Rocket League Championship Series - 2022-23 Season Official Rules

1. Introduction and Acceptance

1.1 Introduction

These Rocket League Championship Series - 2022-23 Season Official Rules ("**Rules**") govern all stages of the Rocket League Championship Series - 2022-23 Season ("**Tournament**" or "**RLCS 2022-23**") provided by Psyonix LLC ("**Psyonix**").

These Rules have been designed to ensure the integrity of competitive play of Rocket League (the "**Rocket League**") in connection with the Tournament, and are intended to promote vigorous competition and to help ensure that all competitive play of Rocket League 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 a Minor (as defined below)), 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://esports.rocketleague.com/rlcs-rules/. By participating in any Game or Match (each as defined below) 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.

These Rules also apply to each Team that has been authorized to participate in the Tournament and its owner(s) ("**Owner**"), manager ("**Manager**"), and coach ("**Coach**"). The Owner(s) of a Team may be individuals or a legal entity, and these Rules apply equally to both. Participation in any Tournament by a Team is conditioned on the acceptance of these Rules by the Owner(s), Manager, and Coach of the Team.

1.3 Enforcement

Psyonix will have primary responsibility for enforcing these Rules and may, working with the Tournament Administrators (as defined below), impose sanctions on Players, Owners, Managers, Coaches, and Teams 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. Participation in the Tournament after any update, revision, change, or modification to these Rules will be deemed acceptance of these Rules as updated, revised, changed, or modified.

2. Tournament Structure

2.1 Definition of Terms

"**APAC**": means Bangladesh, Bhutan, Brunei, India, Indonesia, Japan, Laos, Malaysia, Mongolia, Myanmar, Pakistan, the Philippines, Singapore, South Korea, Thailand, Timor-Leste, and Vietnam.

"**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.

"**Eligibility Area**": means APAC, Europe, MENA (as defined below), North America, Oceania, South America, and SSA (as defined below).

"**Europe**": means Andorra, Albania, Armenia, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia (subject to Section 4.4), San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey (subject to Section 4.4), Ukraine (excluding the regions of Crimea, Donetsk, and Luhansk), United Kingdom of Great Britain and Northern Ireland.

"**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.

"**MENA**": means Algeria, Azerbaijan, Bahrain, Chad, Djibouti, Egypt, Israel, Jordan, Kazakhstan, Kyrgyzstan, Kuwait, Libya, Mauritania, Niger, Oman, Palestine, Qatar, Saudi Arabia, Tajikistan, Tunisia, Turkmenistan, United Arab Emirates, and Uzbekistan.

"**North America**": means Bahamas, Canada (excluding Nunavut, Northwest Territories and Yukon), Costa Rica, Dominica, Dominican Republic, El Salvador, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Panama, and United States (including Puerto Rico, and the US Virgin Islands).

"**Oceania**": means Australia, Fiji, French Polynesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Papua New Guinea, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.

"**Page Playoff Bracket**": means a phase of the Tournament where Teams are seeded using Round Robin (as defined below) Matches and the top Teams play a mix of a Single Elimination Bracket and Double Elimination Bracket (each as defined below).

"**Prize Restricted Region**": means Russia and Turkey.

"**Region**": means the RLCS server region in which a Player or Team competes.

"**Registration Website**": means the website start.gg or any subsequent URL which may replace it from time to time.

"**RLCS**": means Rocket League Championship Series.

"**RLCS Points**": means the points awarded to a Team based on its finishing position at a Regional or a Major (each as defined below).

"**Round Robin**": means a phase of the Tournament where each Team plays against every other Team.

"**Rules Website**": means the website https://esports.rocketleague.com/rlcs-rules/ or any subsequent URL which may replace it from time to time.

"**South America**": means Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Guyana, Paraguay, Peru, Suriname, Uruguay, and Venezuela.

"**SSA**": means Angola, Benin, Botswana, Burkina Faso, Cameroon, Cape Verde, Central African Republic, Comoros, Congo (Brazzaville), Congo (Democratic Republic), Côte d'Ivoire, Equatorial Guinea, Ethiopia, Gabon, The Gambia, Ghana, Guinea-Bissau, Lesotho, Madagascar, Malawi, Mali, Mauritius, Mozambique, Namibia, Nigeria, Réunion, Rwanda, Sao Tome and Principe, Senegal, Seychelles, South Africa, Swaziland, Togo, Uganda, and Zambia.

"**Swiss**": means a stage of the Tournament with multiple rounds where Teams may not necessarily play against every other Team.

"**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 (including, without limitation, ESL Gaming GmbH ("**ESL**")).

"**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.

"**Winning Player**": means any Player who (a) does not otherwise reside in a Prize Restricted Region and (b) is officially declared a Winning Player by Psyonix as set forth in Section 4.

2.2   Schedule and Format

As set forth more fully in Section 2.3, the Tournament is structured into three (3) separate splits (each, a "**Split**"), each of which includes (a) three (3) RLCS 2022-23 regional tournaments (each, a "**Regional**") and one major (each, a "**Major**"), and (b) an Open Qualifier and a Main Event (each as defined below). RLCS 2022-23 concludes at the RLCS 2022-23 World Championship (as defined below).

2.3   Tournament Dates

2.3.1   Tournament Period

The schedule that corresponds to each Tournament stage is outlined in this Section. The dates below are shown in the time zone of the applicable region.

2.3.2   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.

2.3.3 Split 1

APAC Regionals

Split 1 Regional 1

- APAC Open Qualifier 1 (October 1, 2022)
- APAC Open Qualifier 2 (October 2, 2022)
- APAC Main Event Day 1 (October 8, 2022)
- APAC Main Event Day 2 (October 9, 2022)

Split 1 Regional 2

- APAC Open Qualifier 1 (October 15, 2022)
- APAC Open Qualifier 2 (October 16, 2022)
- APAC Main Event Day 1 (October 22, 2022)
- APAC Main Event Day 2 (October 23, 2022)

Split 1 Regional 3

- APAC Main Event Day 1 (November 5, 2022)
- APAC Main Event Day 2 (November 6, 2022)

MENA Regionals

Split 1 Regional 1

- MENA Open Qualifier 1 (September 30, 2022)
- MENA Open Qualifier 2 (October 1, 2022)
- MENA Main Event Day 1 (October 6, 2022)
- MENA Main Event Day 2 (October 7, 2022)
- MENA Main Event Day 3 (October 8, 2022)

Split 1 Regional 2

- MENA Open Qualifier 1 (October 14, 2022)
- MENA Open Qualifier 2 (October 15, 2022)
- MENA Main Event Day 1 (October 20, 2022)
- MENA Main Event Day 2 (October 21, 2022)
- MENA Main Event Day 3 (October 22, 2022)

Split 1 Regional 3

- MENA Main Event Day 1 (November 3, 2022)

- MENA Main Event Day 2 (November 4, 2022)
- MENA Main Event Day 3 (November 5, 2022)

North American Regionals

Split 1 Regional 1

- North American Open Qualifier 1 (September 30, 2022)
- North American Open Qualifier 2 (October 1, 2022)
- North American Open Qualifier 3 (October 2, 2022)
- North American Main Event Day 1 (October 7, 2022)
- North American Main Event Day 2 (October 8, 2022)
- North American Main Event Day 3 (October 9, 2022)

Split 1 Regional 2

- North American Open Qualifier 1 (October 14, 2022)
- North American Open Qualifier 2 (October 15, 2022)
- North American Open Qualifier 3 (October 16, 2022)
- North American Main Event Day 1 (October 21, 2022)
- North American Main Event Day 2 (October 22, 2022)
- North American Main Event Day 3 (October 23, 2022)

Split 1 Regional 3

- North American Main Event Day 1 (November 4, 2022)
- North American Main Event Day 2 (November 5, 2022)
- North American Main Event Day 3 (November 6, 2022)

European Regionals

Split 1 Regional 1

- European Open Qualifier 1 (October 7, 2022)
- European Open Qualifier 2 (October 8, 2022)
- European Open Qualifier 3 (October 9, 2022)
- European Main Event Day 1 (October 14, 2022)
- European Main Event Day 2 (October 15, 2022)
- European Main Event Day 3 (October 16, 2022)

Split 1 Regional 2

- European Open Qualifier 1 (October 21, 2022)

- European Open Qualifier 2 (October 22, 2022)

- European Open Qualifier 3 (October 23, 2022)

- European Main Event Day 1 (October 28, 2022)

- European Main Event Day 2 (October 29, 2022)

- European Main Event Day 3 (October 30, 2022)

Split 1 Regional 3

- European Main Event Day 1 (November 11, 2022)

- European Main Event Day 2 (November 12, 2022)

- European Main Event Day 3 (November 13, 2022)

Oceania Regionals

Split 1 Regional 1

- Oceania Open Qualifier 1 (October 1, 2022)

- Oceania Open Qualifier 2 (October 2, 2022)

- Oceania Main Event Day 1 (October 14, 2022)

- Oceania Main Event Day 2 (October 15, 2022)

- Oceania Main Event Day 3 (October 16, 2022)

Split 1 Regional 2

- Oceania Open Qualifier 1 (October 22, 2022)

- Oceania Open Qualifier 2 (October 23, 2022)

- Oceania Main Event Day 1 (October 28, 2022)

- Oceania Main Event Day 2 (October 29, 2022)

- Oceania Main Event Day 3 (October 30, 2022)

Split 1 Regional 3

- Oceania Main Event Day 1 (November 11, 2022)

- Oceania Main Event Day 2 (November 12, 2022)

- Oceania Main Event Day 3 (November 13, 2022)

South America Regionals

Split 1 Regional 1

- South America Open Qualifier 1 (October 8, 2022)

- South America Open Qualifier 2 (October 9, 2022)
- South America Main Event Day 1 (October 14, 2022)
- South America Main Event Day 2 (October 15, 2022)
- South America Main Event Day 3 (October 16, 2022)

