournament, and are intended to promote vigorous competition and to help ensure that all competitive play of the Game is fun, fair, and free from Toxic Behavior (as defined below).

These Rules may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Rules and the English version of these rules, the English version shall prevail, govern and control. Entry into this Tournament does not constitute entry into any other tournament, competition, contest, or sweepstakes.

1.2 Acceptance

To participate in the Tournament, each player must agree (or, if under 18 years of age or the age of majority as defined in such player’s country of residence (a “Minor”), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including the Code of Conduct in Section 7 (“Player”). A Player (or, if a Minor, such Player’s parent or legal guardian) must accept these Rules as part of the Tournament registration form, available at <https://smash.gg/CRLSpring21>. By participating in any game or match that is part of the Tournament, a Player is confirming that he or she (or, if a Minor, his or her parent or legal guardian) has accepted these Rules pursuant to this Section 1.2, including, but not limited to, the eligibility restrictions set forth in Section 5.

1.3 Enforcement

Psyonix will have primary responsibility for enforcing these Rules for all Players and may, working with the Tournament Administrators (as defined below), hand out penalties to Players for violations of these Rules, as further described in Section 8.

1.4 Amendments

Psyonix may update, revise, change, or modify these Rules from time to time. For each Player, his or her participation in the Tournament after any update, revision, change, or modification to these Rules will be deemed acceptance by such Player (or, if a Minor, such Player’s parent or legal guardian) of these Rules as updated, revised, changed, or modified.

2. Tournament Structure

2.1 Definition of Terms

- “Best-of-X”: means a Match that has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Team wins two Games, that Team will immediately be declared the winner of that Match.
- “Conference”: means the Eastern Conference and Western Conference.
- “Eastern Conference”: means Michigan, Wisconsin, Illinois, Kentucky, Tennessee, Mississippi, Alabama, Georgia, Florida, South Carolina, North Carolina, Virginia, West Virginia, Maryland, Delaware, New Jersey, New York, Ohio, Indiana, Pennsylvania, Connecticut, Rhode Island, Massachusetts, New Hampshire, Vermont, Maine, District of Columbia, Puerto Rico, US Virgin Islands, Ontario, Quebec, New Brunswick, Nova Scotia, Prince Edward Island, and Newfoundland and Labrador.
- “Eligibility Area”: means Canada and United States (including Puerto Rico, and the US Virgin Islands)
- “Game”: means a single competition between two Teams.
- “Match”: means Tournament play between two Teams that may involve multiple Games, as described in Section 2.3.
- “Registration Website”: means the website <https://smash.gg/CRLSpring21> or any subsequent URL which may replace it from time to time.
- “Round Robin”: means a stage of the Tournament where each Team plays against every other Team.
- “Rules Website”: means the website <http://www.rocketleaguesports.com/crlrules> or any subsequent URL which may replace it from time to time.
- “Scholastic Award”: means an educational award as set forth in Section 4.
- “Team”: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 6.
- “Tournament Administrator”: means any Psyonix employee or member of the admin team, broadcast team, production team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Tournament.

- “Tournament Entities”: means Psyonix, the Tournament Administrators, any official sponsors of the Tournament, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

- “Western Conference”: means Alaska, Arkansas, Arizona, California, Colorado, Hawaii, Minnesota, Iowa, Missouri, Louisiana, Texas, Kansas, Nebraska, Oklahoma, South Dakota, North Dakota, Montana, Wyoming, Utah, Idaho, Nevada, Oregon, Washington, British Columbia, Alberta, Saskatchewan, Manitoba, Nunavut, Northwest Territories and Yukon.

- “Winning Player”: means any Player that is officially declared a Winning Player as set forth in Section 4.

2.2 Schedule

As set forth more fully in Section 2.3, the Tournament consists of two regional competitions, one in the Western Conference and one in the Eastern Conference. Each regional competition will include an “Open Qualifier,” “League Play,” and “Conference Playoffs” (in each case, as defined below). The winners of the Conference Playoffs (total of four Teams), will advance to the Spring Championship.

The schedule that corresponds to each Tournament stage is outlined in this Section (such period referred to herein as the “Tournament Period”).

