

## Rocket League Championship Series - 2025 Season Official Rules

These are the Official Rules (“**Rules**”) for the Rocket League Championship Series for 2025 (“**RLCS**” or “**Event**”), which is hosted by or on behalf of Psyonix, LLC (“**Psyonix**”). These Rules are a legal agreement between you and Psyonix for your participation in the Event.

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## 1. Introduction and Acceptance.

### 1.1 Introduction

These Rules are designed to protect the Event, and are intended to help ensure that it is fun, fair, and free from Toxic Behavior (as defined in [Section 7.1](#)).

### 1.2 Acceptance of these Rules

By participating in the Event, including by joining any Session or Match in the Event, or by clicking to accept these Rules, you agree to these Rules. References to “**you**,” “**your**,” and “**each Player**” mean you and, if you are a Minor (as defined in [Section 1.3](#)), your parent or legal guardian, as the case may be.

### 1.3 Minors

If you are under 18 years of age (or the age of majority as defined in your country of residence) (a “Minor”), you must have permission from your parent or legal guardian to agree to these Rules and to participate in the Event. In addition, if you are a Minor, your parent or legal guardian must also agree to these Rules on behalf of themselves and your behalf. If you’re the parent or guardian of a Minor, you need to accept the Rules. If you accept the Rules as the parent or guardian of a Minor, you confirm you’re the Minor’s parent or legal guardian and you agree to supervise and be fully responsible for their participation in the Event, including compliance with these Rules.

### 1.4 Teams

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

### 1.5 Changes to the Rules

Psyonix may change these Rules from time to time by notifying you of such changes by any reasonable means, including by posting revised Rules online at <https://competitive.rocketleague.com/rules/pdf>. By continuing to participate in the Event, you are agreeing to the updated Rules. If you do not agree to the updated Rules, you must withdraw your participation in the Event.

## 2. Event Structure

### 2.1 Key Terms

**“APAC”**: means Asia Pacific. This Region will be hosted on servers as described in [Section 4.2.3](#).

**“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.

**“Buchholz”**: The Buchholz system is a tiebreaking method. It calculates a player's score by summing the scores of their opponents.

**“Cabined Account”** means an Epic Games Cabined Account.

**“EU”**: means Europe. This Region will be hosted on servers as described in [Section 4.2.3](#).

**“Epic”** means Epic Games Inc.

**“Game”**: means a single instance of competition between two (2) Teams that is played until the in-game timer reaches 0:00 or overtime is resolved by the first goal scored.

**“Match”**: means Tournament play between two (2) Teams that may involve multiple Games, as described in [Section 2.2](#).

**“MENA”**: means Middle East and North Africa. This Region will be hosted on servers as described in [Section 4.2.3](#).

**“NA”**: means North America. This Region will be hosted on servers as described in [Section 4.2.3](#).

**“OCE”**: means Oceania. This Region will be hosted on servers as described in [Section 4.2.3](#).

**“Prize Restricted Region”**: means Russia and Turkey.

**“Region”**: means the RLCS server region in which an eligible Player or Team elects to compete in.

**“Registration Website”**: means the website (<https://www.start.gg/hub/rlcs-2025>) or any subsequent URL which may replace it from time to time.

**“RLCS”**: means Rocket League Championship Series.

**“RLCS Points”**: means the points awarded to a Team based on its finishing position in an Open or a Major (each as defined below).

**“Rules Website”**: means the website <https://competitive.rocketleague.com/rules/pdf> or any subsequent URL which may replace it from time to time.

**“SSA”**: means Sub-Saharan Africa. This Region will be hosted on servers as described in [Section 4.2.3](#).

**“SAM”**: means South America. This Region will be hosted on servers as described in [Section 4.2.3](#).

**“Swiss”**: means a stage of the Tournament with multiple rounds where Teams may not necessarily play against every other Team. Teams will be Matchmade using their head to head results and win/loss ratios, facing opposing Teams with similar or the same win/loss ratios.

**“Team”**: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in [Section 3](#).

**“Tournament Administrator”**: means any Psyonix employee or member of the admin Team, broadcast Team, production Team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Tournament (including, without limitation, BLAST ApS (“BLAST”).

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

**“Winning Player”**: means any Player who (a) does not otherwise reside in a Prize Restricted Region and (b) is officially declared a Winning Player by Psyonix as set forth in [Section 2.6.3](#).