Split 1 Regional 2

- South America Open Qualifier 1 (October 22, 2022)
- South America Open Qualifier 2 (October 23, 2022)
- South America Main Event Day 1 (October 28, 2022)
- South America Main Event Day 2 (October 29, 2022)
- South America Main Event Day 3 (October 30, 2022)

Split 1 Regional 3

- South America Main Event Day 1 (November 4, 2022)
- South America Main Event Day 2 (November 5, 2022)
- South America Main Event Day 3 (November 6, 2022)

SSA Regionals

Split 1 Regional 1

- SSA Open Qualifier 1 (October 8, 2022)
- SSA Open Qualifier 2 (October 9, 2022)
- SSA Main Event Day 1 (October 14, 2022)
- SSA Main Event Day 2 (October 15, 2022)
- SSA Main Event Day 3 (October 16, 2022)

Split 1 Regional 2

- SSA Open Qualifier 1 (October 22, 2022)
- SSA Open Qualifier 2 (October 23, 2022)
- SSA Main Event Day 1 (October 28, 2022)
- SSA Main Event Day 2 (October 29, 2022)
- SSA Main Event Day 3 (October 30, 2022)

Split 1 Regional 3

- SSA Main Event Day 1 (November 11, 2022)
- SSA Main Event Day 2 (November 12, 2022)

- SSA Main Event Day 3 (November 13, 2022)

2.3.3.1 Split 1 Regional 1 Open Qualifiers

Teams will first be entered into the Open Qualifier stage for Split 1 Regional 1 of the applicable region in which they are registered ("**Split 1 Regional 1 Open Qualifier**").

2.3.3.1.1 Split 1 Regional 1 Open Qualifier (Europe, North America)

The Split 1 Regional 1 Open Qualifier consists of up to three (3) days of Matches, and seeding for each day of a Split 1 Regional 1 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a double elimination bracket ("**Double Elimination Bracket**"), meaning that a Team will not be eligible to advance if it loses two Matches in the bracket. The top forty-eight (48) Teams will advance to Day 2 of the Split 1 Regional 1 Open Qualifier.

Day 1 will also consist of a separate group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 1 Main Event (as defined below). If a Team loses three (3) Matches during this stage, it will advance to Day 3 of the Split 1 Open Qualifier for Regional 1. Each Match will be Best-of-Five.

Day 2 will consist of a Double Elimination Bracket with the top eight (8) Teams advancing to Day 3 of the Split 1 Regional 1 Open Qualifier. All Matches on Day 2 will be Best-of-Five.

Day 3 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 1 Main Event. All Matches on Day 3 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 3 will qualify to participate in the Split 1 Main Event.

Notwithstanding the foregoing, a fourth day of Split 1 Regional 1 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 3 will advance instead to Day 4 to participate in a final Split 1 Regional 1 Open Qualifier Double Elimination Bracket. All Matches on Day 4 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 4 (if applicable) will qualify to participate in the Split 1 Main Event.

2.3.3.1.2 Split 1 Regional 1 Open Qualifier (APAC, MENA, Oceania, South America, and SSA)

The Split 1 Regional 1 Open Qualifier consists of up to two (2) days of Matches, and seeding for each day of a Split 1 Regional 1 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a Double Elimination Bracket where the top eight (8) Teams from Day 1 will advance to Day 2.

Day 1 will also consist of a separate group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team in this group wins three (3) Matches during this stage, it will advance to the Split 1 Main Event. If a Team loses three (3) Matches during this stage, it will advance to Day 2 of the Split 1 Regional 1 Open Qualifier. Each Match will be Best-of-Five.

Day 2 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 1 Main Event. All Matches on Day 2 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 2 will qualify to participate in the Split 1 Main Event.

Notwithstanding the foregoing, a third day of Split 1 Regional 1 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 2 will advance instead to Day 3 to participate in a final Split 1 Regional 1 Open Qualifier Double Elimination Bracket. All Matches on Day 3 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 3 (if applicable) will qualify to participate in the Split 1 Main Event.

2.3.3.2 Split 1 Regional 2 Open Qualifiers

Teams will first be entered into the Open Qualifier stage for Split 1 Regional 2 of the applicable region in which they are registered ("**Split 1 Regional 2 Open Qualifier**").

2.3.3.2.1 Split 1 Regional 2 Open Qualifiers (Europe, North America)

The Split 1 Regional 2 Open Qualifier consists of up to three (3) days of Matches, and seeding for each day of a Split 1 Regional 2 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a Double Elimination Bracket with each Match being Best-of-Three except for Winners' Finals and Losers' Semi-Finals. All Matches in the Winners' Finals and Losers' Semi-Finals will be Best-of-Five. The top forty-eight (48) Teams from Day 1 will advance to Day 2.

Day 2 will consist of a Double Elimination Bracket with each Match being Best-of-Five. The top eight (8) Teams from Day 2 will advance to Day 3, joining Teams ranking 9th – 16th in RLCS points.

Day 3 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 1 Main Event. All Matches on Day 3 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 3 will qualify to participate in the Split 1 Main Event.

Notwithstanding the foregoing, a fourth day of Split 1 Regional 2 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 3 will advance instead to Day 4 to participate in a final Split 1 Regional 2 Open Qualifier Double Elimination Bracket. All Matches on Day 4 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 4 (if applicable) will qualify to participate in the Split 1 Main Event.

2.3.3.2.2 Split 1 Regional 2 Open Qualifiers (APAC, MENA, Oceania, South America, and SSA)

The Split 1 Regional 2 Open Qualifier consists of up to two (2) days of Matches, and seeding for each day of a Split 1 Regional 2 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a Double Elimination Bracket where the top eight (8) Teams from Day 1 will advance to Day 2, joining Teams ranking 9th – 16th in RLCS points.

Day 2 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 1 Main Event. All Matches on Day 2 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 2 will qualify to participate in the Split 1 Main Event.

Notwithstanding the foregoing, a third day of Split 1 Regional 2 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 2 will advance instead to Day 3 to participate in a final Split 1 Regional 2 Open Qualifier Double Elimination Bracket. All Matches on Day 3 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 3 (if applicable) will qualify to participate in the Split 1 Main Event.

2.3.3.3 Split 1 Regional 3 Invitations (All Regions)

The top sixteen (16) Teams in RLCS points will be granted an invitation to participate in Day 1 of the Split 1 Regional 3 ("**Split 1 Regional 3**").

In the event of a tie among Teams for invitations to participate in the Split 1 Regional 3, a tiebreaker will be played as set out in Section 2.3.7.

Notwithstanding the foregoing, in the event that fewer than sixteen (16) Teams have earned RLCS points, Teams without RLCS points will participate in a final Split 1 Regional 3 Open Qualifier Double Elimination Bracket. The final Teams remaining will qualify to participate in the Split 1 Main Event.

2.3.3.4 Split 1 Main Event

In the Main Event stage for Split 1 ("**Split 1 Main Event**"), sixteen (16) Teams will compete across a total of two (2) stages, and seeding for each stage of the Split 1 Main Event will be determined by Psyonix and/or Tournament Administrators at their discretion. It will not be possible to enter the Split 1 Main Event without advancing from the Split 1 Regional Open Qualifiers or receiving an invitation to the Split 1 Regional 3 as set out in Sections 2.3.3.1, 2.3.3.2, or 2.3.3.3 (as applicable).

The first stage of the Split 1 Main Event will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the second stage of the Split 1 Main Event. If a Team loses three (3) Matches during this stage, it will be eliminated from the Tournament. Eight (8) teams from the group will advance to the second stage of the Split 1 Main Event.

All Matches for the first stage of the Split 1 Main Event will be Best-of-Five.

The second stage of the Split 1 Main Event will consist of an eight (8) Team single elimination bracket ("**Single Elimination Bracket**"). All Matches for the second stage of the Split 1 Main Event will be Best-of-Seven.

2.3.3.5 Fall Major

Split 1 will culminate with the RLCS 2022-23 Fall Major ("**Fall Major**") comprised of the top sixteen (16) Teams in cumulative RLCS Points for Split 1 from across all Regions, as follows:

- North America: Five (5) Teams
- Europe: Five (5) Teams
- Oceania: Two (2) Teams
- South America: Two (2) Teams
- APAC: One (1) Team
- MENA: One (1) Team

In the Fall Major, sixteen (16) Teams will compete across a total of two (2) stages, and seeding for each stage of the Fall Major will be determined using the method set out in Section 2.3.9.

The first stage of the Fall Major will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the second stage of the Fall Major. If a Team loses three (3) Matches during this stage, it will be eliminated from the Tournament.

All Matches for the first stage of the Fall Major will be Best-of-Five.

The second stage of the Fall Major will consist of an eight (8) Team Single Elimination Bracket. All Matches for the second stage will be Best-of-Seven.