2.2.1 Regional Dates

Western Conference

- Open Qualifier 1 (March 14, 2021)
- Open Qualifier 2 (March 21, 2021)
- League Play – Week 1 (March 29, 2021)
- League Play – Week 2 (April 5, 2021)
- League Play – Week 3 (April 12, 2021)
- League Play – Week 4 (April 19, 2021)
- League Play – Week 5 (April 26, 2021)
- Western Conference Playoffs– Week 6 (May 5, 2021)
- Spring Championship – May 6, 2021

Eastern Conference

- Open Qualifier 1 (March 14, 2021)
- Open Qualifier 2 (March 21, 2021)
- League Play – Week 1 (March 29, 2021)
- League Play – Week 2 (April 5, 2021)
- League Play – Week 3 (April 12, 2021)
- League Play – Week 4 (April 19, 2021)
- League Play – Week 5 (April 26, 2021)
- Eastern Conference Playoffs– Week 6 (May 4, 2021)
- Spring Championship – May 6, 2021

2.2.3 Rescheduling

Psyonix may, in its sole discretion, reorder the schedule and/or change the date for any Match or session of the Tournament (or change any Game mode to be played in connection therewith). However, if the Tournament schedule is so modified, Psyonix will inform all Players at its earliest convenience.

2.3 Tournament Stages and Format

2.3.1 Open Qualifiers

Teams will first be entered into the “Open Qualifiers” stage for the applicable Conference in which they are registered. Teams may participate in up to two Open Qualifiers, each of which is comprised of a double elimination bracket (“Double Elimination Bracket”), meaning that a Team will not be eligible to advance if they lose two Matches in the bracket. Seeding will be determined by Psyonix and/or Tournament Administrators at their discretion. All initial Matches in the Open Qualifiers will be Best-of-Three. Once the Open Qualifiers reach the round of 16, the Matches will be Best-of-Five. The final four Teams that remain after each Open Qualifier will qualify to participate in League Play and will be ineligible to participate in any additional Open Qualifiers. If a Team has qualified for League Play in Open Qualifier 1, they do not need to participate in Open Qualifier 2.

2.3.2 League Play

“League Play” is a Round Robin with the ten Teams that have qualified from the Open Qualifiers. The Teams will play two Best-of-Five Matches against every other Team. Rankings will be determined by comparing the total number of Match wins earned by a Team during the League Play. If a Team is disqualified from a Match by Psyonix and/or the Tournament Administrator, the Match will be recorded as a 3-0 win in favor of the opposing Team.

2.3.3 Conference Playoffs

The top four ranked Teams from each Conference after League Play will compete in the Conference Playoffs (“Conference Playoffs”) for that Conference. Each Conference Playoff is a Double Elimination Bracket with Best-of-Seven Matches. Teams will be seeded from first through fourth based on how they performed in League Play. The Double Elimination Bracket for the Conference Playoffs will proceed as follows:

- Match 1 - The first and fourth seeded Teams will play each other. The loser of Match 1 will play the loser of Match 2.
- Match 2 - The second and third seeded Teams will play each other. The loser of Match 2 will play the loser of Match 1
- Match 3 - The loser of Match 2 will play the loser of Match 1. The loser of Match 3 will be eliminated from the Conference Playoffs and be ranked in fourth place.
- Match 4 - The winner of Match 1 will play the winner of Match 2. The loser of Match 4 will play the Winner of Match 3.
- Match 5 - The winner of Match 3 will play the loser of Match 4. The loser of Match 5 will be eliminated from the Conference Playoffs and be ranked third place.
- Match 6 - The winner of Match 4 will play the winner of Match 5. The winner of Match 6 will be the Conference Playoff Champion. The loser of Match 6 will be ranked in second place.

2.3.4 Spring Championship

The top two ranked Teams from each Conference Playoff after League Play will compete in the Spring Championship. The Spring Championship is a single elimination bracket (“Single Elimination Bracket”) with Best-of-Nine Matches. Teams will be seeded from first through fourth based on how they performed in Conference Playoffs (Conference seed priority will be based on each Team’s total League Play record). The Single Elimination Bracket for the Spring Championship will proceed as follows:

- Match 1 - The first seeded West Team and second seeded East Team will play each other. The loser of Match 1 will be eliminated from the Spring Championship and tie for third/fourth place.
- Match 2 - The first seeded East Team and second seeded West Team will play each other. The loser of Match 2 will be eliminated from the Spring Championship and tie for third/fourth place.
- Match 3 - The winner of Match 1 will play the winner of Match 2. The winner of Match 3 will be the Spring Champion. The loser of Match 3 will be ranked in second place.

