

# ROCKET LEAGUE RENEGADE CUP TOURNAMENT OFFICIAL RULES

## Rocket League Renegade Cup Official Tournament Rules (“Official Rules”)

### 1. INTRODUCTION

The Rocket League Renegade Cup competition (“**Tournament**”) is brought to you by Psyonix Inc. (“**Psyonix**”). The Tournament is a competitive esports gaming tournament featuring the video game Rocket League (“**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 held in North America and one held in Europe. Each regional competition will include four (4) independently produced and administered monthly competitions (“**Monthly Competition(s)**”) that award points based on placement (“**Cup Points**”). The first place winner of each of the Monthly Competitions, totaling four (4) Teams, and the eight (8) Teams with the most cumulative Cup Points across the four Monthly Competitions, will advance to the final online competition hosted by Psyonix, entitled the Rocket League Renegade Cup Finals (“**Tournament Finals**”).

These 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/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 aspect of the Tournament or incident 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 decision 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 <https://www.smash.gg/league/renegade-cup/rules> (“**Official Rules Website**”). Tournament Organizers may communicate changes to the Official 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 two (2) Games, that Team will immediately be declared the winner of that Match.

**“Eligibility Area”**: means Europe and North America.

**“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 (2) Teams.

**“Match”**: means Tournament play between two (2) 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).

**“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.”

**“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, “General Prize Restrictions.”

### **3. TOURNAMENT FORMAT**

#### **3.1. Schedule**

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

##### **3.1.1. North American Tournament**

- Monthly Competition #1 (October 1-28, 2018)
- Monthly Competition #2 (October 29-November 25, 2018)
- Monthly Competition #3 (November 26-December 23, 2018)
- Monthly Competition #4 (December 31, 2018-January 27, 2019)
- North American Tournament Finals (February 22-24, 2019)

##### **3.1.2. European Tournament**

- Monthly Competition #1 (October 1-28, 2018)
- Monthly Competition #2 (October 29-November 25, 2018)
- Monthly Competition #3 (November 26-December 23, 2018)
- Monthly Competition #4 (December 31, 2018-January 27, 2019)
- European Tournament Finals (February 8-10, 2019)

#### **3.2. Monthly Competition Format**

The format, dates of play, and prizing distribution is at the discretion and the responsibility of the Tournament Organizer for that month. Each Monthly Competition will have a total prize pool of Five Thousand U.S. Dollars (\$5,000). Each Monthly Competition will result in one (1) Winner and the remaining top 31 Teams, which shall be awarded Cup Points as specified below:

1. 0 - (Auto-qualify)	10. 2300	19. 1400
2. 3500	11. 2200	20. 1300
3. 3000	12. 2100	21. 1200
4. 2900	13. 2000	22. 1100
5. 2800	14. 1900	23. 1000
6. 2700	15. 1800	24. 900
7. 2600	16. 1700	25. 800
8. 2500	17. 1600	26. 700
9. 2400	18. 1500	27. 600

28. 500  
29. 400

30. 300  
31. 200

32. 100

The Winning Team of a Monthly Competition is not eligible to earn Cup Points as they automatically qualify for the Tournament Finals.

### **3.3 Tournament Finals Format**

#### **3.3.1 Qualification**

The Winning Team of each Monthly Competition will automatically qualify for the Tournament Finals.

The eight (8) non-Winning Teams that have earned the most cumulative Cup Points across all four (4) Monthly Competitions will qualify for the Tournament Finals.

In the event of a tie in Cup Points that impacts the potential qualification of two (2) or more Teams, a tie-breaker series of matches will be held between the impacted Teams to determine qualification for the Tournament Finals ("**Tiebreaker Series**").

A Tiebreaker Series between two (2) Teams will be a Best-of-Three Match. A Tiebreaker Series between three (3) or more Teams will be held in a Round Robin format with Best-of-Three Matches. Qualification will then be determined by the order of the results from the Tiebreaker Series and the number of available qualification slots.

In the event the Tiebreaker Series results in a tie that impacts potential qualification, then another Tiebreaker Series between the two (2) impacted Teams will be played in a Best-of-Three Match or a Round Robin will take place if there are three (3) or more Teams. This process will continue until there are no more ties.