2.3.3.6 Points Structure

Split 1			
Place	Teams Total	Regional Points	Major Points
1st	1	16	32
2nd	1	12	24
T-3rd	2	9	18
T-5th	4	6	12
T-9th	3	4	8
T-12th	3	3	6
T-15th	2	2	4
Total Points		95	190

2.3.4 Split 2

APAC Regionals

Split 2 Regional 1

- APAC Open Qualifier 1 (January 21, 2023)
- APAC Open Qualifier 2 (January 22, 2023)
- APAC Main Event Day 1 (January 28, 2023)
- APAC Main Event Day 2 (January 29, 2023)

Split 2 Regional 2

- APAC Open Qualifier 1 (February 4, 2023)
- APAC Open Qualifier 2 (February 5, 2023)
- APAC Main Event Day 1 (February 11, 2023)
- APAC Main Event Day 2 (February 12, 2023)

Split 2 Regional 3

- APAC Main Event Day 1 (February 25, 2023)
- APAC Main Event Day 2 (February 26, 2023)

MENA Regionals

Split 2 Regional 1

- MENA Open Qualifier 1 (January 27, 2023)
- MENA Open Qualifier 2 (January 28, 2023)
- MENA Main Event Day 1 (February 2, 2023)
- MENA Main Event Day 2 (February 3, 2023)
- MENA Main Event Day 3 (February 4, 2023)

Split 2 Regional 2

- MENA Open Qualifier 1 (February 10, 2023)
- MENA Open Qualifier 2 (February 11, 2023)
- MENA Main Event Day 1 (February 16, 2023)
- MENA Main Event Day 2 (February 17, 2023)
- MENA Main Event Day 3 (February 18, 2023)

Split 2 Regional 3

- MENA Main Event Day 1 (March 2, 2023)
- MENA Main Event Day 2 (March 3, 2023)
- MENA Main Event Day 3 (March 4, 2023)

North American Regionals

Split 2 Regional 1

- North American Open Qualifier 1 (January 27, 2023)
- North American Open Qualifier 2 (January 28, 2023)
- North American Open Qualifier 3 (January 29, 2023)
- North American Main Event Day 1 (February 3, 2023)
- North American Main Event Day 2 (February 4, 2023)
- North American Main Event Day 3 (February 5, 2023)

Split 2 Regional 2

- North American Open Qualifier 1 (February 10, 2023)
- North American Open Qualifier 2 February 11, 2023)
- North American Open Qualifier 3 (February 12, 2023)
- North American Main Event Day 1 (February 17, 2023)
- North American Main Event Day 2 (February 18, 2023)
- North American Main Event Day 3 (February 19, 2023)

Split 2 Regional 3

- North American Main Event Day 1 (March 3, 2023)
- North American Main Event Day 2 (March 4, 2023)
- North American Main Event Day 3 (March 5, 2023)

European Regionals

Split 2 Regional 1

- European Open Qualifier 1 (January 20, 2023)
- European Open Qualifier 2 (January 21, 2023)
- European Open Qualifier 3 (January 22, 2023)
- European Main Event Day 1 (January 27, 2023)
- European Main Event Day 2 (January 28, 2023)
- European Main Event Day 3 (January 29, 2023)

Split 2 Regional 2

- European Open Qualifier 1 (February 3, 2023)
- European Open Qualifier 2 (February 4, 2023)

- European Open Qualifier 3 (February 5, 2023)
- European Main Event Day 1 (February 10, 2023)
- European Main Event Day 2 (February 11, 2023)
- European Main Event Day 3 (February 12, 2023)

Split 2 Regional 3

- European Main Event Day 1 (February 24, 2023)
- European Main Event Day 2 (February 25, 2023)
- European Main Event Day 3 (February 26, 2023)

Oceania Regionals

Split 2 Regional 1

- Oceania Open Qualifier 1 (January 28, 2023)
- Oceania Open Qualifier 2 (January 29, 2023)
- Oceania Main Event Day 1 (February 3, 2023)
- Oceania Main Event Day 2 (February 4, 2023)
- Oceania Main Event Day 3 (February 5, 2023)

Split 2 Regional 2

- Oceania Open Qualifier 1 (February 11, 2023)
- Oceania Open Qualifier 2 (February 12, 2023)
- Oceania Main Event Day 1 (February 17, 2023)
- Oceania Main Event Day 2 (February 18, 2023)
- Oceania Main Event Day 3 (February 19, 2023)

Split 2 Regional 3

- Oceania Main Event Day 1 (March 3, 2023)
- Oceania Main Event Day 2 (March 4, 2023)
- Oceania Main Event Day 3 (March 5, 2023)

South America Regionals

Split 2 Regional 1

- South American Open Qualifier 1 (January 21, 2023)
- South American Open Qualifier 2 (January 22, 2023)
- South American Main Event Day 1 (January 27, 2023)

- South American Main Event Day 2 (January 28, 2023)
- South American Main Event Day 3 (January 29, 2023)

Split 2 Regional 2

- South American Open Qualifier 1 (February 4, 2023)
- South American Open Qualifier 2 (February 5, 2023)
- South American Main Event Day 1 (February 10, 2023)
- South American Main Event Day 2 (February 11, 2023)
- South American Main Event Day 3 (February 12, 2023)

Split 2 Regional 3

- South American Main Event Day 1 (February 24, 2023)
- South American Main Event Day 2 (February 25, 2023)
- South American Main Event Day 3 (February 26, 2023)

SSA Regionals

Split 2 Regional 1

- SSA Open Qualifier 1 (January 21, 2023)
- SSA Open Qualifier 2 (January 22, 2023)
- SSA Main Event Day 1 (January 27, 2023)
- SSA Main Event Day 2 (January 28, 2023)
- SSA Main Event Day 3 (January 29, 2023)

Split 2 Regional 2

- SSA Open Qualifier 1 (February 4, 2023)
- SSA Open Qualifier 2 (February 5, 2023)
- SSA Main Event Day 1 (February 10, 2023)
- SSA Main Event Day 2 (February 11, 2023)
- SSA Main Event Day 3 (February 12, 2023)

Split 2 Regional 3

- SSA Main Event Day 1 (February 24, 2023)
- SSA Main Event Day 2 (February 25, 2023)
- SSA Main Event Day 3 (February 26, 2023)

2.3.4.1 **Split 2 Regional 1 and 2 Open Qualifiers (Europe, North America)**

Teams will be entered into the Open Qualifier stage for Split 2 Regional 1 and/or Split 2 Regional 2 of the applicable region in which they are registered (as applicable, the "**Split 2 Regional 1 Open Qualifier**" and "**Split 2 Regional 2 Open Qualifier**", and collectively, the "**Split 2 Open Qualifiers**"). Each Split 2 Open Qualifier consists of up to three (3) days of Matches, and seeding for each day of a Split 2 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a Double Elimination Bracket with each Match being Best-of-Three except for Winners' Finals and Losers' Semi-Finals. All Matches in the Winners' Finals and Losers' Semi-Finals will be Best-of-Five. The top forty-eight (48) Teams from Day 1 will advance to Day 2.

Day 2 will consist of a Double Elimination Bracket with each Match being Best-of-Five. The top eight (8) Teams from Day 2 will advance to Day 3, joining Teams ranking $9^{th} – 16^{th}$ in RLCS points.

Day 3 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 2 Main Event (as defined below). All Matches on Day 3 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 3 will qualify to participate in the Split 2 Main Event.

Notwithstanding the foregoing, a fourth day of Split 2 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 3 will advance instead to Day 4 to participate in a final Split 2 Open Qualifier Double Elimination Bracket. All Matches on Day 4 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 4 (if applicable) will qualify to participate in the Split 2 Main Event.

2.3.4.2 **Split 2 Regional 1 and 2 Open Qualifiers (APAC, MENA, Oceania, South America, and SSA)**

Teams will be entered into the Split 2 Regional 1 Open Qualifier and/or Split 2 Regional 2 Open Qualifier of the applicable region in which they are registered . Each Split 2 Open Qualifier consists of up to two (2) days of Matches, and seeding for each day of a Split 2 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a Double Elimination Bracket where the top eight (8) Teams from Day 1 will advance to Day 2, joining Teams ranking $9^{th} – 16^{th}$ in RLCS points.

Day 2 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 2 Main Event. All Matches on Day 2 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 2 will qualify to participate in the Split 2 Main Event.

Notwithstanding the foregoing, a third day of Split 2 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 2 will advance instead to Day 3 to participate in a final Split 2 Open Qualifier Double Elimination Bracket. All Matches on Day 3 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 3 (if applicable) will qualify to participate in the Split 2 Main Event.

2.3.4.3 **Split 2 Regional 3 Invitations (All Regions)**

The top sixteen (16) Teams in RLCS points will be granted an invitation to participate in Day 1 of the Split 2 Regional 3 ("**Split 2 Regional 3**").

In the event of a tie among Teams for invitations to participate in the Split 2 Regional 3, a tiebreaker will be played as set out in Section 2.3.7.

Notwithstanding the foregoing, in the event that fewer than sixteen (16) Teams have earned RLCS points, Teams without RLCS points will participate in a final Split 2 Regional 3 Open Qualifier Double Elimination Bracket. The final Teams remaining will qualify to participate in the Split 2 Main Event.

2.3.4.4 Split 2 Main Event

In the Main Event stage for Split 2 (**"Split 2 Main Event"**), sixteen (16) Teams will compete in a total of two (2) stages, and seeding for such stage of the Split 2 Main Event will be determined using the method set out in Section 2.3.8. It will not be possible to enter the Split 2 Main Event without advancing from the Split 2 Regional Open Qualifiers or receiving an invitation to the Split 2 Regional 3 as set out in Sections 2.3.4.1, 2.3.4.2, or 2.3.4.3 (as applicable).

The first stage of the Split 2 Main Event will consist of four (4) groups of four (4) Teams, with each Team competing in Round Robin Matches against every other Team within its group. All Round Robin Matches will be Best-of-Five.

The first place Team of each group will advance to the Quarter-Finals of the second stage of the Split 2 Main Event. The second and third place Teams will advance to Round 1 of the second stage of the Split 2 Main Event. The fourth place Team will be eliminated from the Tournament. In the event of a tie between Teams within a group, tiebreakers will be determined in the manner set out in Section 2.3.4.4.1.

The second stage of the Split 2 Main Event will consist of a twelve (12) Team Single Elimination Bracket. All Matches in Round 1 will be Best-of-Five. All Matches in the Quarter-Finals, Semi-Finals, Grand Finals will be Best-of-Seven.

2.3.4.4.1 Split 2 Main Event Tiebreakers

In the event of a tie at the conclusion of any Split 2 Main Event Round Robin Match, the tied Teams within a group will be seeded in the following order:

1. Match record
2. Game differential against tied Teams
3. Game differential
4. Initial Seed

In the event that three (3) Teams are tied, then once a tie between three (3) Teams is broken so that only two (2) Teams remain tied, Psyonix and/or Tournament Administrators will return to Step 1 and apply tiebreakers to the two (2) remaining Teams.