2.4 Tiebreakers

If two or more Teams within the Tournament achieve the same number of Match wins, resulting in a tie, the tie(s) will be resolved by applying the tiebreaking mechanisms listed below (i-v), in order of application. All calculations involve only Games from the Tournament (excluding the Playoffs), as applicable.

- i. Overall Game Differential: The total number of Games won by a Team minus the total number of Games lost by such Team (“Game Differential”).
- ii. Head to Head: Game Differential in Games between tied Teams.
- iii. Game Differential Against Common Opponents: Calculate the Game Differential for tied Teams against the highest ranked team that is not a tied Team (“Included Teams”). If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
- iv. Highest Goal Differential in Games between tied Teams: The total goals scored by a Team minus the total goals allowed by such Team (“Goal Differential”). Calculate the Goal Differential for the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
- v. Unresolved Tie: If none of the tiebreakers can resolve the tie, then the Teams will draw lots (method to be determined at the sole discretion of Psyonix and the Tournament Administrators). If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

3. Game Play Rules

This Section sets forth the “Game Play Rules” governing play during the Tournament.

3.1 Match Settings

3.1.1 Game Settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None

- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PS4, PS5, Nintendo Switch, Steam, Xbox One or Xbox One X
- Server: US-East (Eastern Conference)/US-West (Western Conference)

3.1.2 Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Note that wireless controllers are not permitted in the National Championship.

3.1.3 Arenas

In the Open Qualifiers, all Matches are played on DFH Stadium. In all other stages of the Tournament, the first Match is played on DFH Stadium. All subsequent Matches will be played on an eligible arena, chosen by Tournament Administrators at their sole discretion. League Play Teams may request to avoid an eligible arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by League Play Teams to avoid an eligible arena. The following eligible arenas may be selected:

- Aquadome
- Champions Field
- Champions Field (Day)
- DFH Stadium (Day)
- DFH Stadium
- DFH Stadium (Stormy)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Salty Shores (Day)

- Salty Shores (Night)
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

3.2 Match Procedures

3.2.1 Hosting and Team Colors

Tournament Administrators will specify which Team is blue and which Team is orange. In the Open Qualifier, Teams will be instructed how to host the Match. In all other stages of the Tournament, a Tournament Administrator will host the Match.

3.2.2 Re-Hosts

Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues. In League Play, Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

3.2.3 Servers

In Western Conference Matches, “US-West” is the default server unless both Teams agree to play on “US-East.” “US-East” servers will always be used for the Eastern Conference Matches.

3.2.4 Game Start

Players may not join their designated side until three Players from each Team have joined the Game.

3.2.5 Substitutions

A “Substitution” is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one Substitution per Match. Substitutions are not allowed during the Open Qualifier except in the event of a disconnect.

3.2.6 Reporting Scores

During the Open Qualifier stage, after a Match is completed, the winning Team must submit the Match result to Tournament Administrators in a designated chatroom. The losing Team must also confirm the Match result. Taking a screenshot of the results screen or saving the replay of the Match is strongly recommended in case of disputed results. If a Team disputes a Match claiming a win and submits proof of its claim, the other Team must submit proof of its claim to avoid an automatic forfeit of the Match. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.

3.2.7 Guest Accounts

Players may not compete using guest accounts. All participants must have a unique and valid Epic Account (as defined below), Steam, Microsoft® Account, Nintendo Account, or PlayStation™ Network ID, and appropriate access levels to Epic Games Store, Steam, Xbox Live™, Nintendo™ Network, or the PlayStation™ Network as applicable.

3.2.8 Observers

In-game observers are not allowed except for Tournament Administrators and their designees.

3.2.9 Bugs and Glitches

In the event of a bug or glitch that affects gameplay, the full Match should be played out. If a Team calls for a rematch due to the bug or glitch, it must save the replay and submit it to the Tournament Administrators for review.

3.3 Team Rosters

3.3.1 Team Captains

Each Team must declare one member of its roster to be the “Team Captain” who represents the Team for all official decisions and serves as the main point of contact for the Team.

3.3.2 Rosters

Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of three Players and up to one designated reserve Player who may be used as an alternate (the “Designated Reserve Player”). Rosters may also include a manager who does not play in Tournament Matches. An individual may not simultaneously be part of more than one roster at a time.

3.3.3 Roster Submission

Starting rosters for each Match must be submitted to Tournament Administrators at least 24-hours before the applicable Match.

