

## **Rocket League Championship Series Official Tournament Rules**

### **1. INTRODUCTION**

The Rocket League Championship Series competition (“**Tournament**”) is brought to you by Psyonix Inc. (“**Psyonix**”). The Tournament is a competitive esports gaming tournament featuring the Rocket League game (“**Title Game**”) developed and published by Psyonix. As set forth more fully in Section 3, entitled “**Tournament Format**”, the Tournament consists of two (2) regional competitions, one in North America and one in Europe (and an independent competition series in Oceania). Each regional competition will include an open qualifier followed by RLCS League Play and a regional championship. The winners of the regional championships, together with the winners of the Oceania series, will advance to the live World Championship finals (as described herein).

These Official Tournament Rules (“**Official Rules**”) govern the Tournament. These Official Rules are in addition to the rules that govern how the Title Game is played (“**Game Play Rules**”) and set forth in Section 8.

Each person who participates in the Tournament is referred to as a “**Player**”. If the Player is under the age of majority in his or her state or country of residence (a “**Minor**”), such Minor must be registered by his/her parent or legal guardian in order to participate in the Tournament, and all references to “Player” shall include that Minor Player’s parent or legal guardian. Each Player unconditionally accepts and agrees to comply with and abide by these Official Rules, the Game Play Rules and the decisions that Psyonix and the other “Tournament Organizers” (as defined below) make regarding the Tournament, including without limitation decisions about how to interpret or implement the Official Rules or the Game Play Rules and how to administer the Tournament, and such decisions shall be final and binding in all respects and not subject to challenge or appeal. Any aspects of the Tournament or incidents that affect the Tournament that are not outlined in these Official Rules may be addressed and resolved by Psyonix and the other Tournament Organizers at the time of the incident and their decisions on such matters shall be final and binding and not subject to challenge or appeal.

These Official Rules are subject to change, as determined by the Tournament Organizers in their sole discretion. The most recent version of these Official Rules will be posted on <http://www.rocketleaguesports.com/rules/> (“**Official Rules Website**”). Tournament Organizers may communicate changes to the rules via the Official Rules Website or use other means to communicate with those Players who have registered for the Tournament using the contact information associated with their account or provided during registration. Changes to the Official Rules may apply prospectively or retroactively in the discretion of the Tournament Organizers. These Official Rules may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the English version of these Official Rules, the English version shall prevail, govern and control. Entry into the Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

### **2. DEFINITIONS**

**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 2 Games, that Team will immediately be declared the winner of that Match.

**Europe: means** Andorra, Albania, Armenia, Austria, Azerbaijan, 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 (except individuals located in Crimea), San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine (except individuals located in Crimea), United Kingdom of Great Britain and Northern Ireland.

**Game: means** a single Title Game competition between two Teams.

**Match: means** – Tournament play between two Teams that may involve multiple Games, as described in Section 3, entitled “Tournament Format”.

**North America: means** Bahamas, Canada, 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, Indonesia, New Zealand, New Caledonia, French Polynesia, Wallis and Futuna, Norfolk Island, Papua New Guinea, the Philippines, Solomon Islands, Vanuatu, Micronesia, Kiribati, Marshall Islands, Nauru, Palau, Samoa, Tonga, and Tuvalu.

Round Robin – means a phase of the Tournament where each Team plays 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 4, entitled “General Eligibility and Player Equipment Requirements”.

**Eligibility Area: means** Europe, North America and Oceania.

**Tournament Entities: means** Psyonix, the Tournament Organizers, 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.

**Tournament Organizers: means** Psyonix, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing the Tournament, in whole or in part.

**Winner or Winning Team: means** any Team that is officially declared a Winner as set forth in Section 10, entitled “General Prize Restrictions”.

### **3. TOURNAMENT FORMAT**

#### **3.1. Schedule**

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

##### **3.1.1. North American Regional**

- Open Qualifier 1 (August 11)
- Open Qualifier 2 (August 18)
- Open Qualifier 3 (August 21)
- Open Qualifier 4 (August 25)
- Rival Series Play-In (September 1)
- RLCS League Play – Week 1 (September 8)
- Rival Series – Week 1 (September 14)
- RLCS League Play – Week 2 (September 15)
- Rival Series – Week 2 (September 21)
- RLCS League Play – Week 3 (September 22)
- Rival Series – Week 3 (September 28)
- RLCS League Play – Week 4 (September 29)
- Rival Series – Week 4 (October 5)
- RLCS League Play – Week 5 (October 6)
- Rival Series – Week 5 (October 12)
- North American Regional Championship (October 13)
- Promotion Tournament (November 17)

### **3.1.2. European Regional**

- Open Qualifier 1 (August 12)
- Open Qualifier 2 (August 19)
- Open Qualifier 3 (August 22)
- Open Qualifier 4 (August 26)
- Rival Series Play-In (September 2)
- RLCS League Play – Week 1 (September 9)
- Rival Series – Week 1 (September 14)
- RLCS League Play – Week 2 (September 16)
- Rival Series – Week 2 (September 21)
- RLCS League Play – Week 3 (September 23)
- Rival Series – Week 3 (September 28)
- RLCS League Play – Week 4 (September 30)
- Rival Series – Week 4 (October 5)
- RLCS League Play – Week 5 (October 7)

- Rival Series – Week 5 (October 12)
- European Regional Championship (October 14)
- Promotion Tournament (November 18)

### **3.1.3. World Championship**

The format, date and location of the World Championship is to be announced.