2.3.4.5 Winter Major

Split 2 will culminate with the RLCS 2022-23 Winter Major ("**Winter Major**") comprised of the top sixteen (16) Teams in cumulative RLCS Points for Split 2 from across all Regions, as follows:

- North America: Five (5) Teams
- Europe: Five (5) Teams
- Oceania: Two (2) Teams
- South America: Two (2) Teams
- APAC: One (1) Team
- MENA: One (1) Team

In the Winter Major, sixteen (16) Teams will compete across a total of two (2) stages, and seeding for each stage of the Winter Major will be determined using the method set out in Section 2.3.9.

The first stage of the Winter Major will consist of four (4) groups of four (4) Teams, with each Team competing in Round Robin Matches against every other Team within its group. All Round Robin Matches will be Best-of-Five.

The first place Team of each group will advance to the Quarter-finals of the second stage of the Winter Major. The second and third place Teams will advance to Round 1 of the second stage of the Winter Major. The fourth place Team will be eliminated from the Tournament. In the event of a tie between Teams within a group, tiebreakers will be determined in the manner set out in Section 2.3.4.5.1.

The second stage of the Winter Major will consist of a twelve (12) Team Single Elimination Bracket. All Matches in Round 1 will Best-of-Five. All Matches in the Quarter-Finals, Semi-Finals, Grand Finals will be Best-of-Seven.

2.3.4.5.1 **Winter Major Tiebreakers**

In the event of a tie at the conclusion of any Winter Major Round Robin Match, the tied Teams within a group will be seeded in the following order:

1. Match record
2. Game differential against tied teams
3. Game differential
4. Initial Seed

2.3.4.6 **Points Structure**

Split 2			
Place	**Teams Total**	**Regional Points**	**Major Points**
1st	1	20	40
2nd	1	16	32
T-3rd	2	12	24
T-5th	4	8	16
T-9th	4	5	10
T-13th	4	3	6
Total Points		**124**	**248**

2.3.5 **Split 3**

APAC Regionals

Split 3 Regional 1
- APAC Open Qualifier 1 (May 6, 2023)
- APAC Open Qualifier 2 (May 7, 2023)
- APAC Main Event Day 1 (May 13, 2023)
- APAC Main Event Day 2 (May 14, 2023)

Split 3 Regional 2
- APAC Open Qualifier 1 (May 20, 2023)
- APAC Open Qualifier 2 (May 21, 2023)
- APAC Main Event Day 1 (May 27, 2023)
- APAC Main Event Day 2 (May 28, 2023)

Split 3 Regional 3
- APAC Main Event Day 1 (June 10, 2023)
- APAC Main Event Day 2 (June 11, 2023)

MENA Regionals

Split 3 Regional 1
- MENA Open Qualifier 1 (April 28, 2023)
- MENA Open Qualifier 2 (April 29, 2023)
- MENA Main Event Day 1 (May 4, 2023)
- MENA Main Event Day 2 (May 5, 2023)
- MENA Main Event Day 3 (May 6, 2023)

Split 3 Regional 2
- MENA Open Qualifier 1 (May 12, 2023)
- MENA Open Qualifier 2 (May 13, 2023)
- MENA Main Event Day 1 (May 18, 2023)
- MENA Main Event Day 2 (May 19, 2023)
- MENA Main Event Day 3 (May 20, 2023)

Split 3 Regional 3
- MENA Main Event Day 1 (June 1, 2023)

- MENA Main Event Day 2 (June 2, 2023)

- MENA Main Event Day 3 (June 3, 2023)

North American Regionals

Split 3 Regional 1

- North American Open Qualifier 1 (April 28, 2023)

- North American Open Qualifier 2 (April 29, 2023)

- North American Open Qualifier 3 (April 30, 2023)

- North American Main Event Day 1 (May 5, 2023)

- North American Main Event Day 2 (May 6, 2023)

- North American Main Event Day 3 (May 7, 2023)

Split 3 Regional 2

- North American Open Qualifier 1 (May 12, 2023)

- North American Open Qualifier 2 (May 13, 2023)

- North American Open Qualifier 3 (May 14, 2023)

- North American Main Event Day 1 (May 19, 2023)

- North American Main Event Day 2 (May 20, 2023)

- North American Main Event Day 3 (May 21, 2023)

Split 3 Regional 3

- North American Main Event Day 1 (June 2, 2023)

- North American Main Event Day 2 (June 3, 2023)

- North American Main Event Day 3 (June 4, 2023)

European Regionals

Split 3 Regional 1

- European Open Qualifier 1 (May 5, 2023)

- European Open Qualifier 2 (May 6, 2023)

- European Open Qualifier 3 (May 7, 2023)

- European Main Event Day 1 (May 12, 2023)

- European Main Event Day 2 (May 13, 2023)

- European Main Event Day 3 (May 14, 2023)

Split 3 Regional 2

- European Open Qualifier 1 (May 19, 2023)
- European Open Qualifier 2 (May 20, 2023)
- European Open Qualifier 3 (May 21, 2023)
- European Main Event Day 1 (May 26, 2023)
- European Main Event Day 2 (May 27, 2023)
- European Main Event Day 3 (May 28, 2023)

Split 3 Regional 3

- European Main Event Day 1 (June 9, 2023)
- European Main Event Day 2 (June 10, 2023)
- European Main Event Day 3 (June 11, 2023)

Oceania Regionals

Split 3 Regional 1

- Oceania Open Qualifier 1 (April 29, 2023)
- Oceania Open Qualifier 2 (April 30, 2023)
- Oceania Main Event Day 1 (May 5, 2023)
- Oceania Main Event Day 2 (May 6, 2023)
- Oceania Main Event Day 3 (May 7, 2023)

Split 3 Regional 2

- Oceania Open Qualifier 1 (May 13, 2023)
- Oceania Open Qualifier 2 (May 14, 2023)
- Oceania Main Event Day 1 (May 19, 2023)
- Oceania Main Event Day 2 (May 20, 2023)
- Oceania Main Event Day 3 (May 21, 2023)

Split 3 Regional 3

- Oceania Main Event Day 1 (June 2, 2023)
- Oceania Main Event Day 2 (June 3, 2023)
- Oceania Main Event Day 3 (June 4, 2023)

South America Regionals

Split 3 Regional 1

- South American Open Qualifier 1 (May 6, 2023)

- South American Open Qualifier 2 (May 7, 2023)
- South American Main Event Day 1 (May 12, 2023)
- South American Main Event Day 2 (May 13, 2023)
- South American Main Event Day 3 (May 14, 2023)

Split 3 Regional 2

- South American Open Qualifier 1 (May 20, 2023)
- South American Open Qualifier 2 (May 21, 2023)
- South American Main Event Day 1 (May 26, 2023)
- South American Main Event Day 2 (May 27, 2023)
- South American Main Event Day 3 (May 28, 2023)

Split 3 Regional 3

- South American Main Event Day 1 (June 9, 2023)
- South American Main Event Day 2 (June 10, 2023)
- South American Main Event Day 3 (June 11, 2023)

SSA Regionals

Split 3 Regional 1

- SSA Open Qualifier 1 (May 6, 2023)
- SSA Open Qualifier 2 (May 7, 2023)
- SSA Main Event Day 1 (May 12, 2023)
- SSA Main Event Day 2 (May 13, 2023)
- SSA Main Event Day 3 (May 14, 2023)

Split 3 Regional 2

- SSA Open Qualifier 1 (May 20, 2023)
- SSA Open Qualifier 2 (May 21, 2023)
- SSA Main Event Day 1 (May 26, 2023)
- SSA Main Event Day 2 (May 27, 2023)
- SSA Main Event Day 3 (May 28, 2023)

Split 3 Regional 3

- SSA Main Event Day 1 (June 9, 2023)
- SSA Main Event Day 2 (June 10, 2023)
- SSA Main Event Day 3 (June 11, 2023)

2.3.5.1 Split 3 Regional 1 and 2 Open Qualifiers (Europe, North America)

Teams will be entered into the Open Qualifier stage for Split 3 Regional 1 and/or Split 3 Regional 2 of the applicable Region in which they are registered (as applicable, the "**Split 3 Regional 1 Open Qualifier**" and "**Split 3 Regional 2 Open Qualifier**", and collectively, the "**Split 3 Open Qualifiers**"). Each Split 3 Open Qualifier consists of up to three (3) days of Matches, and seeding for each day of a Split 3 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a Double Elimination Bracket with each Match being Best-of-Three except for Winners' Finals and Losers' Semi-Finals. All Matches in the Winners' Finals and Losers' Semi-Finals will be Best-of-Five. The top forty-eight (48) Teams from Day 1 will advance to Day 2. All Matches on Day 2 will be Best-of-Five.

Day 2 will consist of a Double Elimination Bracket with each Match being Best-of-Five. The top eight (8) Teams from Day 2 will advance to Day 3, joining teams ranking 9th – 16th in RLCS Points.

Day 3 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 3 Main Event (as defined below). All Matches on Day 3 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 3 will qualify to participate in the Split 3 Main Event.

Notwithstanding the foregoing, a fourth day of Split 3 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 3 will advance instead to Day 4 to participate in a final Split 3 Open Qualifier Double Elimination Bracket. All Matches on Day 4 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 4 (if applicable) will qualify to participate in the Split 3 Main Event.

2.3.5.2 Split 3 Regional 1 and 2 Open Qualifiers (APAC, MENA, Oceania, South America, and SSA)

Teams will be entered into the Split 3 Regional 1 Open Qualifier and/or Split 3 Regional 2 Open Qualifier of the applicable region in which they are registered. Each Split 3 Open Qualifier consists of up to two (2) days of Matches, and seeding for each day of a Split 3 Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a Double Elimination Bracket where the top eight (8) Teams from Day 1 will advance to Day 2, joining Teams ranking 9th – 16th in RLCS points.