3.3.4 Player or Team Names

Players or Teams may not change their User Names, in-Game names, or Team Names without approval from Tournament Administrators. All such names must comply with these Rules and Tournament Administrators may request that they be changed at any time. A roster shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another.

3.4 Match Obligations

3.4.1 Punctuality

All Teams must have three Players in the online Match lobby and in the designated chatroom by the Match start time. Teams that do not have three Players ready to play after ten minutes of the Match start time are subject to penalties including a possible Match forfeiture.

3.4.2 Forfeits

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators and, even with authorization, are subject to further penalties for forfeiting.

3.4.3 Communications

Teams will communicate with their opponents and Tournament Administrators in a designated chatroom during all online stages of the Tournament.

3.5 Match Disruptions

3.5.1 Disconnects

3.5.1.1 Open Qualifier

If a disconnect occurs in an Open Qualifier, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster if this is the first disconnect for the Team during the series.

3.5.1.2 League Play, Conference Playoffs

If a disconnect occurs during any stage of the Tournament, except for an Open Qualifier, the shorthanded Team will immediately notify the Tournament Administrators via in-Game chat. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion.

Once the Game has been paused, the disconnected Player will have five minutes to rejoin before the Game resumes. If the Player cannot rejoin within that time, the shorthanded Team will continue to play out the single Game within the Match series.

If the Player does not rejoin during the same Game in which they disconnected, the Player will have three additional minutes following the Game to rejoin before the next Game of the Match series begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute the Designated Reserve Player (subject to the Substitution rules set forth in Section 3.2.5). For spectated / broadcasted Matches, if Tournament Administrators identify that a Player has disconnected without being notified, they may pause a Match to allow the Player to reconnect.

Each Team is allowed a maximum of one pause request per Match. Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have 30 seconds to confirm with Tournament Administrators that each Team is ready to unpause. Once each Team has confirmed its readiness, the Game will resume from a neutral kickoff.

3.5.2 Stoppage of Play

Tournament Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

3.5.3 Restarts

Tournament Administrators may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

3.5.4 Log Submission

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and Tournament Administrators will issue penalties if they determine that the restart was requested in error.

4. Scholastic Awards

4.1 League Play

The following Scholastic Awards will be awarded to each Team (divided equally among all starting Players) based on its placement at the conclusion of its Conference's League Play:

| Standing | Scholastic Award Amount (USD) |
|---------------|-------------------------------|
| First Place | \$5,500 |
| Second Place | \$4,500 |
| Third Place | \$4,000 |
| Fourth Place | \$3,500 |
| Fifth Place | \$3,000 |
| Sixth Place | \$3,000 |
| Seventh Place | \$2,500 |
| Eighth Place | \$2,500 |
| Ninth Place | \$2,000 |
| Tenth Place | \$2,000 |

4.2 Conference Playoffs

The following Scholastic Awards will be awarded to each Team (divided equally among all starting Players) based on its placement at the conclusion of its Conference Playoffs:

| Standing | Scholastic Award Amount (USD) |
|--------------|-------------------------------|
| First Place | \$1,000 |
| Second Place | \$500 |
| Third Place | \$500 |
| Fourth Place | \$500 |

4.3 Spring Championship

The following Scholastic Awards will be awarded to each Team (divided equally among all starting Players) based on its placement at the conclusion of the Spring Championship:

| Standing | Scholastic Award Amount (USD) |
|--------------|-------------------------------|
| First Place | \$3,000 |
| Second Place | \$1,000 |
| Third Place | \$500 |
| Fourth Place | \$500 |

4.4 Scholastic Award Conditions and Restrictions

Winning Players must be enrolled full time each semester according to the requirements of their chosen accredited college, university, or graduate school and must make satisfactory academic progress toward a baccalaureate degree, diploma, certificate, or an equivalent qualification by maintaining a minimum 2.500 cumulative GPA (or similar according to school's grading system) as evidenced by an official school transcript.

Without limitation of Section 4.5, in order to receive a Scholastic Award, potential Winning Players are required to provide Psyonix with: (i) RocketID, (ii) residential address and phone number, (iii) address and phone number of parent or legal guardian, (iv) student identification number, (v) official transcript from current school, (vi) expected graduation date, (vii) current year of school, and (viii) contact and mailing information for such potential Winning Player's academic institution financial aid office. Scholastic Awards will not be disbursed until all required information is provided and the potential Winning Player is deemed eligible by Psyonix.