### **3.2. Open Qualifier**

Teams will first be entered into the “**Open Qualifier**” stage for the applicable region (North America or Europe) in which they are registered. Teams may participate in up to two (2) Open Qualifiers, each of which is comprised of a “double elimination” bracket meaning that a Team will not be eligible to move forward if they lose two (2) Matches in the bracket. Seeding will be determined by Tournament Organizers at their discretion. All Matches in the Open Qualifiers will be Best-of-Three. The final thirty-two (32) Teams (sixteen (16) Teams in the upper bracket and sixteen (16) Teams in the lower bracket) remaining will qualify to participate in the RLCS Play-In and will be ineligible to participate in any additional Open Qualifiers.

### **3.3. RLRS Play-In**

The “**RLRS Play-In**” is a double elimination bracket with up to one hundred twenty-eight (128) Teams that have qualified from the Open Qualifiers (for each of North America and Europe, as applicable). Teams that place 4th place or better in the RLRS Play-In will qualify to participate in Rival Series League Play in their respective region. All Matches are Best-of-Five.

### **3.4. Automatic Qualification**

Teams automatically qualify to participate in RLCS or Rival Series League Play based on their performances from Season 5. Specifically, Teams that placed 6th place or higher in the North American and European RLCS League Play, or 2nd place or higher in the North American and European Promotion/Relegation tournament, qualify to participate in Season 6 of RLCS League Play. Teams that placed 3rd or 4th in the North American and European Rival Series League Play, or 3rd or 4th place in the North American and European Promotion/Relegation tournament, qualify to participate in Season 6 of Rival Series League Play. Teams must abide by the continuity requirements described in Section 8.3.7 to be eligible for automatic qualification. RLCS Teams that do not confirm an eligible roster by the RLCS Roster Lock date (July 30, 2018 at 11:59 pm PDT); or Rival Series teams that do not confirm an eligible roster by the Rival Series Roster Lock date (August 5, 2018 at 11:59pm PDT) will forfeit their automatic qualification.

### **3.5. RLCS League Play**

“**RLCS League Play**” is a Round Robin with the eight (8) Teams that have qualified from the RLCS League Play and Promotion/Relegation Tournament in RLCS Season 5 (for each of North America and Europe, as applicable). The Teams will play one (1) Best-of-Five Match against every other Team. Rankings will be determined by comparing the total number of Match wins received by a Team during the RLCS League Play. If a Team is disqualified from a Match by the Tournament Organizer, the Match will be recorded as a 3-0 win in favor of the opposing Team.

**3.6. Rival Series**“**Rival Series**” is a Round Robin with the four (4) Teams that have qualified from the RLRS Play-In and the four (4) Teams that Automatically Qualified for the Rival Series, as defined in Section 3.4 (for each of North America and Europe, as applicable). The Teams will play one (1) Best-of-Five Match against every other Team. Rankings will be determined by comparing the total number of Match wins received by a Team during the RLCS League Play. If a Team is disqualified from a Match by the Tournament Organizer, the Match will be recorded as a 3-0 win in favor of the opposing Team.

### **3.7. Tiebreakers**

If two or more Teams within RLCS League Play or Rival Series achieve the same number of Match wins, ties will be resolved by applying the following tiebreaking mechanisms, in order of application. All calculations involve only Games from either RLCS League Play or Rival Series, as applicable.

1. **Game Differential** defined as total number of Games won by a Team minus the total number of Games lost by such Team.
2. Game Differential in Games between tied Teams.
3. Calculate the **Game Win Percentage** for tied Teams by dividing (a) the total number of Games won by a tied Team against: the other tied Teams plus the highest ranked Team that is not a tied Team (“**Included Teams**”), by (b) the total number of Games played by a tied Team against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
4. **Highest total Goal Differential** defined as total goals scored by a Team minus total goals allowed by such Team.
5. Highest total goal differential in Games between tied Teams.
6. Calculate the total goal differential by taking a tied Team’s total goals scored against the Included Teams minus total goals allowed against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
7. If none of the tiebreakers can resolve the tie, then the Teams will draw lots. If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

### **3.8. Regional Championships**

Twelve (12) Teams (top six (6) ranked Teams from each of North America and Europe after RLCS League Play) will compete in the North American Regional Championship and European Regional Championship (“**Regional Championships**”), as applicable. Each Regional Championship is a single elimination bracket with Best- of-Seven Matches. The two (2) teams that lose the semi-final round will play a Best-of-Seven Match to determine the third and fourth place ranking.

### **3.9. Oceania Series**

The Rocket League OCE Championship, a tournament series employing the Title Game will take place in the region of Oceania by Mobux Pty Ltd d/b/a SHOWDOWN, a third party organizer, from August 18, 2018 to October 14, 2018 (the “**Oceania Series**”). The top two (2) teams from the Oceania Series will be

invited to participate in the World Championship.