Day 2 will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the Split 3 Main Event. All Matches on Day 2 will be Best-of-Five. Except as otherwise provided herein, the final eight (8) Teams remaining at the conclusion of Day 2 will qualify to participate in the Split 3 Main Event.

Notwithstanding the foregoing, a third day of Split 3 Open Qualifiers may be added at Psyonix and/or Tournament Administrator's discretion, in which case the top Teams from Day 2 will advance instead to Day 3 to participate in a final Split 3 Open Qualifier Double Elimination Bracket. All Matches on Day 3 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 3 (if applicable) will qualify to participate in the Split 3 Main Event.

2.3.5.3 Split 3 Regional 3 (All Regions)

The top sixteen (16) Teams in RLCS points will be granted an invitation to participate in Day 1 of the Split 3 Regional 3 ("**Split 3 Regional 3**").

In the event of a tie among Teams for invitations to participate in the Split 3 Regional 3, a tiebreaker will be played as set out in Section 2.3.7.

Notwithstanding the foregoing, in the event that fewer than sixteen (16) Teams have earned RLCS points, Teams without RLCS points will participate in a final Split 3 Regional 3 Open Qualifier Double Elimination Bracket. The final Teams remaining will qualify to participate in the Split 3 Main Event.

2.3.5.4 Split 3 Main Event

In the Main Event stage for Split 3 (**"Split 3 Main Event"**), sixteen (16) Teams will compete across one (1) stage, and seeding for such stage of the Split 3 Main Event will be determined using the method set out in Section 2.3.8. It will not be possible to enter the Split 3 Main Event without advancing from the Split 3 Regional Open Qualifiers or receiving an invitation to the Split 3 Regional 3 as set out in Sections 2.3.5.1, 2.3.5.2, or 2.3.5.3 (as applicable).

The Split 3 Main Event will consist of sixteen (16) Teams, with each Team competing in one Double Elimination Bracket. All Matches will be Best-of-Five, except for the Losers' Quarter-Finals, Losers' Semi-Finals, Losers' Finals, Winners' Semi-Finals, Winners' Finals and Grand Finals, which will be Best-of-Seven.

2.3.5.5 Spring Major

Split 3 will culminate with the RLCS 2022-23 Spring Major ("**Spring Major**") comprised of the top sixteen (16) Teams in cumulative RLCS points for Split 3 from across all Regions, as follows:

- North America: Five (5) Teams
- Europe: Five (5) Teams
- Oceania: Two (2) Teams
- South America: Two (2) Teams
- APAC: One (1) Team
- MENA: One (1) Team

In the Spring Major, sixteen (16) Teams will compete across one (1) stage, and seeding for each stage of the Spring Major will be determined using the method set out in Section 2.3.9.

Teams will compete in one Double Elimination Bracket. All Matches for the Spring Major will be Best-of-Five, except for the Losers' Quarter-Finals, Losers' Semi-Finals, Losers' Finals, Winners' Semi-Finals, Winners' Finals and Grand Finals, which will be Best-of-Seven.

2.3.5.6 Points Structure

Split 3			
Place	**Teams Total**	**Regional Points**	**Major Points**

1st	1	24	48
2nd	1	20	40
3rd	1	16	32
4th	1	13	26
T-5th	2	11	22
T-7th	2	9	18
T-9th	4	6	12
T-13th	4	4	8
Total Points		**124**	**306**

2.3.6 RLCS World Championship

In the RLCS 2022-23 World Championship ("**RLCS World Championship**"), sixteen (16) Teams will compete across a total of two (2) stages.

The top eight (8) Teams in cumulative RLCS Points from across all Regions will automatically qualify to participate in the RLCS World Championship (each, a "**RLCS World Championship Advancing Team**") as set out in Section 2.3.6.1.

In addition, the sixteen (16) Teams with the next-highest cumulative RLCS Point totals from across all Regions will compete in the RLCS 2022-23 World Championship Wildcard ("**RLCS World Championship Wildcard**") as set out in Section 2.3.6.2 to determine the final eight (8) Teams that will qualify to participate in the RLCS World Championship.

2.3.6.1 RLCS World Championship Advancing Teams

Automatic advancement into the RLCS World Championship will be determined by the cumulative RLCS Points earned by a Team at the conclusion of the applicable Regional or Major.

At the conclusion of each Major during the applicable Split, Teams will earn RLCS Points toward the eight (8)-slot pool of RLCS World Championship Advancing Teams ("**Slots**") for their respective Region based on each Team's placement relative to the other Teams within its Region. By way of example only:

- If a North American Team places first (1st) in the Fall Major, the NA1 Slot will receive 32 RLCS Points.
- If a North American Team places second (2nd) to a European Team in the Winter Major, the NA1 Slot will receive 32 RLCS Points (for a total of 64 RLCS Points).
- If a North American Team places second (2nd) to another North American Team in the Spring Major, the NA1 Slot will receive 48 RLCS Points (for a total of 112 RLCS Points) and the NA2 Slot will receive 40 RLCS Points.

For clarity, multiple Teams can contribute RLCS Points to the same Slot across multiple Majors, so long as those Teams are from the same Region.

At the conclusion of the Spring Major, (a) each Slot will be allocated to a Team from the Region associated

with such Slot (using the above example, the top Slot would be allocated to a North American Team); and (b) the top eight (8) Teams in cumulative RLCS Points from the applicable Regions will fill each such Slot and qualify to participate in the RLCS World Championship as an RLCS World Championship Advancing Team.

2.3.6.2 RLCS World Championship Wildcard

The top sixteen (16) Teams in cumulative RLCS Points that did not qualify as an RLCS World Championship Advancing Team will compete in the RLCS World Championship Wildcard to determine the final eight (8) Teams that will qualify to participate in the RLCS World Championship. The group of Teams will be constituted as follows:

- North America: Three (3) Teams
- Europe: Three (3) Teams
- Oceania: Two (2) Teams
- South America: Two (2) Teams
- APAC: Two (2) Teams
- MENA: Two (2) Teams
- SSA: Two (2) Teams

Teams will compete in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the RLCS World Championship. If a Team loses three (3) Matches during this stage, it will be eliminated from the Tournament.

2.3.6.3 RLCS World Championship

In the RLCS World Championship, the eight (8) RLCS World Championship Advancing Teams and the top eight (8) Teams advancing from the RLCS World Championship Wildcard will compete as one group of sixteen (16) Teams across a total of two (2) stages, and seeding for each stage of the RLCS World Championship will be determined using the method set out in Section 2.3.9. It will not be possible to enter the RLCS World Championship without qualifying as an RLCS World Championship Advancing Team or advancing from the RLCS World Championship Wildcard as set out in Sections 2.3.6.1 or 2.3.6.2 (as applicable).

The first stage of the RLCS World Championship will consist of two groups of eight (8) Teams, with each Team competing in one Double Elimination Bracket. All Matches for the first stage of the RLCS World Championship will be Best-of-Seven.

The second stage of the RLCS World Championship will consist of an eight (8) Team Single Elimination Bracket. All Matches for the second stage of the RLCS World Championship will be Best-of-Seven.

2.3.7 Tiebreakers for RLCS Regional, Major, or RLCS World Championship Qualification Spots

In the event of a tie for a Regional, Major, or RLCS World Championship qualification spot, one Best-of-Seven Match will be played amongst the Teams tied.

If more than two (2) Teams are tied, a bracket will be made to accommodate the number of tied Teams, with Teams receiving "byes" in accordance with the seeding system set out in Sections 2.3.8 or 2.3.9 (as applicable) (each such bracket, a "**Qualification Spot Bracket**"). All Matches in a Qualification Spot Bracket will be Best-of-Seven.

2.3.8 **Seeding for RLCS Regional and Regional, Major, and RLCS World Championship Qualification Spot Brackets**

For seeding purposes in an RLCS Regional or a Regional, Major, or RLCS World Championship Qualification Spot Bracket, Teams will be organized by the following parameters:

1. Cumulative RLCS Points from the three (3) most recent Tournament events, including both Regionals and Majors.

2. Cumulative RLCS Points.

3. The Team with the better placement in the most recent stage of a Tournament event, followed by the next most recent stage until a tie is broken. Outside of the stages within a Main Event, the Swiss Stage of an Open Qualifier shall also be considered for seeding purposes.

2.3.9 **Seeding for RLCS Majors and RLCS World Championship**

For seeding purposes in an RLCS Major or the RLCS World Championship, Teams will be organized by the following parameters:

1. Cumulative Major points by Slot.

2. The Slot with the better placement in the most recent stage of a Major Event.

Notwithstanding the foregoing, for seeding purposes in the Fall Major, Teams will be organized in the following order:

1. EU1
2. NA1
3. NA2
4. SAM1
5. EU2
6. NA3
7. EU3
8. NA4
9. MENA1
10. NA5
11. EU4
12. SAM2
13. OCE1
14. EU5
15. OCE2
16. APAC1

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: Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox
- Server: US-East/US-West (NA League), Europe (EU League), South America (SAM League), Oceania (OCE League), Middle-East (MENA League), Asia-East or Asia-SE Maritime (APAC), and South Africa (SSA League)

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 at any in-person Tournament events. At any in-person Tournament event, all controllers are subject to approval from Psyonix and/or the Tournament Administrators.

3.1.3 **Arenas**

In the Open Qualifier, all Games are played on DFH Stadium. In all other stages of the Tournament, the map rotation will be chosen from the standard arenas, chosen by Tournament Administrators at their sole discretion. For broadcasted Matches, Teams may request to avoid an 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 Teams to avoid an arena.