Teams that are required to participate in the Tiebreaker Series will be contacted and asked to confirm their intent to partake in the Tiebreaker Series (**see section 5.1**). The Team Captain will be responsible for confirming their Team's participation in the Tiebreaker Series and working with Tournament Organizers to schedule a time to play in the Tiebreaker Series by no later than 11:59 PM Pacific Time on February 1, 2019. In the event that the Tiebreaker Series does not take place prior to this time and more than one (1) Team confirms their intent to play, the Tournament Organizers reserve the right, at their sole discretion, to select the Team that will qualify for the Tournament Finals from these Teams.

#### **3.3.2 Bracket Format**

The Tournament Finals will consist of a 12 team, double-elimination bracket.

All preliminary round Matches will be Best-of-Three. Winners' and Losers' bracket final Matches will be Best-of-Five. The grand finals Matches will be Best-of-Seven.

### **3.3.3 Seeding**

The 12 qualifying Teams will be seeded 1-12 based on the results of the 4 Monthly Competitions.

Seeds 1-4 will go to the 4 Monthly Competition winners with the order of their seeding to be determined by the Tournament Organizers, in their sole discretion.

Seeds 5-12 will be determined by the number of Cup Points earned by the remaining qualifying Teams, in descending order (e.g. the qualifying Team with the most Cup Points will be designated as the 5th seed while the Team with the fewest Cup Points will be the 12th seed).

In the event of a tie in Cup Points among any qualifying Teams, the order of their seeding will be determined by the Tournament Organizers, in their sole discretion.

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

The Monthly Competitions are open to all legal residents of Europe and North America who are fifteen (15) years of age or older on the date that the Player's Team competes in the Monthly Competition. For example, a Player who turns 15 years old on October 29, 2018, may not compete in Monthly Competition #1, but may compete in Monthly Competition #2 and any subsequent Monthly Competitions.

Players who competed in Season 6 of the Rocket League Championship Series are not eligible to play in the Tournament.

Players who win one of the Monthly Competitions are not eligible to play in subsequent Monthly Competitions, but will have qualified to play in the Tournament Finals.

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 each Monthly Competition that they plan to participate in at the Tournament registration page located at: <https://www.smash.gg> ("**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/her User Name, rather than his/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, the name of their Team (the "**Team Name**,"), and the Team's 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/her parent or legal guardian register the Minor in order for the Minor Player to enter the Tournament. 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 (e.g., spouses, siblings, parents, children, and their children's 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**"). 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.

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 five (5) 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 during each Monthly Competition and during the Tournament Finals.

Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register with the Monthly Competition located at <https://www.smash.gg/> ("**Tournament Website**") in order to be considered a member of the applicable Team. During the Tournament Registration process, one (1) 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/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 is disqualified from the Tournament, will not be permitted to participate in the Tournament in any capacity at the sole discretion of Tournament Organizer.

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, Players must sign up for one or more of the Monthly Competitions and follow the instructions about how to register as a Player or a Team. The Player's registration information will be collected and used in accordance with the privacy policy posted at [smash.gg/about/privacy](https://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 (collectively, the "**Psyonix Policies**") posted on <https://www.rocketleagueesports.com> ("**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.

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.

### **5.1 How to register for the Tournament Finals**

Teams that qualify for the Tournament Finals based upon their performance in the Monthly Competitions will be contacted after the last Match of the final Monthly Competition is complete and before the start of the Tournament Finals. The Team Captain for the qualifying Team will be responsible for confirming their Team's intention to participate in the Tournament Finals within twenty-four (24) hours of being contacted. If a Team fails to confirm their intent to participate within this 24 hour period, then Psyonix or the Tournament Organizer has the right to remove their qualification status and invite the next most eligible team to participate in the Tournament Finals.

Teams that confirm their intent to play in the Tournament Finals will be automatically added, including the transfer of all Player information, to the Tournament Finals via their registration for one of the prior Monthly Competitions.

## **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 five (5) years from date of participation), for any purpose, which shall include without limitation, 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/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 a la paternite), 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. Players may not text/email, use social media, or stream during a Game or Match in which they are participating. 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, the Psyonix Website, or the Tournament Website;
- Acting in an unsportsmanlike or disruptive manner; 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**

This Section sets forth 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: Arenas will be decided by the Tournament Organizers
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Steam, Xbox One, or Nintendo Switch
- 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. All controllers are subject to approval from Tournament Organizers.

#### **8.1.3. Arenas**

In all stages of the Tournament, all games are played in arenas chosen by Tournament Organizers at their sole discretion. 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 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 (Stormy)
- Neo Tokyo
- Salty Shores
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- 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 Monthly Competitions, Teams may be instructed 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. 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 (1) Player change per Match.