## **2.2 Event Format**

### **2.2.1 Format Summary**

The RLCS 2025 season will feature four (4) main events: RLCS 2025 Birmingham Major, RLCS 2025 TBD Major, RLCS 2025 Last Chance Qualifier, and the Rocket League World Championship 2025. Each Major will include three (3) online regional qualification tournaments, known as “Opens,” and one (1) in-person global tournament, referred to as a “Major.”

The Opens for each Major will award RLCS Points, which will determine qualification for the respective in-person Major. Both Majors will also award additional RLCS Points. RLCS Birmingham Major and TBD Major will differ in the number of RLCS Points awarded for each Open and Major event. These points will be used cumulatively to qualify sixteen (16) out of twenty (20) Teams for the Rocket League World Championship.

The remaining four (4) qualification slots for the World Championship will be filled through four (4) Last Chance Qualifiers, allocated to the four (4) top-performing Regions based on average LAN results from the season's two (2) Majors. Further details on the criteria will be provided in [Section 2.2.9](#).

## 2.2.2 Birmingham Major and TBD Major Format – Opens [All Regions]

For each Open of an RLCS Major ("**Open**") in each Region, Teams will compete in a Double Elimination Bracket ("**Double Elimination Bracket**"), meaning that a Team will not be eligible to advance if it loses two (2) Matches in the Double Elimination Bracket before the Swiss Stage. Seeding and Match schedules for each day of an Open will be determined by Psyonix and/or Tournament Administrators as outlined in [Section 2.3.1](#). Each Match in the Double Elimination Bracket, before the top one hundred ninety-two (192) Teams are determined, will be Best-of-Three, and all Matches from the top one hundred ninety-two (192) onwards will be Best-of-Five.

For the RLCS 2025 Birmingham Open and the RLCS 2025 TBD Open, the Double Elimination Bracket will consist of up to two (2) days of Matches and will continue until there are thirty-two (32) remaining Teams in the Double Elimination Bracket. For the RLCS 2025 Birmingham Open 2-3 and RLCS 2025 TBD Open 5-6, the top eight (8) Teams from the previous Opens will progress immediately to the Swiss Stage ("**Open Swiss Stage**"). Therefore, the Double Elimination Bracket will consist of up to two (2) days of Matches and will continue until there are twenty-four (24) remaining Teams in the Double Elimination Bracket. The top thirty-two (32) Teams will advance to the Swiss Stage ("**Open Swiss Stage**").

The Open Swiss Stage will consist of thirty-two (32) Teams split across two (2) groups competing in Best-of-Five Swiss Matches against other qualified Teams. If a Team wins three (3) Matches during the Open Swiss Stage, it will advance to the applicable GSL Stage ("**Open GSL Stage**"). If a Team loses three (3) Matches during the Open Swiss Stage, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

The Open GSL Stage will consist of sixteen (16) Teams split across two (2) Groups ("**GSL Groups**") competing in Best-of-Five Matches against other qualified Teams. If a Team loses two (2) Matches during the Open GSL Stage, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The top four (4) Teams from each GSL Group will progress to the Hybrid Elimination Bracket ("**Open Hybrid Elimination Bracket**").

The Open Hybrid Elimination Bracket will consist of the top eight (8) Teams from the Open GSL Stage, sorted into two (2) starting groups based on each Team's progression through the Opens GSL Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this Open Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Open Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper



Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the Open Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the Bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

At the end of each set of three (3) Opens, Teams will advance to the applicable in-person Major as outlined in [Sections 2.2.7](#) and/or [2.2.8](#).

### **2.2.3 Birmingham Major In-Person Event Format**

The Birmingham Major begins with a Swiss Stage (“**Birmingham Major Swiss Stage**”) that will consist of all sixteen (16) qualified Teams from the first 3 Opens competing in Best-of-Five Swiss Matches against other qualified Teams. Seeding and Match schedules for each day of the Birmingham Major will be determined by Psyonix and/or Tournament Administrators as set out in [Section 2.3.2](#).

If a Team wins three (3) Matches during the Birmingham Major Swiss Stage, it will advance to the Birmingham Major Hybrid Elimination Bracket (“**Birmingham Major Hybrid Elimination Bracket**”). If a Team loses three (3) Matches during this Swiss Stage, it will be eliminated from the Tournament and be awarded RLCS Points and Prizes as set out in [Section 2.6](#).