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. During a Main Event, before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), 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**

3.2.3.1 Open Qualifiers

- "US-East" will be the default server for North American Open Qualifier Matches unless both Teams agree to play on "US-West."
- "Europe" servers will always be used for European Open Qualifier Matches.
- "South America" servers will always be used for South American Open Qualifier Matches.
- "Oceania" servers will always be used for Oceanic Open Qualifier Matches.
- "Middle-East" servers will always be used MENA Open Qualifier Matches.
- "Asia-East" and "Asia-SE Maritime" servers will always be used for APAC Open Qualifier Matches.
- "South Africa" servers will always be used for SSA Open Qualifier Matches.

3.2.3.2 Main Events

- "RLCS USE-OHIO" will be the default server for North American Main Event Matches unless both Teams agree to play on another North American RLCS Server Region.
- "RLCS EU-PARIS" will be the default server for European Main Event Matches unless both teams agree to play on another European RLCS Server Region.
- "RLCS SAM-SaoPaulo" will be the default server for South American Main Event Matches unless both Teams agree to play on another South American server.
- "RLCS OCE-Sydney" will be the default server for Oceanic Main Event Matches unless both Teams agree to play on another Oceania server.

MENA, APAC, and SSA Main Event Matches will use the default server as determined by Psyonix and/or Tournament Administrators at their discretion.

3.2.4 Game Start

In Open Qualifiers Matches, Players may not join their designated side until three Players from each Team have joined the Game. In Main Event Matches, Players may not join their designated side until instructed by a Tournament Administrator.

3.2.5 Substitutions

A "**Substitution**" is defined as changing the Player line-up after a Match has started.

3.2.5.1 Open Qualifiers

Substitutions are not allowed during a Match in the Open Qualifiers except in the event of a disconnect. Teams may start a Match with any combination of three (3) Players from their registered Roster (as defined below).

3.2.5.2 Main Events

Substitutions may only occur in between Games in a Match or before a Match, and Teams are limited to one Substitution per Match. Teams must inform Tournament Administrators of any change in lineup between Matches.

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 file of the Match is required 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 have submitted false or doctored results will be subject to disciplinary action as further described in Section 8.2.

3.2.7 Observers

For all Regionals, including Open Qualifiers, Main Events, and Majors, in-game observers are not allowed except for Tournament Administrators and their designees. Teams that are found to have shared lobby details for the purposes of allowing an unauthorized observer into the Match will be subject to disciplinary action as further described in Section 8.2.

Upon written request and approval by Psyonix (email is sufficient), a Player or Team shall be permitted to stream live coverage of his/her/its Gameplay in the Open Qualifiers and/or Day 1 of the applicable Main Event through an online streaming platform (e.g., Twitch, YouTube, etc.).

3.2.8 Technical Issues

Due to the nature and scale of online competition, except as otherwise determined by Tournament Administrators in their sole discretion, Matches will not be restarted or made null due to bugs, intentional disconnections, server crashes, or unintentional disconnections. Except as otherwise determined by Tournament Administrators in their sole discretion, any technical issues or bug encounters must be played through. If a Team calls for a rematch due to a technical issue or bug encounter, such Team they must save the replay and submit it to the Tournament Administrators for review. During a broadcasted Match, Tournament Administrators may halt Gameplay to review and subsequently restart the Game if deemed necessary by Tournament Administrators in their sole discretion.

In addition, Players acknowledge and agree that in participating in a Rocket League competitive event the individual Player solely determines which platform to use (i.e., PC or console (as applicable)) and understands that he/she may face Players competing on a different platform. Additionally, Players acknowledge that the different platforms may offer features, such as controllers, Player interface, and/or ability to individualize certain game settings/sensitivities, etc., which may arguably provide a competitive advantage to one platform over another. Players acknowledge their sole competitive platform choice and agree and waive any responsibility or liability of Psyonix relating to such Player's involvement in a multiplatform competition, including any alleged competitive advantage of any other platform.

3.3 Team Rosters

3.3.1 Team Captains

Each Team must declare one member of their 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; provided, that a Team may designate its Manager or Coach (as applicable) 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. Upon registering for the Tournament,

Rosters must have at least three (3) Players, but no more than four (4) (i.e., three starting Players and one reserve Player who may be used as an alternate). Rosters may also include a Manager and/or a Coach who do not play in Tournament Matches. An individual may not simultaneously be part of more than one Roster at a time, including Coaches and Managers.

3.3.3 **Roster Submission**

Starting Rosters for each Tournament day must be submitted to Tournament Administrators at least 24 hours prior to the start of Gameplay for such day.

3.3.4 **Roster Change Period/Roster Lock Deadline**

Except as otherwise expressly set forth in these Rules, Team Rosters may only change during the Transfer Windows (as defined below). All Rosters will be deemed locked at the close of the Tournament registration process set out in Section 6.1.3 (the "**Registration Process**") at the time and date to be specified on the Registration Website (such dates and times collectively, the "**Roster Lock Deadline**").

If a Team has a Manager or Coach they would like added to its Roster, the Team must notify Tournament Administrators prior to the applicable Roster Lock Deadline. If a Team has circumstances that prevent it from making a Substitution within the deadlines set forth in Section 3.2.5 and are in need of a time extension, such Team must notify a Tournament Administrator by the applicable Roster Lock Deadline. Otherwise, no Substitution will be allowed for such Team after the Roster Lock Deadline.

3.3.5 **Roster Changes/Transfers**

As used herein, "**Roster Change**" means the addition of a new Player to an existing Roster. Note that a Player departing a Roster will not be considered a Roster Change, provided the Team maintains a minimum of three (3) Players.

Teams will be allowed to make Roster additions during two designated "**Transfer Windows**" during the season.

Transfer Window 1: December 13, 2022 at 12:00 AM PT – January 8, 2023 at 11:59 PM PT

Transfer Window 2: April 11, 2023 at 12:00 AM PT – April 24, 2023 at 11:59 PM PT

During each Transfer Window, Teams may only make one addition to their Roster (not including Manager and Coach), provided that the maximum number of Players allowed on a Team is four (4). Teams are allowed to make one addition to their Roster per Transfer Window (for a total of two (2) additions for the entire RLCS Season). If it is determined by Psyonix and/or a Tournament Administrator that a Team has made more than one addition in a single Transfer Window, such Team shall forfeit all of its accumulated RLCS Points and shall become an inactive Team.

Notwithstanding the foregoing, Teams may also make one "Exempt" addition to their Rosters (each, an "**Exempt Addition**") during the entire RLCS Season. Exempt Additions must be made in one of the two (2) Transfer Windows and must be added in the "Substitute" position. In addition, Exempt Additions must meet the following eligibility criteria:

- The Exempt Addition must have been eligible to compete for the entirety of the Split immediately

preceding the Transfer Window during which the Exempt Addition is being made.
- The Exempt Addition cannot have earned any RLCS Points during such Split.

In order to make an Exempt Addition, Teams must submit their request via email at the applicable email address listed below (depending on their Region) before the close of the applicable Transfer Window.

- North America: RLCSNA@eslgaming.gg
- Europe: RLCSEU@eslgaming.gg
- South America: RLCSSAM@eslgaming.gg
- Oceania: RLCSOCE@eslgaming.gg
- MENA: RLCSMENA@eslgaming.gg
- APAC: RLCSAPAC@eslgaming.gg
- SSA: RLCSSSA@eslgaming.gg

3.3.6 **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 (including, without limitation, Section 5) 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.

3.3.7 **Roster Continuity**

A "**Roster**" is the three (3) or four (4) Players (as applicable) who are registered under a Team. If a Team has three (3) Players, all three (3) Players will be considered "Starters". If a Team has four (4) Players, three (3) Players will be considered "Starters," and one (1) Player will be considered "Exempt" or a "Substitute" (as applicable).

3.4 **Match Obligations**

3.4.1 **Punctuality**

All Teams must have three (3) Players physically present or in the online Match lobby by the designated Match start time. Teams that do not have three (3) Players ready to play after five (5) minutes of the Match start time will be subject to disciplinary actions as further described in Section 8.2. During Main Event matches, the Team Captain must be responsive in the designated chat room at least ten (10) minutes prior to the designated Match start time. Match start times may be adjusted by Psyonix and/or Tournament Administrators, in their sole discretion, depending on any Tournament accelerations or delays.

3.4.2 **Forfeits**

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators. Notwithstanding the foregoing, even with such authorization, such Teams will be subject to disciplinary actions as further described in Section 8.2.

3.4.3 **Communications**

Teams will communicate with their Coaches, opponents, and Tournament Administrators (as applicable)

in a designated chatroom during all online stages of the Tournament. For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match (including, without limitation, Coaches) is strictly prohibited and may result in immediate disqualification of the Player(s) or Team. Psyonix and/or Tournament Administrators will notify Players of the designated chatroom prior to the start of each stage of the Tournament.

3.5   Match Disruptions

3.5.1 Disconnects

3.5.1.1 Open Qualifier

If a disconnect occurs in the Open Qualifier, the shorthanded Team must 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 (subject to the Substitution rules set forth in Section 3.2.5) if this is the first disconnect for the Team during the series.

3.5.1.2 All Other Stages

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

Once the Game has been paused, the disconnected Player will have eight minutes to rejoin before the Game resumes. In the event of multiple pauses for disconnections, the total time will be counted towards the eight minutes of reconnection time. If the Player cannot rejoin within that time, the shorthanded Team will forfeit 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 must substitute another Player from their roster (subject to the Substitution rules set forth in Section 3.2.5) or forfeit the 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 or from continuation of play as determined by the Tournament Administrators.

If a Team cannot field a full team of three (3) Players to continue play, it will forfeit the Game. If a Team cannot field a full team of three (3) Players in the subsequent eight minutes of Game forfeiture, they will forfeit the Match.

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. Each Team is allowed a maximum of one pause request per Match.

3.5.3 Timeouts

For any Best-of-Seven series, Teams may request one (1) timeout (each, a "**Timeout**") between Games during such series.