### **3.10. Promotion / Relegation Tournament**

The Teams ranked 7th and 8th in RLCS League Play and the Teams ranked 1st and 2nd in Rival Series, will compete in Promotion Tournament for North America and Europe, as applicable. The Promotion Tournament is a double elimination bracket with Best-of-Seven Matches. The final remaining Team in Upper Bracket and the final remaining Team in Lower Bracket will automatically qualify to participate in RLCS League Play for the next season. The other two Teams will automatically qualify to participate in Rival Series in the next season.

### **3.11. World Championship**

Ten (10) Teams (top four (4) ranked Teams from each Regional Championship and the top two (2) Teams from the Oceania Series) will be invited to participate in the World Championship. The World Championship is a double elimination bracket with Best-of-Five Matches. Seeding will be based on the results from each Regional Championship and the Oceania Series. The Matches between the top two (2) Teams in Upper Bracket (“**Upper Finals**”), the top two (2) Teams in Lower Bracket (“**Lower Finals**”), and the last two remaining teams (“**Finals**”) will be Best-of-Seven Matches. In the Finals, the Team that advanced from the lower bracket must win two (2) Best-of-Seven Matches to be awarded first (1st) place in the World Championship.

## **4. GENERAL ELIGIBILITY AND PLAYER EQUIPMENT REQUIREMENTS**

The Open Qualifiers are open to all legal residents of Europe and North America who are 15 years of age or older on the date that the Player’s Team competes in the Open Qualifier. For example, a North American Player who turns 15 years old on August 17, may not compete in the North America Open Qualifier 1, but may compete in the North America Open Qualifier 2 and any subsequent North America Open Qualifiers. The dates of the Open Qualifiers are:

August 11, 2018: North America –Open Qualifier 1

August 12, 2018: Europe –Open Qualifier 1

August 18, 2018: North America –Open Qualifier 2

August 19, 2018: Europe –Open Qualifier 2

August 21, 2018: North America –Open Qualifier 3

August 22, 2018: Europe –Open Qualifier 3

August 25, 2018: North America –Open Qualifier 4

August 26, 2018: Europe Open Qualifier 4

The other stages of the Tournament are open to Teams who qualify under the terms of the Official Rules. Players must be able to provide proof of eligibility. Please also note that potential Winners will ultimately need to provide proof of residency and tax form information before they are officially declared

the Winner. Section 10, entitled “**General Prize Restrictions**”, provides more information.

Players will be required to sign up as a member of the Tournament at the registration page located at: <https://www.rocketleagueesports.com/register> (“**Tournament Registration**”) and, depending on the registration functionality, either share the gamertag or other name they use in the Title Game or otherwise choose a user name (in either instance, the “**User Name**”). Each Player will be known publicly by his or her User Name, rather than his or her real name, until the later stages of the Tournament when Player names may be revealed. Each Player represents and warrants that their User Name and Team Name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 7.

Any Player who is a Minor must have his or her parent or legal guardian sign the Minor up to enter the Tournament. In addition, if a Minor is going to physically travel to a particular Tournament location, he or she must be accompanied by his/her parent or legal guardian at that Tournament location, and the Tournament Organizers may require additional proof that the Minor has permission from his or her parent or legal guardian to participate. The form of that additional proof will be determined by the Tournament Organizers in their sole discretion. The Tournament is void outside of the Eligibility Area and where prohibited by law.

Officers, directors and employees of the Tournament Organizers, and each of their immediate family members (spouses and siblings, parents and children and their spouses), and governmental officials of any country in the Eligibility Area are not eligible to participate in the Tournament without express written permission from Psyonix. Players must have access to the Internet and supply their own equipment needed to participate in the Tournament, including, without limitation, monitors and consoles, controllers, headphones and headsets, cables and a copy of or authorized access to the Title Game and valid access to the game servers that will be used and the Title Game levels that will be played in the Tournament, as applicable (collectively, “**Player Equipment**”).

During Tournament play Players may not bring, use, or wear any headsets, earbuds, microphones or other Player Equipment other than those approved of or provided by the Tournament Organizers. Player Equipment that is suspected by the Tournament Organizers of providing an unfair competitive advantage will not be approved for use. At their discretion, Tournament Organizers may disallow the use of any individual piece of Player Equipment for reasons related to Tournament security, operational efficiency or effectiveness.

Each Player is responsible for obtaining any visas or other travel documentation needed to participate in the Tournament and the costs thereof shall be borne by the Player or his or her Team.

The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of at least three (3) individual Players and no more than four (4) individual Players.

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.

Players may participate on only one (1) Team at a time throughout the Tournament.

Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register with the Tournament Website located at <https://www.rocketleagueesports.com/>

(“**Tournament Website**”) in order to be considered a member of the applicable Team. During the registration process, one Team member will create/register a 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 Organizers will attempt to notify the Team through its Team Captain (as defined in Section 8.3.1).

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 Organizers’ rights pursuant to these Official 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 Organizers may elect in their sole discretion. If the Tournament Organizers elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Official Rules, and if permitted in the sole discretion of the Tournament Organizers, 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 name if each disqualified Player promptly signs any writing deemed necessary by Tournament Organizers to permit his or 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 Organizers. Any Team member who elects to end his or her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to “re-register” to participate in the Tournament in any capacity.

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

No owner of a Team, or manager of a Team, or if a Team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one Team within the Eligibility Area in the Tournament.

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.

Please note that Psyonix may require a Player or a Team to execute and deliver “**Winner Forms**” (as defined in Section 10) at any time during the Tournament, including as a condition of participating in a particular Match or phase of the Tournament.