The Birmingham Major Hybrid Elimination Bracket will consist of the top eight (8) Teams from the Birmingham Major Swiss Stage, sorted into two (2) starting groups based on each Team’s progression through the Birmingham Major Swiss Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this Birmingham Major Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Birmingham Major Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the Birmingham Major Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose

their Lower Group Match will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the Bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

#### **2.2.4 TBD Major In-Person Event Format**

The TBD Major begins with a Swiss Stage ("**TBD Major Swiss Stage**") that will consist of all sixteen (16) qualified Teams from the first 3 Opens competing in Best-of-Five Swiss Matches against other qualified Teams. Seeding and Match schedules for each day of the TBD Major will be determined by Psyonix and/or Tournament Administrators as set out in [Section 2.3.2](#).

If a Team wins three (3) Matches during the TBD Major Swiss Stage, it will advance to the TBD Major Hybrid Elimination Bracket ("**TBD Major Hybrid Elimination Bracket**"). If a Team loses three (3) Matches during this Swiss Stage, it will be eliminated from the Tournament and be awarded RLCS Points and Prizes as set out in [Section 2.6](#).

The TBD Major Hybrid Elimination Bracket will consist of the top eight (8) Teams from the TBD Major Swiss Stage, sorted into two (2) starting groups based on each Team's progression through the TBD Major Swiss Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this TBD Major Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the TBD Major Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the TBD Major Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the Bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

At the end of the TBD Major, Teams will advance to the World Championship as set out in [Section 2.2.9](#).

## 2.2.5 Last Chance Qualifiers Format

After the conclusion of TBD Major, the top four (4) performing Regions across the two (2) LAN events will earn a Last Chance Qualifier (“**Last Chance Qualifier**”) event. The structure of the Last Chance Qualifiers will be as follows:

For each Last Chance Qualifier in each Region, Teams will compete in a Double Elimination Bracket. Seeding and Match schedules for each day of a Last Chance Qualifier will be determined by Psyonix and/or Tournament Administrators as outlined in [Section 2.3.3](#). Each Match in the Double Elimination Bracket, before the top one hundred ninety-two (192) Teams are determined, will be Best-of-Three Games, and all Matches from the top one hundred ninety-two (192) onwards will be Best-of-Five Games.

The Double Elimination Bracket will consist of up to two (2) days of Matches and will continue until there are thirty-two (32) remaining Teams in the Double Elimination Bracket. The top thirty-two (32) Teams will advance to the Swiss Stage (“**Last Chance Swiss Stage**”).

The Last Chance Swiss Stage will consist of thirty-two (32) Teams split across two (2) groups competing in Best-of-Five Swiss Matches against other qualified Teams. If a Team wins three (3) Matches during the Last Chance Swiss Stage, it will advance to the applicable GSL Stage (“**Last Chance GSL Stage**”). If a Team loses three (3) Matches during the Last Chance Swiss Stage, it will be eliminated from the tournament.

The Last Chance GSL Stage will consist of sixteen (16) Teams split across two (2) GSL Groups competing in Best-of-Five Matches against other qualified Teams. If a Team loses two (2) Matches during the Last Chance GSL Stage, it will be eliminated from the tournament. The top four (4) Teams from each GSL Group will progress to the Hybrid Elimination Bracket (“**Last Chance Hybrid Elimination Bracket**”).

The Last Chance Hybrid Elimination Bracket will consist of the top eight (8) Teams from the Last Chance GSL Stage, sorted into two (2) starting groups based on each Team’s progression through the Last Chance GSL Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this Last Chance Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Last Chance Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the Last Chance Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament.

From Lower Bracket Round 2 onward, if a Team loses a Match during the Bracket, it will be eliminated from the tournament. The Bracket will continue until a winning Team is determined, and the winning Team will qualify for the Rocket League World Championship.

## **2.2.6 Rocket League World Championship Format**

The Rocket League World Championship begins with the GSL Play-in Stage (“**World Championship GSL Play-in Stage**”) that will consist of eight (8) Teams competing in Best-of-Five Matches. Seeding and Match schedules for each day of the World Championship will be determined by Psyonix and/or Tournament Administrators as set out in [Section 2.3.4](#).