For any Best-of-Five set or Best-of-Seven set, Teams may request one (1) Timeout between Games during such set (as applicable).

Each Timeout will last for two (2) minutes. A Team must notify a Tournament Administrator immediately after the conclusion of a Game if it elects to use a Timeout. Tournament Administrators reserve the right to deny a Team a Timeout if such Team fails to make its election in accordance with the deadlines set forth in this Section 3.5.3. At the conclusion of the Timeout, Tournament Administrators will confirm that each Team is ready to continue the series before Gameplay can resume.

For clarity, Timeouts cannot be used in Open Qualifiers or during Gameplay. In addition, Timeouts cannot be used to extend or circumvent disqualification timers as set forth in Section 3.5.1.2.

3.5.4 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.

3.5.5 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 if Tournament Administrators determine that the restart was falsely requested, such Player or Team will be subject to disciplinary actions as further described in Section 8.2.

4. Prizes

4.1 Regional Prizes

The following prizes will be awarded to each Team based on its placement at the conclusion of each Regional in Split 1:

North America and Europe:

Placement	Teams Total	Prize (USD)
1st	1	$30,000

Placement	Teams Total	Prize (USD)
2nd	1	$20,000
T-3rd	2	$8,500
T-5th	4	$4,000
T-9th	3	$3,000
T-12th	3	$2,000
T-15th	2	$1,000
Total:		**$100,000**

South America, Oceania, and MENA:

Placement	Teams Total	Prize (USD)
1st	1	$9,000
2nd	1	$6,000
T-3rd	2	$3,900
T-5th	4	$1,800
Total:		**$30,000**

APAC and SSA:

Placement	Teams Total	Prize (USD)
1st	1	$6,000
2nd	1	$4,000
T-3rd	2	$2,600
T-5th	4	$1,200
Total:		**$20,000**

The following prizes will be awarded to each Team based on its placement at the conclusion of each Regional in Split 2.

North America and Europe:

Placement	Teams Total	Prize (USD)

Placement	Teams Total	Prize (USD)
1st	1	$30,000
2nd	1	$20,000
T-3rd	2	$9,000
T-5th	4	$4,000
T-9th	4	$3,000
T-13th	4	$1,000
Total:		**$100,000**

South America, Oceania, and MENA:

Placement	Teams Total	Prize (USD)
1st	1	$9,000
2nd	1	$6,000
T-3rd	2	$3,900
T-5th	4	$1,800
Total:		**$30,000**

APAC and SSA:

Placement	Teams Total	Prize (USD)
1st	1	$6,000
2nd	1	$4,000
T-3rd	2	$2,600
T-5th	4	$1,200
Total:		**$20,000**

Subject to Section 4.4, the following prizes will be awarded to each Team based on its placement at the conclusion of each Regional in Split 3.

North America and Europe:

Placement	Teams Total	Prize (USD)

Placement	Teams Total	Prize (USD)
1st	1	$30,000
2nd	1	$20,000
3rd	1	$10,000
4th	1	$8,000
T-5th	2	$6,000
T-7th	2	$4,000
T-9th	4	$2,000
T-13th	4	$1,000
Total:		**$100,000**

South America, Oceania, and MENA:

Placement	Teams Total	Prize (USD)
1st	1	$9,000
2nd	1	$6,000
3rd	1	$3,600
4th	1	$3,000
T-5th	2	$2,400
T-7th	2	$1,800
Total:		**$30,000**

APAC and SSA:

Placement	Teams Total	Prize (USD)
1st	1	$6,000
2nd	1	$4,500
3rd	1	$2,400
4th	1	$2,000
T-5th	2	$1,600
T-7th	2	$1,200

Total:		
		$20,000

4.2 RLCS Major Prizes

The following prizes will be awarded to each Team based on its placement at the conclusion of the Fall Major:

Placement	Teams Total	Prize (USD)
1st	1	$100,000
2nd	1	$60,000
T-3rd	2	$25,500
T-5th	4	$12,000
T-9th	3	$9,000
T-12th	3	$6,000
T-15th	2	$3,000
Total:		**$310,000**

The following prizes will be awarded to each Team based on its placement at the conclusion of the Winter Major:

Placement	Teams Total	Prize (USD)
1st	1	$100,000
2nd	1	$60,000
T-3rd	2	$27,000
T-5th	4	$12,000
T-9th	4	$9,000
T-13th	4	$3,000
Total:		**$310,000**

Subject to Section 4.4, the following prizes will be awarded to each Team based on its placement at the

conclusion of the Spring Major:

Placement	Teams Total	Prize (USD)
1st	1	$100,000
2nd	1	$60,000
3rd	1	$30,000
4th	1	$24,000
T-5th	2	$18,000
T-7th	2	$12,000
T-9th	4	$6,000
T-13th	4	$3,000
Total:		**$310,000**

4.3   RLCS 2022-23 World Championship Prizes

Subject to Section 4.4, the following prizes will be awarded to each Team based on its placement at the conclusion of the RLCS World Championship Wildcard:

Placement	Teams Total	Prize (USD)
T-9th	3	$16,000
T-12th	3	$12,000
T-15th	2	$8,000
Total:		**$100,000**

Subject to Section 4.4, the following prizes will be awarded to each Team based on its placement at the conclusion of the RLCS World Championship:

Placement	Teams Total	Prize (USD)
1st	1	$600,000
2nd	1	$400,000

T-3rd	2	$200,000
T-5th	4	$100,000
T-9th	4	$30,000
T-13th	4	$20,000
Total:		**$2,000,000**

4.4 **Prize Restricted Regions**

NOTWITHSTANDING THE FOREGOING OR ANY OTHER PROVISION OF THESE RULES TO THE CONTRARY, IF YOU ARE AN INDIVIDUAL IN A PRIZE RESTRICTED REGION, YOU ACKNOWLEDGE AND AGREE (AND IF A MINOR, YOUR PARENT OR LEGAL GUARDIAN ACKNOWLEDGES AND AGREES) THAT YOU ARE NOT ELIGIBLE FOR NOR ENTITLED TO WIN ANY PRIZES IN CONNECTION WITH THE TOURNAMENT.

4.5 **Prizing Information**

Only Winning Players (as determined by Psyonix pursuant to this Section 4.5) will be eligible to receive the applicable prize set forth in Sections 4.1, 4.2, and 4.3 (as applicable). No other Player from a Team with a score/performance lower than the Winning Players or residing in a Prize Restricted Region shall be, at any time or under any circumstances, entitled to receive any prizes in connection with the Tournament.

For clarity, prizes are awarded "as is" with no warranty or guarantee, either express or implied. Prizes are not transferable or assignable and cannot be transferred by Winning Players. Non-cash prizes (if any) cannot be redeemed for cash. All prize details are at the sole discretion of Psyonix. Winning Players are not entitled to any surplus between actual retail value of prize and approximate retail value and any difference between approximate and actual value of the prize will not be awarded. Winning Players are responsible for any costs and expenses associated with prize acceptance and use not specified herein as being provided. Winning Players may not substitute a prize, but Psyonix reserves the right, at its sole discretion, in case of justified reasons, to substitute a prize (or portion thereof) with one of comparable or greater value. Additional terms and conditions may apply to acceptance and use of a prize.

Upon formal notification from Psyonix, 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 Psyonix, 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 Psyonix's notification was sent or, at Psyonix's sole option, another email address specified in the notification. In addition, a potential Winning Player must keep the Epic Account (as defined below) that he or she provided to Psyonix pursuant to Section 5.3 active throughout the verification of eligibility process.

The date of receipt by Psyonix 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 prize for any reason (including, without limitation, for failure to provide the necessary tax and payment information through Psyonix's 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 prizes 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 prize amounts that would have otherwise been awarded to such disqualified Player as part of a future Rocket League tournament or (z) award any such prize 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.

Winning Players will also be required to provide certain payment information to Psyonix, including any required tax information forms, in order to receive the prizes. Psyonix may withhold payment of the prizes if the Winning Player fails to provide the applicable payment forms to Psyonix in a timely manner.

PRIZES ARE SUBJECT TO APPLICABLE INTERNATIONAL, FEDERAL, 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. Prize 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.

Psyonix will determine the payment method for the prizes 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 Prize 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

5.1.1 To be eligible to participate in the Tournament, a Player must be at least 15 years old (or such other age, if greater, as may be required in such Player's country of residence). If a Player is under 18 years of age or the age of majority as defined in such Player's country of residence (a "**Minor**"), such Player must have permission from a parent or legal guardian in order to participate in the Tournament.

5.1.2 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 prize 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 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 prize in connection with the Tournament. Only Winning Players will be eligible to receive prizes 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).

5.5.6 Teams that qualify for the Main Event, the Majors, and/or the RLCS World Championship are required to provide Tournament Administrators a logo in .png, .psd, or .ai format (with the latter highly preferred). If a logo is not provided, or is rejected, Tournament Administrators will replace the logo with a standard Tournament logo. Tournament Administrators reserve the right to reject logos submitted after the Tournament begins.

5.6 Good Standing

Players must be in good standing with respect to the Epic Account, Steam, Microsoft Account, Nintendo Account, or PlayStation Network ID (each, a "**Tournament Account**") used by such Players in connection with the Tournament, with no undisclosed violations. This means that, without limitation, a Player's Tournament Account (a) must be registered in such Player's name, and cannot have been previously

purchased, gifted, or otherwise transferred from another Player; and (b) must have the requisite access levels to the Epic Games Store, Steam, Xbox Live, Nintendo Network, or the PlayStation Network, as applicable. Players / Teams must also be free of or served fully any suspensions or other sanctions imposed in connection with a previous violation of 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 or in any country where participation is prohibited by U.S. law.

6.   Team Formation, Operations and Conduct

6.1   The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of at least three (3), but no more than four (4), 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   Subject to Section 4.4, all members of a Team that fall within the prizing 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 prizes. 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 prizes 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 at the sole discretion of the Tournament Administrator.