## **5. HOW TO APPLY TO PLAY IN THE TOURNAMENT**

To apply to play in the Tournament, visit <http://www.rocketleaguesports.com/register> and follow the instructions about how to register as a Player or a Team. Your registration information will be collected and used in accordance with the privacy policy posted at [smash.gg/about/privacy](http://smash.gg/about/privacy) and, notwithstanding



anything to the contrary stated therein, such information will be used by Psyonix in accordance with the Privacy Policy and Terms of Service (the “**Psyonix Policies**”) posted on <https://www.rocketleagueesports.com> (“**Tournament Website**” or “**Psyonix Website**”), which are incorporated herein by this reference. By participating in the Tournament, you agree and acknowledge that you have read, understood and agree to be bound by the Psyonix Policies.

Please review the Psyonix Policies carefully before participating in the Tournament. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the Psyonix Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the Psyonix Policies, Psyonix may share Player information with the Tournament Entities, who will use such information to the extent needed to perform their duties and functions in connection with the Tournament.

## **6. PLAYER APPEARANCE RELEASE**

By participating in the Tournament, each Player hereby irrevocably grants the Tournament Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player’s performance in the Tournament itself and in other Tournament-related activities, including the Player’s name, User Name, Team name and logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the “**Appearance**”) and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity (except for Players who are known to be residents of France, which will expire within 5 years from date of participation), for any purpose, including but not limited to, to advertise, market and promote the Tournament, the Psyonix Website, the Tournament Website, the Title Game, the Tournament Entities and future tournaments.

As between each Player and Team, on the one hand, and Psyonix, on the other hand, the Appearance shall be deemed a work-made-for-hire for Psyonix prepared as a work specifically ordered and/or commissioned by Psyonix, and therefore, Psyonix shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Psyonix, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to Psyonix, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Psyonix’s ownership of such rights.

The Tournament Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or otherwise alter the Appearance for any purpose which the Tournament Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or “droit moral” rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world [including, without limitation, the so-called right of paternity (droit à la paternité) right of integrity (droit au respect de l’oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of publication (droit divulgation)] he or she may have in the Appearance, and agrees that he or she will make no claim of any

kind against the Tournament Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases the Tournament Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that the Tournament Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of “moral rights” or “droit moral” is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

Psyonix shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. Psyonix shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

## **7. CODE OF CONDUCT**

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Tournament. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers, if deemed necessary. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament or the Psyonix Website, or the Tournament Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two [2] or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene User Names, avatars or Team names;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;

- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- 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 this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player or Team, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and Psyonix reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

## **8. GAME PLAY RULES**

These are the “**Game Play Rules**” governing how the Title Game is played during the Tournament.

### **8.1. Match Settings**

#### **8.1.1. Game Settings**

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Steam or PS4
- Server: US-East/US-West (NA League), Europe (EU League)

### **8.1.2. Controllers**

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g. turbo buttons) are not permitted. Wireless controllers are not permitted in the World Championship. At the World Championship, all controllers are subject to approval from Tournament Organizers.

### **8.1.3. Arenas**

In the Open Qualifier, all games are played on DFH Stadium. In all other stages of the Tournament, the first game is played on DFH Stadium. All subsequent matches will be played on an eligible arena, chosen by Tournament Organizers at their sole discretion. RLCS League Play Teams may request to avoid an eligible arena due to performance issues and are required to submit a detailed request to Tournament Organizers twenty-four (24) hours prior to the Match start time. The Tournament Organizers reserve the right to reject for any reason, in their sole discretion, any request made by RLCS League Play Teams to avoid an eligible arena. The following arenas may be selected:

- Aquadome
- Champions Field
- Champions Field (Day)
- DFH Stadium (Day)
- DFH Stadium (Stormy)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Salty Shores
- Starbase ARC
- Urban Central
- Urban Central (Dawn)

- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

## **8.2. Match Procedures**

### **8.2.1. Hosting and Team Colors**

Tournament Organizers 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 Organizer representative will host the Match.

### **8.2.2. Re-Hosts**

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

### **8.2.3. Servers**

In North America Matches, “US-East” is the default server unless both Teams agree to play on “US-West.” “Europe” servers will always be used for the European Matches.

### **8.2.4. Game Start**

Players may not join their designated side until three (3) Players from each Team have joined the Game.

### **8.2.5. Substitutions**

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

### **8.2.6. Reporting Scores**

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

### **8.2.7. Guest Accounts**

Players may not compete using guest accounts. All participants must have a unique and valid Steam or

PlayStation® Network ID, and appropriate access levels to the PlayStation® Network, as applicable.

### **8.2.8. Observers**

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

### **8.2.9. Bugs & Glitches**

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

## **8.3. Team Rosters**

### **8.3.1. 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.

### **8.3.2. Rosters**

Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of three (3) Players and up to one (1) designated reserve Player who may be used as an alternate. Rosters may also include a manager who does not play in Tournament matches. An individual may not simultaneously be part of more than one roster at a time.

### **8.3.3. Roster Submission**

Starting line-ups for each Match must be submitted to Tournament Organizers at least 24 hours before the applicable Match.