If a Team loses two (2) Matches during the World Championship GSL Play-in Stage, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#). The top four (4) Teams will progress to the GSL Group Stage (“**World Championship GSL Group Stage**”).

The World Championship GSL Group Stage will consist of four (4) GSL Groups competing in Best-of-Five Matches against other qualified Teams. Seeding and Match schedules for each day of the World Championship GSL Group Stage will be determined by Psyonix and/or Tournament Administrators as set out in [Section 2.3.4](#).

If a Team loses two (2) Matches during the World Championship GSL Group Stage, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#). The top two (2) Teams from each group will advance to the World Championship Hybrid Elimination Bracket (“**World Championship Hybrid Elimination Bracket**”).

The World Championship Hybrid Elimination Bracket will consist of the top eight (8) Teams from the World Championship GSL Group Stage, sorted into two (2) starting groups based on each Team’s progression through the World Championship GSL Group Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this World Championship Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the World Championship Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the Last Chance Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the Bracket, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#). The Bracket

will continue until a winning Team is determined, and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

### 2.2.7 RLCS 2025 Birmingham Major Advancements

Subject to [Section 2.6.2](#), at the end of the Birmingham Open 3, each Team's RLCS Points earned from Open 1, Open 2, and Open 3 will be added together. Only the highest cumulative RLCS Point-scoring Teams across the first (3) Open events will advance and qualify for the RLCS Birmingham Major based on Region.

Region	Teams Qualified to Birmingham Major
North America (NA):	Top four (4) Teams
Europe (EU):	Top four (4) Teams
Middle East & North Africa (MENA):	Top two (2) Teams
Oceania (OCE):	Top two (2) Teams
South America (SAM):	Top two (2) Teams
Asia-Pacific (APAC):	Top (1) Team
Sub-Saharan Africa (SSA):	Top (1) Team

### 2.2.8 RLCS 2025 TBD Major Advancements

Subject to [Section 2.6.2](#), at the end of the TBD Open 6, each Team's RLCS Points earned from Open 1, Open 2, and Open 3 will be added together. Only the highest cumulative RLCS Point-scoring Teams across the last (3) Open events will advance and qualify for the RLCS TBD Major based on Region.

Region	Teams Qualified to TBD Major
North America (NA):	Top four (4) Teams
Europe (EU):	Top four (4) Teams
Middle East & North Africa (MENA):	Top two (2) Teams
Oceania (OCE):	Top two (2) Teams
South America (SAM):	Top two (2) Teams
Asia-Pacific (APAC):	Top (1) Team
Sub-Saharan Africa (SSA):	Top (1) Team

## 2.2.9 Rocket League World Championship Advancements

Subject to [Section 2.6.2](#), at the end of the TBD Major, each Team's RLCS Points earned from each Open and Major across 2025 will be added together. Only the highest cumulative RLCS Point-scoring Teams across the six (6) applicable Opens and the two (2) applicable Majors will advance as listed below and qualify for the Rocket League World Championship based on Region.

Region	Teams Qualified to World Championship
North America (NA):	Top four (4) Teams
Europe (EU):	Top four (4) Teams
Middle East & North Africa (MENA):	Top two (2) Teams
Oceania (OCE):	Top two (2) Teams
South America (SAM):	Top two (2) Teams
Asia-Pacific (APAC):	Top (1) Team
Sub-Saharan Africa (SSA):	Top (1) Team

The remaining four (4) Teams to qualify for the Rocket League World Championship will come from the Last Chance Qualifiers. After the conclusion of TBD Major, the four (4) Regions with the strongest LAN performances will earn a Last Chance Qualifier for their Region. The Regions that will have a Last Chance Qualifier will be decided by determining the top four (4) Regions according to the following criteria:

1. The mean RLCS Points earned per Region across the RLCS Birmingham Major and RLCS TBD Major.
2. The sum of a Region's RLCS Points earned by the best placement from that Region at the Birmingham Major and TBD Major.

The four (4) Teams that win each Region's Last Chance Qualifier will qualify for the Rocket League World Championship 2025.

## 2.2.10 Alternate Team Advancement

If a Team declines or is otherwise unable to participate in a RLCS Major or the Rocket League World Championship, their advancement spot will be awarded to the next-highest Points-scoring Team on the applicable RLCS Points Leaderboard.