Once a potential Winning Player has been deemed eligible and otherwise complied with all requirements set forth in these Rules, the Scholastic Award shall be paid directly to the Winning Player in his or her capacity as an individual (or, if a Minor, to the Winning Player's parent or legal guardian).

Winning Players must notify the Tournament Entities of any change in academic status, such as taking less than the required minimum of eight units (or its full time hourly or credit equivalent), taking a leave of absence, or withdrawing from their academic institution. Winning Players on official leave may suspend their semesters of Scholastic Award eligibility for a maximum of two (2) semesters. Winning Players who do not notify Psyonix of a leave of absence, or who fail to provide Psyonix with evidence of university approval for the same, will lose semesters of Scholastic Award tenure equivalent to the time not enrolled. Without an approved leave of absence, Winning Players not enrolled for more than two consecutive semesters will have their Scholastic Award discontinued.

Scholastic Awards are awarded "as is" with no warranty or guarantee, either express or implied. Scholastic Awards cannot be redeemed for cash or transferred.

4.5 Winner Verification

In the event Scholastic Awards are not available for any reason as determined by Psyonix in its sole discretion or not permitted in any Winning Player's jurisdiction of residence, Psyonix reserves the right to provide a gift card of equivalent value in lieu of such Scholastic Award.

Upon formal notification from Tournament Entities, a potential Winning Player shall have 45 days from the date such notice was emailed to respond and provide any information or materials requested by Tournament Entities, including the Release (as defined below) for purposes of verification of eligibility pursuant to Section 5. Such response from a potential Winning Player must be delivered to the email address from which Tournament Entities' notification was sent or, at Tournament Entities' sole option, another email address specified in the notification. In addition, a potential Winning Player must keep the Epic Account that he or she provided to Psyonix pursuant to Section 5.3 active throughout the verification of eligibility process.

The date of receipt by Tournament Entities shall be decisive for a potential Winning Player's compliance with the deadlines set forth in this Section 4.5. In the event of (a) the failure by any such Player to (i) keep the Epic Account that he or she provided to Psyonix pursuant to Section

5.3 active throughout the verification of eligibility process or (ii) timely respond to any notification or request for materials or information; or (b) any such Player being unable to accept or receive the Scholastic Award for any reason (including, without limitation, for failure to provide the necessary tax and payment information through Tournament Entities' approved tax and payment processing vendors), then in either case (items (a) or (b)), such Player shall be disqualified, and such Player shall not be entitled to win any Scholastic Awards in connection with the Tournament. In such cases, no alternate Winning Player will be named, and Psyonix shall have the right, in its sole and absolute discretion, to (y) award any Scholastic Award amounts that would have otherwise been awarded to such disqualified Player as part of a future Collegiate Rocket League tournament or (z) award any such Scholastic Award amounts to non-profit causes and efforts. A Winning Player will only be announced once the verification of eligibility process has been completed by Psyonix pursuant to these Rules.

SCHOLASTIC AWARDS ARE SUBJECT TO APPLICABLE INTERNATIONAL, FEDERAL, PROVINCIAL, STATE, AND LOCAL TAXES (INCLUDING, BUT NOT LIMITED TO, INCOME AND WITHHOLDING TAXES) AND IT IS THE RESPONSIBILITY OF EACH WINNING PLAYER TO (I) CHECK WITH HIS OR HER LOCAL TAX ADVISOR TO DETERMINE WHICH TAXES APPLY TO HIM OR HER AND (II) PAY SUCH TAXES TO THE APPROPRIATE TAX AUTHORITY. It is Psyonix's policy to withhold tax at the backup withholding rates in effect for US and non-US residents. To the extent applicable, Scholastic Award income and tax withholding will be reported on forms (y) 1099-MISC for US residents and 1042-S for non-US residents, and (z) any other relevant tax forms as may be required by applicable law.

Tournament Entities will determine the payment method for the Scholastic Awards in its sole discretion and, except as otherwise required by applicable law, all payments will be made directly to the Winning Player in his or her capacity as an individual (or, if a Minor, to the Winning Player's parent or legal guardian). Each Winning Player will be provided a Scholastic Award Acceptance and Release Form ("Release"). Unless restricted by applicable law, each Winning Player (or, if a Minor, such Winning Player's parent or legal guardian) will be required to complete and submit the Release in accordance with the deadlines set forth in this Section 4.5.