### **8.3.4. Roster Change Period/Roster Lock Deadline**

Except as set forth elsewhere in these Official Rules, Team rosters may only change during the “Roster Change Period”, which is (1) any time before the Roster Lock Deadline and (2) after qualifying for RLCS League Play or Rival Series. RLCS Rosters are locked and no trades are possible after the “RLCS Roster Lock Deadline”, which is July 30, 2018 at 11:59 pm PDT. Rival Series Rosters are locked and no trades are possible after the “Rival Series Roster Lock Deadline” which is August 5, 2018 at 11:59 pm PDT). If a Team has a manager they would like added to the roster, they must notify Tournament Organizers prior to the Roster Lock Deadlines.

### **8.3.5. Trades**

All trades between Teams must be approved by Psyonix and all involved Teams must be notified of the trade. Trades are only permitted during a Roster Change Period. A Player may not play for more than one Team within a season. If a Player is traded during the season, the Player may be part of that Team’s roster but may not play in any Tournament Matches until the next season.

### **8.3.6. Player or Team Names**

Players or Teams may not change their User Names or in-game names without approval from Tournament Organizers. User Names and in-game names must comply with these Official Rules and Tournament Organizers 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.

### **8.3.7. Roster Continuity**

A Starting Roster is the Players who start four (4) out of seven (7) League Play Matches. Teams that automatically qualify for RLCS League Play or Rival Series due to performance in the immediately prior season must retain two (2) Players from their prior season's Starting Roster ("Prior Season Players") and the two (2) Prior Season Players must start four (4) out of seven (7) of the current season League Play Matches. For the purposes of roster continuity, failure to have two (2) Prior Seasons Players starting at least four (4) of the current season League Play Matches will cause forfeiture of the League Play Matches.

## **8.4. Match Obligations**

### **8.4.1. Punctuality**

All Teams must have three (3) Players physically present or in the online Match lobby and in the designated chatroom by the Match start time. Teams that do not have three (3) Players ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

### **8.4.2. Forfeits**

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

### **8.4.3. Communications**

Teams will communicate with their opponents and Tournament Organizers 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 is strictly prohibited and may result in immediate disqualification of the Player(s) or Team.

## **8.5. Match Disruptions**

### **8.5.1. Disconnects**

**Open Qualifier** In the Open Qualifier, if a disconnect occurs, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have three (3) minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster if this is the first disconnect for the Team during the series.

**Play- In, League Play, Regional Championships, Promotion Tournament and World Championship** During all phases of the Tournament, except for the Open Qualifier, if a disconnect occurs the shorthanded Team will immediately notify the Tournament Organizer via in—game chat. The Tournament Organizer may pause the game once the disconnect notification has been received, at their sole discretion.

Once the match has been paused, the disconnected Player will have three (3) minutes to rejoin before the Game resumes. If the Player cannot rejoin within that time, the shorthanded Team will continue to play

out the single Game within the Match series.

If the Player does not rejoin during the same Game in which they disconnected, the Player will have three (3) additional minutes following the Game to rejoin before the next Game of the Match series begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match series, but may not join in the middle of subsequent Games in the series. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster (subject to the rules set forth in section 8.2.5). For spectated / broadcasted Matches, if Tournament Organizers identify that a Player has disconnected without being notified they may pause a match to allow the player to reconnect.

Each Team is allowed a maximum of one (1) pause per Match. Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have thirty (30) seconds to confirm with an Tournament Organizer that each is ready to un-pause. Once each has confirmed their readiness, the game will resume from a neutral kickoff.

### **8.5.2. Stoppage of Play**

Tournament Organizers 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.

### **8.5.3. Restarts**

The Tournament Organizers 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.

### **8.5.4. Log Submission**

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

## **8.6. Cheating**

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

## **8.7. Names, Logos, Avatars and Branding Restrictions**

Teams that qualify for RLCS League Play are required to provide Tournament Organizers a logo in .png, .psd, or .ai format (with the latter highly preferred). If a logo is not provided, or is rejected, Tournament Organizers will replace the logo with a standard Tournament logo. Tournament Organizers reserve the right to reject logos submitted after RLCS League Play begins.

The Tournament Organizers reserve the right to reject, in their sole discretion, names, logos, avatars or branding that violate the Code of Conduct, including without limitation, any that:

- infringe upon the rights of any 3rd party rights without explicit written permission



- Resemble or are identical to a brand or trademark
- Resemble or are identical to another identity or person
- Resemble or are identical to the name or persona of Tournament Entities or other Teams.

### **8.8. Dress Code**

All Players must wear appropriate attire at the World Championship, which includes matching shirts/jerseys with their Team logo visible. Players will not be allowed to participate in the World Championship wearing any clothing items deemed inappropriate by Tournament Organizers. Jerseys and all other attire worn at the World Championship are subject to the restrictions set forth in Section 8.7 above and may be reviewed at the discretion of Tournament Organizers.