In the case where no other Team from that Region is able to attend, the advancement slot will be awarded to the next highest-scoring Team in the strongest Region's RLCS Points Leaderboard. The strongest Region is calculated using the mean RLCS Points earned per Region across the RLCS Birmingham Major and RLCS TBD Major and taking the highest Region.

If this scenario happens ahead of the Birmingham Major, the strongest Region will be calculated based on Major and World Championship performances during the RLCS 2024 Season.

### **2.2.11 Tiebreakers**

In the event of a tie for a Major or World Championship qualification spot, a bracket will be made to accommodate the number of tied Teams with Teams receiving "byes" in accordance with the seeding system set out in [Section 2.3.2](#) and [Section 2.3.3](#) (as applicable) (each such bracket, a **"Qualification Spot Bracket"**). All Matches in a Qualification Spot Bracket will be Best-of-Seven. Qualification Spot Brackets will be Single Elimination by default, with higher seeds receiving byes in the bracket (as applicable). Some permutations of ties may instead require a Hybrid Elimination Bracket (**"Hybrid Elimination Bracket"**), which will be confirmed by Event Administrators before the Qualification Spot Bracket begins.

If three (3) or less Matches need to be played in a Qualification Spot Bracket to break a tie, then the Qualification Spot Bracket will be played after the conclusion of the respective Region's Open Hybrid Elimination Bracket. If four (4) or more Matches need to be played in a Qualification Spot Bracket to break a tie, then the Qualification Spot Bracket will be played during the respective Region's tiebreaker day as defined in the Schedule (Attachment B).

In the event of a tie between Teams within the same Region that have already qualified for a Major or World Championship spot, Teams will be seeded in accordance with the seeding system set out in [Section 2.3.2](#) and [Section 2.3.3](#) (as applicable). In this scenario, a Qualification Spot Bracket will not be played.

### **2.2.12 Platforms**

Players acknowledge and agree that the Event is cross-platform, other Players may participate in the Event on different platforms (PC or console (as applicable)), and that different platforms may offer features, such as controllers, player interface, and/or ability to individualize certain game settings/sensitivities, etc., which may arguably provide a competitive advantage to one platform over another. Epic makes no adjustments in the Event to accommodate different platforms, and it is each Player's responsibility to select the platform they use to participate in the Event.

## **2.3 Seeding**

### **2.3.1 Seeding for Opens**

For seeding purposes in the Birmingham Open 1 Double Elimination Bracket, Teams will be organized by the following parameters:

- 1) All three (3) Starter's average RLCS 2024 seeding score



- a) Each Starter's RLCS 2024 seeding score is determined by adding 66% of RLCS Points earned in 2024's Major 1 Open Qualifiers and the Copenhagen Major, and 100% of RLCS Points earned in 2024's Major 2 Open Qualifiers and the London Major. RLCS 2024 Season points only apply to Starters on RLCS 2024 Teams, and do not apply to Reserves, Coaches, or Managers on those RLCS 2024 Teams
- 2) Highest placement reached in the RLCS 2024 Major 2 Open Qualifiers or London Major, that awarded RLCS Points, for each Starter
- 3) All 3 Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

Event	Leaderboard Snapshot
Birmingham Open 1	[EU/SAM/APAC] 11:59 PM PT on December 30, 2024.
Birmingham Open 1	[NA/MENA/OCE/SSA] 11:59 PM PT on January 6, 2025.

For seeding purposes in the Birmingham Open 1 Swiss Stage, Teams will be organized for Round 1 by the following parameters:

1. Final Placement from the Birmingham Open 1 Double Elimination Bracket
2. Initial Seed from the Birmingham Open 1 Double Elimination Bracket

For seeding purposes in the Birmingham Open 1 GSL Stage, Teams will be organized by the following parameters:

1. Final Placement from Birmingham Open 1 Swiss Stage
2. Buchholz Score
3. Initial Seed from Birmingham Open 1 Swiss Stage

For seeding purposes in the Birmingham Open 1 Hybrid Elimination Bracket, Teams will be organized for Round 1 by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place
4. GSL Group B Second Place
5. GSL Group A Third Place
6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

For seeding purposes in Birmingham Opens 2-3 and TBD Open 4-6 Double Elimination Brackets, Teams will be organized by the following parameters:

1. 2025 Cumulative RLCS Points



2. Highest final placement from a Major or Open that awarded RLCS Points or Prizing, for each Starter
3. Final placement from the most recent Major or Open, if that placement awarded RLCS Points or Prizes, for each Starter
4. All three (3) Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

Event		Leaderboard Snapshot
Birmingham Open 2	[EU/SAM/APAC]	11:59 PM PT on January 20, 2025.
Birmingham Open 2	[NA/MENA/OCE/SSA]	11:59 PM PT on January 27, 2025.
Birmingham Open 3	[EU/SAM/APAC]	11:59 PM PT on February 10, 2025.
Birmingham Open 3	[NA/MENA/OCE/SSA]	11:59 PM PT on February 17, 2025.
TBD Open 4	[NA/MENA/OCE/SSA]	11:59 PM PT on April 14, 2025.
TBD Open 4	[EU/SAM/APAC]	11:59 PM PT on April 21, 2025.
TBD Open 5	[NA/MENA/OCE/SSA]	11:59 PM PT on April 28, 2025.
TBD Open 5	[EU/SAM/APAC]	11:59 PM PT on May 5, 2025.
TBD Open 6	[NA/MENA/OCE/SSA]	11:59 PM PT on May 12, 2025.
TBD Open 6	[EU/SAM/APAC]	11:59 PM PT on May 19, 2025.

For both Birmingham and TBD Opens 2-3, the top eight (8) finishers in the previous Open will progress immediately to the Swiss Stage, securing the top eight (8) Seeds in the Swiss Stage.

For seeding purposes in the Birmingham Opens 2-3, and TBD Open 4-6, Swiss Stages, Teams who qualify from the Opens Double Elimination Bracket will be organized for Round 1 by the following parameters:

1. Final Placement from the Open Double Elimination Bracket
2. Initial Seed from the Open Double Elimination Bracket

For seeding purposes in the Birmingham Opens 2-3 and TBD Opens 4-6 GSL Stages, Teams will be organized by the following parameters:

1. Final Standings from the Opens Swiss Stage
2. Buchholz Score
3. Initial Seed from the Opens Swiss Stage

For seeding purposes in the Birmingham Opens 2-3, and TBD Open 4-6 Hybrid Elimination Bracket, Teams will be organized for Round 1 by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place
4. GSL Group B Second Place
5. GSL Group A Third Place

6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

### **2.3.2 Seeding for RLCS Majors**

For seeding purposes in the RLCS Birmingham Major Swiss Stage, Teams will be organized for Round 1 by the following parameters:

The following preset ranking order:

1. EU1
2. NA1
3. MENA1
4. EU2
5. SAM1
6. EU3
7. NA2
8. EU4
9. OCE1
10. NA3
11. SAM2
12. MENA2
13. OCE2
14. NA4
15. APAC1
16. SSA1

Teams that qualify to the RLCS Birmingham Major Swiss Stage will be placed in the above slots based on the Region they qualified from and the following criteria:

1. 2025 Cumulative RLCS Points
2. Final placement from an Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Opens remain.
3. Final placement in the most recent Open, followed by the next most recent Open until a tie is broken or no Opens remain. The priority of Opens will be as follows:
  - a. Birmingham Open 3
  - b. Birmingham Open 2
  - c. Birmingham Open 1
4. All three (3) Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by the specific time period below:

<u>Event</u>	<u>Leaderboard Snapshot</u>
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Birmingham Open 3 [EU/SAM/APAC]  
Birmingham Open 3 [NA/MENA/OCE/SSA]

11:59 PM PT on February 10, 2025.

11:59 PM PT on February 17, 2025.

If Qualification Spot Bracket(s) are required for the RLCS Birmingham Major, Teams will be seeded in each such bracket using the above criteria.

For seeding purposes in the RLCS Birmingham Major Hybrid Elimination Bracket, Teams will be organized by the following parameters:

1. Final Standings from Birmingham Major Swiss Stage
2. Buchholz Score
3. Initial Seed from the Birmingham Major Swiss Stage

For seeding purposes in the RLCS TBD Major Swiss Stage, Teams will be organized for Round 1 by the following parameters:

The following preset ranking order <to be updated based on regional standings after Birmingham Major concludes>:

1. EU1
2. NA1
3. MENA1
4. EU2
5. SAM1
6. EU3
7. NA2
8. EU4
9. OCE1
10. NA3
11. SAM2
12. MENA2
13. OCE2
14. NA4
15. APAC1
16. SSA1

Teams that qualify to the RLCS TBD Major Swiss Stage will be placed in the above slots based on the Region they qualified from and the following criteria:

1. Total of each Team's RLCS Points earned from TBD Open 4, TBD Open 5, and TBD Open 6
2. 2025 Cumulative RLCS Points
3. Final placement from a Major or Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Majors/Opens remain.