5. Player Eligibility

5.1 Player Age, Residency and Academic Status

5.1.1 Players must be at least 15 years old (or such other age, if greater, as may be required in such Player's country of residence) in order to participate in the Tournament. Additionally, Minors must have permission to participate from a parent or legal guardian pursuant to Section 1.2.

5.1.2 Players must be enrolled full time (in accordance with the requirements of their accredited two- or four-year college, university, or vocational-technical school in the U.S. or Canada) and maintain a minimum 2.5 cumulative GPA or similar, which can be evidenced by an official school transcript.

5.1.3 Ineligible Players who mislead or attempt to mislead Tournament Administrators by providing false eligibility information or, if a Minor, a forged parental consent will be subject to disciplinary actions as further described in Section 8.2.

5.2 Rocket League EULA

Each Player must follow the Rocket League End User License Agreement ("Rocket League EULA") (<https://www.psyonix.com/eula/>). These Rules add to, and do not replace, the Rocket League EULA.

5.3 Epic Account

In order to facilitate the Scholastic Award payment process set forth in Section 4.5, each Player must (a) have an active, valid Epic Games Account registered to such Player ("Epic Account") and (b) provide such Epic Account to Psyonix as part of the Tournament registration process (the "Registration Process"). To open an Epic Account, Players can visit <https://www.epicgames.com/id/register/date-of-birth> and follow the onscreen instructions.

For clarity, providing an Epic Account as part of the Registration Process does not guarantee that a Player will receive a Scholastic Award in connection with the Tournament. Only Winning Players will be eligible to receive Scholastic Awards in connection with the Tournament.

5.4 Psyonix Affiliation

Employees, officers, directors, agents, and representatives of Psyonix (including the legal, promotion, and advertising agencies of Psyonix) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the Tournament, and each parent company, affiliate, subsidiary, agent and representative of Psyonix are not eligible to participate or win.

5.5 Team and Player Names, Logos, Avatars and Branding Restrictions

5.5.1 All Team and individual Player names must follow the Code of Conduct in Section 7. Psyonix and the Tournament Administrators each may restrict or change Team and individual Player tags or screen names for any reason.

5.5.2 The name used by a Team or Player may not include or make use of the terms Rocket League®, Psyonix, or any other trademark, trade name, or logo owned by or licensed to Psyonix.

5.5.3 The name used by a Team or Player cannot be an impersonation of another Team, Player, streamer, celebrity, government official, Psyonix employee, or any other person or entity.

5.5.4 Prior to the start of the Tournament, Psyonix and/or Tournament Administrators will work directly with all invited Teams and Players to determine a suitable display name for use in connection with the Tournament. Teams and Players must use this agreed upon identifier for the duration of the Tournament.

5.5.5 Psyonix and/or Tournament Administrators each reserves the right to prohibit or restrict the use of any in-game item during Tournament gameplay (including, without limitation, prohibiting the use of any third party copyrighted materials in a manner that indicates, suggests, or could be interpreted as representing association or affiliation with such third party).

5.6 Good Standing

Players must be in good standing with respect to any Psyonix accounts registered by said Player, with no undisclosed violations. Players / Teams must also be free of or served fully any penalties from previously breaking any official Psyonix rules.

5.7 Additional Restrictions

The Tournament in all parts is open to eligible Players who reside in the Eligibility Area but is void wherever restricted or prohibited by applicable law.

6. Team Formation Rules

6.1 The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of at least three individual Players, but no more than four individual Players.

6.1.1 If multiple countries or geographic regions are included in the Eligibility Area, each Team must be comprised of Players from the same region within the Eligibility Area.

6.1.2 Players may participate on only one Team at a time throughout the Tournament.

6.1.3 Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register on the Registration Website before the close of the Registration Process in order to be considered a member of the applicable Team. During the Registration Process, one Team member will create/register the Team Name and Players will be able to join the Team by searching the Team Name or by invite. In the event a Team progresses to further rounds of the Tournament, the Tournament Administrators will attempt to notify the Team through its Team Captain.

6.1.4 All members of a Team that fall within the Scholastic Award thresholds set forth in Section 4 must successfully pass the verification of eligibility process described in Section 4.5 in order to be eligible to receive such Scholastic Awards. If one member of a Team fails the verification of eligibility process, all members of that Team will be disqualified as potential Winning Players, and that Team shall not be entitled to win any Scholastic Awards in connection with the Tournament.