### **8.9. Sponsorships; Other Content**

Teams have the ability to acquire sponsorships. However, sponsors or content falling under the following categories may not be displayed during official Tournament play:

- Brands in categories that have been granted exclusive sponsorship rights for the Tournament by the Tournament Organizers
- Religious programming, political matters
- 900 numbers
- X-rated material
- Habit-forming drugs, drug related paraphernalia
- Herbal remedies or “miracle cure” products
- Tobacco products
- Any adult-oriented products or services (including adult-oriented pay per view programs and male enhancement products)
- Salacious products or services or other material which would generally be considered obscene or indecent
- Content that a reasonable person would deem objectionable, indecent, vulgar or offensive
- Content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law
- Content which is unlawful, pornographic, libelous, defamatory, or violates a third party’s privacy or publicity rights
- Content which constitutes hate speech
- Content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, color, national origin, race, religion, sex, sexual orientation, gender identity, or disability
- Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity)

### **8.10. Penalties**

Players or Teams who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match restart
- Loss of Game
- Match forfeiture
- Temporary Player bans
- Permanent Player bans
- Prize forfeiture

Any penalties imposed on a Player and/or Team may be made available to the public by the Tournament Organizers in their sole discretion.

### **8.11. Live Event Attendance**

Eligible Teams will receive an invitation from the Tournament Organizers to participate in the World Championship. A Minor Player must travel with his or her parent or legal guardian with the permission of such parent or legal guardian in form and substance acceptable to Psyonix in its sole and absolute discretion.

#### **8.11.1. Travel Accommodations**

Travel consists of coach-class airfare, if a flight is necessary, and ground transportation to and from the Tournament venue as necessary. Psyonix will provide travel for up to three (3) individuals from the Team. All three of these individuals must be eligible Players on the Team. Any additional Players or support individuals affiliated with the Team and Players, whether a Team captain, manager, or parent / guardian, are responsible for their own transportation costs (unless a parent / guardian of a Minor).

Players must travel together on the same itinerary (unless approved by the Tournament Organizers) and possess all required travel documents, including visas and valid passports, if and as applicable. Airfare does not include government taxes, Passenger Facility Charge or September 11th Security Fee. Airline tickets are non-refundable/non-transferable and are not valid for upgrades and/or frequent flyer miles. All airline tickets are subject to the vagaries of flight variation, work stoppages, and schedule or route changes. Psyonix reserves the right to structure travel route and select hotels in its sole discretion. If the closest airport to any Player's home is in close enough proximity to the city where the Game or Match is being held so that, as Psyonix may determine in its sole discretion, a flight is unnecessary, invitation will not include air transportation from Players' residence to the city where the Game or Match is being held, and no other substitution or compensation will be provided in lieu thereof. Changes are not permitted after ticket issue. The roundtrip air transportation element for any travel prize begins and ends at the point of departure (unless otherwise specified herein).

#### **8.11.2. Hotel Accommodations**

Tournament Organizers will provide up to four (4) hotel rooms per Team with 2 beds per room for the duration of the World Championship. Player(s) must comply with all hotel check-in requirements, including but not limited to the presentation of a major credit card and are responsible for any incidentals

or costs incurred to any hotel rooms including room service or damage.

### **8.11.3. Tickets to World Championship**

Each Team qualifying to play for the World Championship will receive up to fifteen (15) tickets to the World Championship to be allocated to the Players on the Team and support individuals at the Players' discretion, to be approved by Psyonix.

### **8.11.4. Punctuality**

Upon arrival, Players will receive a schedule and expected "Call Time" sheet for the duration of the live event. Players are required to arrive at the designated location by the listed call times, and are expected to be available at the Tournament venue for the duration of the media day and all competitive Tournament days.

## **9. PRIZES**

Up to One Million U.S. dollars (\$1,000,000) in prizes are available in the Rocket League Championship Series and up to One Hundred Thousand U.S. dollars (\$100,000) are available in the Rocket League Rival Series as described below. The prizes will be awarded to the Winning Team(s) and paid equally to each Player on the Winning Team(s) who participated in the Tournament phases for which the prize is awarded. If there is a Substitution during any Match causing there to be four (4) Players who actively participated in the Match, then the two (2) Players who were part of the Substitution (i.e., the Player who was removed from the line-up and the Player who was added to the line-up) will each be paid one-sixth (1/6th) of the prize for that Match, and the two (2) Players who actively participated in the entirety of the Match will each be paid one-third (1/3rd) of the prize for that Match. Payments will be made in United States dollars and the approximate value of non-cash prizes is based on the value in United States dollars.

### **9.1. Championship Series**

#### **9.1.1. RLCS League Play Prizes**

The Tournament will award up to One Hundred Sixty Four Thousand Two Hundred Fifty U.S. dollars (\$164,250) for each of the North American and European regions for League Play. Each Team in League Play will be awarded up to Two Thousand Nine Hundred Thirty Three U.S. dollars and Four cents (\$2,933.04) per Match played, up to a maximum of Twenty Thousand Five Hundred Thirty One U.S. dollars and Twenty Five cents (\$20,531.25), as a prize for qualifying at that level. In the case that a Match is forfeited, prizes will be deducted from the maximum amount on a pro-rated basis

#### **9.1.2. RLCS Regional Championship Prizes**

The Tournament will award up to Fifty Thousand U.S. dollars (\$50,000) in prizes for each of the North American Championship and the European Championship, in accordance with the chart below.

<b>Standing</b>	<b>Prize Money (USD)</b>
1 <sup>st</sup>	\$18,000
2 <sup>nd</sup>	\$13,000

3 <sup>rd</sup>	\$8,000
4 <sup>th</sup>	\$5,000
5 <sup>th</sup> (two Teams)	\$3,000 per Team

### 9.1.3. RLCS Oceania Series Prizes

Mobux Pty Ltd d/b/a SHOWDOWN, the Oceania Series host, will award up to Fifty-Five Thousand Five Hundred U.S. dollars (\$55,500) in prizes for the Oceania Series, in accordance with the chart below.