### **8.2.6. Reporting Scores**

During the Monthly Competitions, 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, Microsoft, or Nintendo Account ID, and appropriate access levels to the respective platform networks, 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 Organizers for review.

### **8.3. Team Rosters**

#### **8.3.1. Team Captains**

Each Team must declare one (1) 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 two (2) designated reserve Players 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 twenty-four (24) hours before the applicable Match.

#### **8.3.4. Roster Construction and Continuity**

Team rosters may consist of 3-5 Players and must be set prior to each Monthly Competition in accordance with their rules.

Cup Points and Tournament Finals qualification will be allocated to Teams, not individual Players, based on the results of each Monthly Competition.

Changes to a Team roster, via an addition or substitution of Players, between the Monthly Competitions shall cause the Team to be considered a new Team and any Cup Points or qualification earned by the prior Team will not transfer to this new Team.

If a Player leaves a Team and is not replaced with a new Player, provided at least three (3) Players remain on the Team roster, then the Team will retain any Cup Points or qualification earned.

Teams and/or Players who win a Monthly Competition are not eligible to play in subsequent Monthly Competitions.

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

Players or Teams may not change their User Names, in-game names, or Team Names without approval from Tournament Organizers. All such 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.

## **8.4. Match Obligations**

### **8.4.1. Punctuality**

All Teams must have three (3) Players 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, disqualification from the Tournament, and forfeiture of all potential prizes.

### **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, including disqualification from the Tournament and forfeiture of all potential prizes.

### **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**

In the Tournament Finals, 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 Game has been paused, the disconnected Player will have five (5) 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 five (5) 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 the Tournament Finals 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 the Tournament Finals begin.

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; or
- Resemble or are identical to the name or persona of Tournament Entities or other Teams.

### **8.8. 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; or



- Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity).

### **8.9. Penalties**

Players or Teams who violate any terms of the Rules are subject to penalties including (but not limited to) the following:

- Match restart;
- Loss of Game;
- Match forfeiture;
- Temporary Player bans;
- Permanent Player bans; and
- 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.

## **9. PRIZES**

Prizes totaling up to Eighty Thousand U.S. Dollars (\$80,000) are available throughout the duration of the Tournament.

### **9.1. Monthly Competitions**

Prize breakdown shall be announced and distributed at the discretion and responsibility of the Tournament Organizer of that Monthly Competition. Each Monthly Competitions will have a total prize pool of Five Thousand U.S. Dollars (\$5,000).

### **9.2. Tournament Finals**

The Tournament Finals will award up to Forty Thousand U.S. Dollars (\$40,000), which shall consist of Twenty Thousand U.S. Dollars (\$20,000) in prizes for the Tournament Finals held in each region (NA or EU), in accordance with the chart below:

<u>Standing</u>	<u>Prize Money (USD)</u>
1 <sup>st</sup> place:	\$6,000
2 <sup>nd</sup> place:	\$3,000
3 <sup>rd</sup> place:	\$1,500
4 <sup>th</sup> place:	\$1,500
5 <sup>th</sup> place:	\$1,000
6 <sup>th</sup> place:	\$1,000
7 <sup>th</sup> place:	\$1,000
8 <sup>th</sup> place:	\$1,000
9 <sup>th</sup> place:	\$1,000
10 <sup>th</sup> place:	\$1,000
11 <sup>th</sup> place:	\$1,000
12 <sup>th</sup> place:	\$1,000

The prizes will be awarded to the Winning Team(s) and paid equally to each Player on the roster of Team(s) who participated in the Tournament Finals. Payments awarded in the Tournament Finals will be made by a third party company ("**Company**") in United States dollars and the approximate value of non-cash prizes, if awarded, is based on the value in United States dollars.

#### **10. GENERAL PRIZE RESTRICTIONS**

Each Player or Team that is officially 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 of 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, Company 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, Company 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 of their obligations under these Official Rules. No substitutions may be made for prize(s), except by Company, 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 Company 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 Winner or Winning Team by Company, and will be required to provide their 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 Company'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). Company 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 Winner or Winning Team by Company in accordance with IRS requirements, and Company 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 Company 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. Company 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 Company, 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/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/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/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 Diego 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 ten thousand U.S. dollars (\$10,000) USD 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.rocketleaguesports.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.