6.1.5 Each member of the Team, including the Team Captain, shall be deemed to have jointly and severally made and entered into all of the representations, warranties, and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Tournament Administrators' rights pursuant to these Rules relate to and are exercisable against the Team as a whole and each individual member of the Team. If any right of disqualification arises as to any individual member of the Team, then the right of disqualification may be exercised either as to such individual member of the Team, or to the Team as a whole, as the Tournament Administrators may elect in their sole discretion. If the Tournament Administrators elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Rules, and if permitted in the sole discretion of the Tournament Administrators, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Captain) with a new eligible Player and continue to compete under the same Team Name if each disqualified Player promptly signs any writing deemed necessary by Tournament Administrators to permit his/her former Team member(s) to continue to participate in the Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Administrators. Any Team member who elects to end his/her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to participate in the Tournament in any capacity and will not be eligible to receive any portion of a Scholastic Award won by the Player's Team at the sole discretion of the Tournament Administrator.

6.2 Team Relationships

The Rules do not govern Team relationships. The terms of the relationship between Players and their respective Teams are left to each of the Teams and their Players. However, disputes between Team members may be grounds for disqualifying the applicable Team or any of its Team members, as determined by the Tournament Administrators in their sole discretion.

7. Code of Conduct

7.1 Personal Conduct; No Toxic Behavior

7.1.1 All Players must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 7 (“Code of Conduct”) and (b) the general principles of personal integrity, honesty, and good sportsmanship.

7.1.2 Players must be respectful of other Players, Tournament Administrators, and spectators.

7.1.3 Players shall not behave in a manner (a) which violates these Rules, (b) which is disruptive, unsafe or destructive, or (c) which is otherwise harmful to the enjoyment of the Game by other users as intended by Psyonix (as decided by Psyonix). In particular, Players shall not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity (“Toxic Behavior”).

7.1.4 Any violation of these Rules may expose a Player to disciplinary action as further described in Section 8.2, whether or not that violation was committed intentionally.

7.2 Competitive Integrity

7.2.1 Each Player is expected to play within the spirit of the Game and these Rules at all times during any Game or Match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:

- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match), match fixing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.
- Hacking or otherwise modifying the intended behavior of the Game client.
- Playing or allowing another Player to play on a Psyonix account registered in another person’s name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player’s connection to the Game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a Match without a legitimate reason for doing so.

- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a Match or session).
- Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by Psyonix or the Tournament Administrators.
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- Making any modification to the Game that has not been disclosed to and authorized by the Tournament Administrators.
- Using any Tournament facilities, services, or equipment provided or made available by the Tournament Entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.
- Disconnecting from the In-Game Lobby before being dismissed by Tournament Administrators.
- Changing In-Game Player or User Name to a name other than Player's registered User Name.
- Otherwise violating these Rules.

7.3 Wagering

Players shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

7.4 Harassment

7.4.1 Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

7.4.2 Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints reported pursuant to this Section 7.4.2 will be promptly investigated and appropriate action will be taken. Retaliation against any Player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

7.5 Confidentiality

A Player may not disclose to any third party any confidential information provided by the Tournament Administrators, Psyonix, or its parent or affiliates concerning the Game, the

Tournament, Psyonix, or its parent or affiliates, by any method of communication, including by posting on social media channels.

7.6 Illegal Conduct

Players are required to comply with all applicable laws at all times.

8. Rules and Conduct Violations

8.1 Investigation and Compliance

8.1.1 Players agree to fully cooperate with Psyonix and/or a Tournament Administrator (as applicable) in the investigation of possible violations of these Rules. If Psyonix and/or a Tournament Administrator contacts a Player to discuss the investigation, the Player must be truthful in the information that he or she provides to Psyonix and/or a Tournament Administrator. Any Player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have mislead Psyonix and/or a Tournament Administrator during an investigation, will be subject to disciplinary action as further described in Section 8.2.

8.1.2 Players understand and agree that Psyonix has the right, in its sole discretion, to remove a Player from or restrict such Player's participation in any Tournament event as part of any investigation conducted by Psyonix and/or a Tournament Administrator (as applicable) pursuant to Section 8.1.1.