Standing	Prize Money (USD)
1 <sup>st</sup>	\$12,500
2 <sup>nd</sup>	\$9,000
3 <sup>rd</sup>	\$7,000
4 <sup>th</sup>	\$6,000
5 <sup>th</sup>	\$5,000
6 <sup>th</sup>	\$4,000
7 <sup>th</sup>	\$3,500
8 <sup>th</sup>	\$3,000
Player Accolades (as described in Section 9.1.5. below)	\$5,500

### 9.1.4. RLCS World Championship Prizes

The Tournament will award up to Five Hundred Thousand U.S. dollars (\$500,000) in prizes for the World Championship, in accordance with the chart below.

Standing	Prize Money (USD)
1 <sup>st</sup>	\$200,000
2 <sup>nd</sup>	\$120,000
3 <sup>rd</sup>	\$60,000
4 <sup>th</sup>	\$30,000
5 <sup>th</sup> (two Teams)	\$20,000 per Team
7 <sup>th</sup> (two Teams)	\$15,000 per Team
9 <sup>th</sup> (two Teams)	\$10,000 per Team

### 9.1.5. RLCS Player Accolades

The Tournament will award up to Twenty-One Thousand Five Hundred (\$21,500) in prizes for Player Accolades, in accordance with the chart below.

Accolade	Prize Money (USD)
League Play MVP	\$2,500 per player per region
Golden Striker	\$1,000 per player per region
Savior of the Season	\$1,000 per player per region
Clutch Playmaker	\$1,000 per player per region
World Championship MVP	\$5,000

### 9.2. Rival Series

The Tournament will award up to Fifty Thousand U.S. dollars (\$50,000 in prizes for each of the North American and European regions for Rival Series, in accordance with the chart below.

Standing Prize Money (USD)

1st \$13,000

2nd \$10,000

3rd \$ 7,000

4th \$6,000

5th \$5,000

6th \$4,000

7th \$3,000

8th \$2,000

### 10. GENERAL PRIZE RESTRICTIONS

Each Player or Team that has been declared the winner of a prize in the Tournament will not be an official winner (each such individual, a “Winner”, and each such Team, a “Winning Team”) unless and until they execute (or, if the potential winner is a Minor, their parent or legal guardian executes) a Player Participation, Release & Payment Agreement and any required payment information and tax forms (“Winner Forms”) in order to receive payment. If a Player (or a minor Player’s parent or legal guardian) or Team fails or refuses to sign and return all the Winner Forms within ten (10) days (or a shorter time if required by exigencies) after receiving them, the Player and/or Team may be disqualified. In the event a Player or Team is disqualified, Psyonix reserves the right, but not the obligation, to award the affected prize to the Player or Team that last lost to the disqualified Player or Team. Within sixty (60) days of

receiving an executed copy of the Winner Forms, Psyonix will deliver to Winner or Winning Team the applicable prize(s). Failure to take delivery of any prize may result in forfeiture, and such prize awarded to an alternate Winner or Winning Team. Prizes may not be transferred or assigned until after a Winner or Winning Team has complied with all his or her obligations under these Official Rules. No substitutions may be made for prize(s), except by Psyonix, who reserves the right to substitute a prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by Psyonix in its sole discretion. By participating in a Tournament, Winner and/or Winning Team acknowledges that Tournament Entities have not and will not obtain or provide insurance of any kind relating to the prizes. Winner and/or Winning Team will be responsible for all taxes (including but not limited to federal, state, local and/or income) on any prize won and on the value of any items or value transferred to the Player or Team by Psyonix, and will be required to provide his/her Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information for tax reporting purposes (at a time to be determined in Psyonix's sole discretion, and which may be prior to participation in a particular round or prior to receipt of any prize by Player or Team). Psyonix will file an IRS Form 1099 or equivalent tax withholding documentation for the retail value of any prize or other items of value transferred to the Player or Team by Psyonix in accordance with IRS requirements, and Psyonix may also share such documentation with a state or local government agency as required by law. Refusal or failure of a Winner or Winning Team to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms (including Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information), as determined by Psyonix in its sole discretion, will result in the Winner or Winning Team forfeiting the prize(s) and an alternate Winner or Winning Team being selected in accordance with these Official Rules. Psyonix will award prizes subject to any applicable withholding taxes, and the amount of the prize transferred, as reduced by any applicable withholding taxes, will constitute full payment of the prize. Winners or Winning Teams who do not claim the prize, or satisfy the information or documentation requirements within six (6) months of the close of the Tournament or such earlier time as designated by Psyonix, are void, and the Tournament Organizers shall have no further liability or responsibility to such Player(s) or Team(s) in connection with the prizes. Any prizes pictured in advertising, promotional and/or other Tournament materials are for illustrative purposes only. The actual prize may vary. In the event there is a discrepancy or inconsistency between the description of a prize contained in any such materials and the description of a prize contained in these Official Rules, these Official Rules shall prevail, govern and control. All details and other restrictions of any prize not specified in these Official Rules will be determined by the Tournament Organizers in their sole discretion.