6.2 **Team Relationships**

The Rules do not govern relationships between or among Players on a Team. 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.

6.3 **Responsibilities of Team Owners, Managers and Coaches**

6.3.1   No Team (including its agents, officers, employees and subcontractors), Owner, Manager, or Coach may engage in collusion, Match fixing, the bribery of 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.

6.3.2   No Owner of a Team in the RLCS shall serve as the Coach or Manager of another RLCS Team or otherwise be involved in or have any power to determine or influence the management or administration of another Team in the RLCS.

6.3.3   No Managers, Coaches, or other persons having supervisory or managerial responsibility for a Team in the RLCS (collectively, **"Control Persons"**) shall: (a) be a Control Person of another Team in the RLCS; or (b) either directly or indirectly be involved in or have any power to determine the management or administration of another RLCS Team or influence the performance of another RLCS Team in any Game, Match, or Tournament.

6.3.4   A Team shall not appoint as a Control Person any individual who: (a) is a Control Person of any other RLCS Team; or (b) either directly or indirectly is involved in or has any power to determine the management or administration of another RLCS Team or influence the performance of another RLCS Team in any Game, Match, or Tournament.

6.3.5   Teams that Psyonix, in its sole discretion, determines are directly or indirectly owned or controlled by a person or entity that operates sports (including esports) gambling, wagering, bookmaking, or betting sites or platforms are not eligible to participate in the Tournament.

7.   **Code of Conduct**

7.1   **Personal Conduct; No Toxic Behavior**

7.1.1   All Players and Control Persons 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, good sportsmanship, and sound health and safety.

7.1.2   Players and Control Persons must be respectful of other Players, Tournament Administrators, spectators, and sponsors (as applicable).

7.1.3   Players and Control Persons 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 Rocket League by other users as intended by Psyonix (as decided by Psyonix). In particular, Players and Control Persons 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, a Control Person, or an entire Team 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 Rocket League 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 Rocket League game client.

- Playing or allowing another Player to play on a Tournament 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 Rocket League 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 Rocket League (e.g., services designed to throw or fix a Match or Game).

- 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 Rocket League 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 and Control Persons 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 and Control Persons 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 or Control Person 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 or Control Person who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

7.5   Confidentiality

A Player or Control Person may not disclose to any third party any confidential information provided by the Tournament Administrators, Psyonix, or its parent or affiliates concerning Rocket League, 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 and Control Persons 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 and Control Persons 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 or Control Person to discuss the investigation, the Player or Control Person must be truthful in the information that he or she provides to Psyonix and/or a Tournament Administrator. Any Player or Control Person 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 and Control Persons understand and agree that Psyonix has the right, in its sole discretion, to remove a Player or Control Person from, or restrict such Player's or Control Person'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 or Control Person 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 or Control Person;

- Loss of all or any part of the prizes previously awarded to the Player or Team;

- Disqualify the Player or Control Person from participating in one or more Matches and/or Games at the Tournament; or

- Prevent the Player or Control Person 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 or Control Person to the fullest extent permitted by applicable law. The enforcement of any applicable disciplinary action by Psyonix shall not provide a Player or Control Person 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 or Control Person.

8.2.3   If Psyonix decides that there have been repeated breaches of these Rules by a Player or Control Person, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of Rocket League. Psyonix may also enforce any applicable disciplinary action 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 the applicable Players and Control Persons.

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 prize, the Winning Player and/or Team agrees (or, if a Minor, such Winning Player's parent or legal guardian agrees on such Winning Player's behalf) to release Psyonix from any and all liability, loss, or damage arising from or in connection with awarding, receipt, and/or use or misuse of prize or participation in any prize-related activities. Psyonix 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 prize or resulting from acceptance, possession, or use of a prize, 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 prize 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, state and local laws.

10. Name, Image, and Likeness; Team Representatives

10.1   Each Player, Coach and any other person appearing on-camera on behalf of a Team (**"Participant"**) hereby grants to Psyonix a royalty-free, fully paid-up, non-exclusive, worldwide right and license (with the right to grant sublicenses) to (a) interview, photograph, record, tape, and/or film him/her, and (b) use his/her name, image, likeness, avatar, voice, backstory and/or activities captured or recorded during this Tournament and related esports events (**"NIL"**) for the purpose of marketing, sponsorship, and promoting Rocket League, the RLCS, this Tournament and related esports productions, including in Psyonix's print and online advertising, and in its streams, broadcasts, websites, blogs, and social media channels. The license to capture and record a Participant's NIL shall expire at the end of each RLCS season, provided that if any of the Participant's NIL are integrated into media or materials that are captured or recorded during the RLCS season, the license survives with respect to those media and materials and any derivatives, compilations or adaptations of them made during or after the RLCS season (e.g., season highlights clips and "great moments in RLCS history" videos).

10.2   All Teams must select one Player at the start of this Tournament to serve as the representative of the Team for all scheduled interviews for this Season (the "**Team Representative**"). The Team Representative is not obligated to be the only member of the Team to give interviews during this Season. However, the Team Representative must be present for all scheduled interviews, unless the Team advises Psyonix or the Tournament Administrator that an alternate Player will attend the interview prior to the Match for which an interview is scheduled. At the sole discretion of Psyonix, a Coach (if any) may serve as the Team Representative in an interview.

Psyonix will try to provide the Team and Team Representative with 24 hours advance notice of the interviews, which shall be scheduled on the Team's Match day. If an acceptable Team Representative is not available for a scheduled interview, permitting for technical issues, Psyonix reserves to right to institute disciplinary action as outlined in Section 8.2.

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 PRIZE AVAILABLE IN CONNECTION HEREWITH, AND ANY OF THE TRANSACTIONS CONTEMPLATED HEREBY OR THEREBY.

12. RAP and Other Programs

Psyonix may, from time to time, create special monetization programs that apply to the RLCS and its Teams, such as the Rocket Affiliate Program ("**RAP**"). The terms and conditions applicable to RAP and other similar programs are separate from these Rules. In the event of a conflict between the terms and conditions of RAP and these Rules, the provisions that are more protective of Psyonix will apply and govern.

13. 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.

14.   Health and Safety

14.1   **Compliance with Health Guidance**. All Players, Owners, Managers, Coaches and Teams shall comply with (a) any written guidance provided by Psyonix and/or Tournament Administrators from time to time relating to health and safety matters and COVID-19; and (b) applicable laws, ordinances, and public health authority orders regarding COVID-19. In the event of a conflict between any guidance or standards, the stricter requirement shall prevail.

14.2   **Final Decisions Relating to Player Safety**. Notwithstanding the foregoing, the final decision relating to whether it is safe for Players on a Team to participate in a Tournament will be made by the Manager of that Team in consultation with Psyonix and/or Tournament Administrators. Each Team shall comply with local law and ordinances governing public meetings and public health. In the event of any uncertainty as to whether a gathering of Players can be safely held, the Manager of a Team should exercise his or her discretion in a way that provides the greatest level of protection and safety for Players, fans, staff, and other participants in the Tournament.

14.3   **Communication with Tournament Administrators**. It is important that Players, Coaches, and Managers use their best efforts to remain connected to the chat system used by Psyonix and/or Tournament Administrators and follow all instructions given by Tournament Administrators during the entire process of a Tournament, including travel to and from the Tournament venue. Players, Managers, and Coaches shall follow the instructions of Tournament referees and cooperate with referees and other Tournament staff regarding masks and other protective measures instituted to ensure the health and safety of all involved in

the Tournament.

14.4 **Heath Screening**. Prior to entering any Tournament venue, each Player, Coach, and Manager may be required to verify his or her identity with Tournament staff and to submit to a health screening by Tournament staff, which may include but is not limited to, a temperature screen. Health screenings may also be conducted at other times during a Tournament in the sole discretion of Psyonix and/or Tournament Administrators. If, at any time prior to or during a Tournament, Psyonix or Tournament Administrators determine that an individual has COVID-19 symptoms or otherwise may be infected with the COVID-19 virus or any other communicable disease, such individual will be required to leave the venue immediately. If Psyonix or Tournament Administrators determine that a Player should not participate in a Tournament for health reasons, the onsite referee may require the Team to provide a substitute. If applicable law requires any additional or different health inspection, sanitation, or public safety procedures, Psyonix and/or Tournament Administrators will have full authority to implement those procedures, and all Player, Owners, Coaches, and Managers must cooperate with Psyonix and/or Tournament Administrators in the implementation of those procedures.

14.5 **Health Issues Involving Players**. The first responsibility of all Managers and Coaches is to care for the health and safety of the Team's Players and staff. A Manager shall promptly notify Psyonix or Tournament Administrators of any health issue involving a Player, so that appropriate measures can be taken to trace contacts and follow other health and safety protocols.

14.6 **Health Issues Involving Coaches and Managers.** If a Team's Manager or Coach is unable to participate in a Tournament due to a health issue, the Team's Owners or other responsible persons shall promptly notify Psyonix and/or Tournament Administrators and designate a suitable replacement. Once the health issues of the applicable Manager or Coach have subsided and any applicable quarantine has expired, he or she will be permitted to resume his or her duties with the Team.

14.7 **Health Privacy**. All Players, Managers and Coaches agree to (a) the collection, storage and use of records and information about exposure to or symptoms of COVID-19, COVID-19 test results, or vaccination status as described in this Section, and (b) the use of such records and information to comply with local law, ordinances, and guidelines governing public meetings and public health and, when necessary, to protect fans and other members of the public from exposure to COVID-19. If a Player, Manager, or Coach has any questions about the ways in which such Player's, Manager's, or Coach's records and information is collected and used pursuant to this Section, or their choices and rights regarding such use, please see the ESL Privacy Policy available at https://www.eslgaming.com/privacypolicy.