8.2 Disciplinary Action

8.2.1 If Psyonix decides that a Player has violated the Code of Conduct or any term of the Rules, Psyonix may take the following disciplinary actions (as applicable):

- Match restart;
- Loss of Game;
- Match forfeiture;
- Issue a private or public warning (verbal or written) to the Player;
- Loss of all or any part of the Scholastic Awards previously awarded to the Player;
- Disqualify the Player from participating in one or more Matches and/or sessions at the Tournament; or
- Prevent the Player from participating in one or more future competitions hosted by Psyonix.

8.2.2 For clarity, the nature and extent of the disciplinary action taken by Psyonix pursuant to this Section 8.2 will be in the sole and absolute discretion of Psyonix. Psyonix reserves the right

to seek damages and other remedies from such Player to the fullest extent permitted by applicable law.

The enforcement of any applicable punishment by Psyonix shall not provide such Player with grounds for claims against Psyonix under any theory of law, or otherwise be considered a liability on the part of Psyonix to such Player.

8.2.3 If Psyonix decides that there have been repeated breaches of these Rules by a Player, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of the Game. Psyonix may also enforce any applicable punishment specified in Psyonix's Terms of Use (<https://www.psyonix.com/tou/>) and/or the Rocket League EULA (<https://www.psyonix.com/eula/>).

8.2.4 A final decision by Psyonix as to the appropriate disciplinary action will be final and binding on all Players.

8.3 Rule Disputes

Psyonix has final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, or interpretation thereof.

9. Conditions

The Tournament is subject to these Rules. By participating, each Player agrees (or, if a Minor, such Player's parent or legal guardian agrees on such Player's behalf): (a) to be bound by these complete Rules (including the Code of Conduct) and the decisions of Psyonix which shall be final and binding; and (b) to waive any right to claim ambiguity in the Tournament or these Rules, except where prohibited by applicable law. By accepting a Scholastic Award, the Winning Player agrees (or, if a Minor, such Winning Player's parent or legal guardian agrees on such Winning Player's behalf) to release Tournament Entities from any and all liability, loss, or damage arising from or in connection with awarding, receipt, and/or use or misuse of Scholastic Award or participation in any Scholastic Award-related activities. Tournament Entities shall not be liable for: (i) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays, or transmission errors; (ii) data corruption, theft, destruction, and unauthorized access to or alteration of entry or other materials; (iii) any injuries, losses, or damages of any kind, including death caused by the Scholastic Award or resulting from acceptance, possession, or use of a Scholastic Award, or from participation in the Tournament; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Tournament. Psyonix reserves the right to cancel or suspend the Tournament in its sole discretion or due to circumstances beyond its control, including natural disasters. Psyonix may disqualify any Player from participating in the Tournament or winning a Scholastic Award if, in its sole discretion, it determines such Player is attempting to undermine the legitimate operation of the Tournament by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other Players or Psyonix's representatives. The internal laws of the State of North

Carolina, without reference to any of its conflicts of laws principles, shall govern disputes regarding these Rules and/or the Tournament. Psyonix may, in its sole discretion, cancel, modify, or suspend the Tournament should a virus, bug, computer problem, unauthorized intervention, force majeure, or other cause beyond Psyonix's control corrupt the administration, security, or proper play of the Tournament. Any attempt to deliberately damage or undermine the legitimate operation of the Tournament may be in violation of criminal and civil laws and will result in disqualification from participation in the Tournament. Should such an attempt be made, Psyonix reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution. The Tournament is subject to all applicable federal, provincial, state and local laws.

10. Publicity

Psyonix reserves the right to use the name, tag, likeness, audio, video, game play statistics, and/or Psyonix account ID of any Player, for publicity purposes prior to, during, or after the Tournament end date, in any media, throughout the world, in perpetuity, but only in connection with publicizing the Tournament or other Game events and programming, without any compensation or prior review unless specifically prohibited by law.

11. Waiver of Jury Trial

Except as prohibited by applicable law and as a condition of participating in this Tournament, each Participant hereby irrevocably and perpetually waives any right s/he may have to a trial by jury in respect of any litigation directly or indirectly arising out of, under or in connection with this Tournament, any document or agreement entered into in connection herewith, any Scholastic Award available in connection herewith, and any of the transactions contemplated hereby or thereby.

12. Privacy

Please refer to Psyonix's privacy policy located at <https://www.psyonix.com/privacy/> for important information regarding the collection, use and disclosure of personal information by Psyonix.

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