## **11. DISCLAIMER OF WARRANTIES**

The Tournament Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize furnished in connection with the Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE PSYONIX POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE TOURNAMENT, INCLUDING, WITHOUT

LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

## **12. IMPORTANT. PLEASE READ - GENERAL RELEASE AND LIMITATION ON LIABILITY**

Each Player knowingly consents to participate in any or all Tournament activities under his or her own free will and without duress or undue influence of any third party.

**BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS THE TOURNAMENT ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.**

The Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the Psyonix Website or the Tournament Website, and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or

transmission, communications line failure, theft, destruction, or unauthorized access to the Psyonix Website or the Tournament Website or the field of play in the Title Game. Although the Tournament Organizers attempt to ensure the integrity of the Tournament, the Tournament Organizers are not responsible for the actions of Players in connection with the Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that the Tournament Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:

- incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the Tournament or send or receive messages requiring action or response by such Player;
- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

### **13. INDEMNIFICATION**

Each Player hereby agrees to indemnify and hold the Tournament Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, “Third Party Claims”) relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

Except for matters for which Player is obligated to indemnify the Tournament Entities hereunder, Psyonix will indemnify and hold each Player harmless from and against any Third Party Claims arising from production, distribution and exploitation of the Tournament.

The Player or Tournament Entity seeking indemnification (the “Indemnified Party”) shall promptly notify the Tournament Entity or Player, as the case may be, responsible for indemnification (the “Indemnifying Party”) of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If, within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake

the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the Indemnifying Party, at the Indemnifying Party’s expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party’s prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the Tournament.

### **14. FORCE MAJEURE**

Psyonix reserves the right to modify, suspend, extend or terminate the Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the Tournament or any portion thereof as contemplated herein. In the event Psyonix is prevented from continuing with the Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within the Tournament Organizers’ control (each a “Force Majeure” event or occurrence), Psyonix shall have the right to modify, suspend, extend or terminate the Tournament.

The Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the Tournament null and void by reason of any of the



foregoing. In the event the Tournament Organizers determine, in their sole discretion, that any individual Game or Match or other phase of the Tournament, has been tampered with or that the validity of any Game, Match or other phase of the Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the Tournament, and may conduct the Tournament on the basis of the remaining Game, Match and/or other phases of the Tournament.

## **15. TRANSFER OF PLAYER INFORMATION**

By registering for and/or otherwise participating in the Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United States and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Psyonix in connection with the Tournament by following the instructions provided in the Privacy Policy posted on the Psyonix Website.

## **16. DISPUTES**

These Official Rules are governed by the state and federal laws that apply to the State of California, United States of America. Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these Official Rules, the operation of the Tournament or otherwise, will be resolved by litigation in the courts located within the City and County of San Francisco in the State of California, United States of America. You, as a Player, hereby consent to the exclusive jurisdiction of and venue of such courts, will accept service of process by mail, and hereby waive any jurisdictional or venue defenses otherwise available to you. Any dispute or claim relating in any way to these Official Rules, the terms thereof, or the Tournament will be resolved by binding arbitration as described in this paragraph, rather than in court, in the City and County of San Diego, California, except that (a) Player may assert claims in a small claims court if your claims qualify, and (b) either Party may bring suit by submitting to the courts in the aforementioned jurisdiction and waiving such Party's respective rights to any other jurisdiction to enjoin infringement or other misuse of intellectual property rights. There is no judge or jury in arbitration, and court review of an arbitration award is limited. However, an arbitrator can award on an individual basis the same damages and relief as a court (including injunctive and declaratory relief or statutory damages), and must follow the terms of this agreement as a court would. For Player to begin an arbitration proceeding, Player must send a letter requesting arbitration and describing the claim to Psyonix's registered agent, Corporation Service Company, 2710 Gateway Oaks Drive, Suite 150N, Sacramento, CA 95833. Arbitration shall be conducted by the American Arbitration Association ("AAA") under its rules, including the AAA's Supplementary Procedures for Consumer-Related Disputes. Payment of all filing, administration, and arbitrator fees will be governed by the AAA's rules. Psyonix will reimburse those fees for claims totaling less than \$10,000 unless the arbitrator determines the claims are frivolous. Likewise, Psyonix will not seek attorneys' fees and costs from Player in arbitration unless the arbitrator determines the claims are frivolous. Player may choose to have the arbitration conducted by telephone, based on submissions, or in person in the county in which Player is located, or the agreed upon jurisdiction described above. The Parties agree that any dispute resolution proceedings will be conducted only on an individual basis and not in a class, consolidated or representative action. If for any reason a claim proceeds in court rather than in arbitration, the Parties each waive any right to a jury trial.

## **17. WINNER'S LIST/OFFICIAL RULES**

To obtain the list of the winners, visit <https://www.rocketleagueesports.com> within six (6) weeks after the end of the Tournament. These Official Rules will be posted on the Tournament Website during the Tournament Period.

## **18. INVALIDITY/HEADINGS**

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the Tournament Organizers in connection with the Tournament and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such Tournament Organizer with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by Psyonix. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference, and shall not be deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.

## **19. CHANGE LOG**

Date Version Changes Made 09/06/2018 1.1 Added Prize Award Breakdown and World Championship Format

Date Version Changes Made 07/24/2018 1.0 Document Published