4. Final placement in the most recent Major/Open, followed by the next most recent Major/Open until a tie is broken or no Majors/Opens remain. The priority of Majors/Opens will be as follows:
  - a. TBD Open 6
  - b. TBD Open 5
  - c. TBD Open 4
  - d. Birmingham Major
  - e. Birmingham Open 3
  - f. Birmingham Open 2
  - g. Birmingham Open 1
5. All three (3) Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by the specific time period below:

Event	Leaderboard Snapshot
TBD Open 6 [NA/MENA/OCE/SSA]	11:59 PM PT on May 12, 2025.
TBD Open 6 [EU/SAM/APAC]	11:59 PM PT on May 19, 2025.

If Qualification Spot Bracket(s) are required for the RLCS TBD Major, Teams will be seeded in each such bracket using the above criteria.

For seeding purposes in the RLCS TBD Major Hybrid Elimination Bracket, Teams will be organized by the following parameters:

1. Final Standings from TBD Major Swiss Stage
2. Buchholz Score
3. Initial Seed from the TBD Major Swiss Stage

### 2.3.3 Seeding for Last Chance Qualifiers

For seeding purposes in the Last Chance Qualifier Double Elimination Bracket, Teams will be organized by the following parameters:

1. All three (3) Starter's average RLCS 2025 seeding score
  - a. Each Starter's RLCS 2025 seeding score is determined by adding 66% of RLCS Points earned in 2025's Birmingham Major, and 100% of RLCS Points earned in 2025's TBD Major. RLCS 2025 Season points only apply to Starters on RLCS 2025 Teams, and do not apply to Reserves, Coaches, or Managers on those RLCS 2025 Teams
2. Highest final placement from a Major or Open that awarded RLCS Points, for each Starter
3. All 3 Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

Event	Leaderboard Snapshot
Region #1	11:59 PM PT on July 14, 2025.
Region #2	11:59 PM PT on July 21, 2025.

Region #3  
Region #4

11:59 PM PT on July 28, 2025.  
11:59 PM PT on August 4, 2025.

For seeding purposes in the Last Chance Swiss Stage, Teams will be organized for Round 1 by the following parameters:

1. Final Placement from Last Chance Qualifier Double Elimination Bracket
2. Initial Seed from Last Chance Qualifier Double Elimination Bracket

For seeding purposes in the Last Chance GSL Stage, Teams will be organized by the following parameters:

1. Final Placement from Last Chance Swiss Stage
2. Buchholz Score
3. Initial Seed from Last Chance Swiss Stage

For seeding purposes in the Last Chance Hybrid Elimination Bracket, Teams will be organized for Round 1 by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place
4. GSL Group B Second Place
5. GSL Group A Third Place
6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

#### **2.3.4 Seeding for Rocket League World Championship**

For seeding purposes in the Rocket League World Championship GSL Play-in Stage, Teams will be organized by the following parameters:

The following preset ranking order, <to be updated based on regional standings after TBD Major concludes>:

1. OCE2
2. NA4
3. APAC1
4. SSA1
5. LCQ1
6. LCQ2
7. LCQ3
8. LCQ4

For seeding purposes in the Rocket League World Championship GSL Group Stage, Teams will be organized by the following parameters:

The following preset ranking order, <to be updated based on regional standings after TBD Major concludes>:

1. EU1
2. NA1
3. MENA1
4. EU2
5. SAM1
6. EU3
7. NA2
8. EU4
9. OCE1
10. NA3
11. SAM2
12. MENA2
13. GSL Play-in Stage First Place
14. GSL Play-in Stage Second Place
15. GSL Play-in Stage Third Place
16. GSL Play-in Stage Fourth Place

Teams that qualify to the Rocket League World Championship will be placed in the above slots based on the Region/Last Chance Qualifier they qualified from and the following criteria:

1. 2025 Cumulative RLCS Points
2. Final placement from a Major or Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Majors/Opens remain.
3. Final placement in the most recent Major/Open, followed by the next most recent Major/Open until a tie is broken or no Majors/Opens remain. The priority of Majors/Opens will be as follows:
  - a. TBD Major
  - b. TBD Open 6
  - c. TBD Open 5
  - d. TBD Open 4
  - e. Birmingham Major
  - f. Birmingham Open 3
  - g. Birmingham Open 2
  - h. Birmingham Open 1
4. All three (3) Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by the specific time period below:

Event		Leaderboard Snapshot
TBD Open 6	[NA/MENA/OCE/SSA]	11:59 PM PT on May 12, 2025.
TBD Open 6	[EU/SAM/APAC]	11:59 PM PT on May 19, 2025.

If Qualification Spot Bracket(s) are required for the Rocket League World Championship, Teams will be seeded in each such bracket using the above criteria.

For seeding purposes in the World Championship Hybrid Elimination Bracket, Teams will be organized for Round 1 by the following parameters:

1. GSL Group Stage Group A First Place
2. GSL Group Stage Group B First Place
3. GSL Group Stage Group A Second Place
4. GSL Group Stage Group B Second Place
5. GSL Group Stage Group A Third Place
6. GSL Group Stage Group B Third Place
7. GSL Group Stage Group A Fourth Place
8. GSL Group Stage Group B Fourth Place

## **2.4 Schedule**

The tentative schedule and dates for Events are set forth in [Attachment B](#). Dates may be changed; final dates and times will be displayed on Start.gg.

## **2.5 Rescheduling**

Psyonix may, in its sole discretion, change the schedule, the date and/or the time for any Match or Session of the Event. However, Tournament Administrators will inform players of any changes at its earliest convenience.

## **2.6 Prizes**

### **2.6.1 Opens, Birmingham Major, TBD Major, and Rocket League World Championship 2025.**

Subject to [Section 2.6.2](#), prizes will be awarded to each Team (divided evenly between the three (3) Starters) based on its final standing at the conclusion of each Open, Major, and World Championship. The specific prize awards are set forth in [Attachment C](#).

### **2.6.2 Prize Restricted Regions**

**NOTWITHSTANDING THE FOREGOING OR ANY OTHER PROVISION OF THESE RULES TO THE CONTRARY, IF YOU ARE AN INDIVIDUAL RESIDING IN TURKEY OR RUSSIA (EACH, A “PRIZE RESTRICTED REGION”), YOU ACKNOWLEDGE AND AGREE THAT YOU ARE NOT ELIGIBLE FOR NOR ENTITLED TO WIN ANY PRIZES IN CONNECTION WITH THE EVENT.**

### 2.6.3 Prizing Information

Only eligible, ranked players who do not reside in a Prize Restricted Region (as determined by Psyonix in its sole discretion) will be eligible to receive the applicable prizes set forth in [Section 2.6.1](#) (“**Winning Players**”). No other player will be entitled to win any prizes in connection with the Event.

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

Potential Winning Players will be notified by Psyonix of their status as a potential Winning Player at the email address associated with such Players’ Epic Games Account (“**Epic Account**”) within thirty (30) days of completion of the applicable Event Session, or such other time as reasonably required by Psyonix for such notification, and will be subject to verification of eligibility pursuant to [Section 3](#) and compliance with these Rules. Potential Winning Players must keep the Epic Account that they used to compete in the Event active throughout the verification of eligibility process.

Upon formal notification from Psyonix, a potential Winning Player shall have forty five (45) days from the date such notice was emailed to respond and provide (1) any information or materials requested by Psyonix for purposes of verification of eligibility pursuant to [Section 3](#) and (2) the Release (as defined below). Such response from a potential Winning Player must be delivered to the email address from which Psyonix’s notification was sent or, at Psyonix’s sole option, another email address specified in the notification. The date of receipt by Psyonix shall be decisive for a potential Winning Player’s compliance with the deadlines set forth in this Section 2.6.3.

In the event of (a) the failure by any such Player to (i) keep the Epic Account that such Player used to compete in the Event active throughout the verification of eligibility process or (ii) timely respond to any notification or request for materials or information; or (b) any such Player being unable to accept or receive the prize for any reason (including for failure to satisfy eligibility requirements at all times throughout participation in the Event up until the receipt of prize, or for failure to provide the necessary tax and payment information through Psyonix’s approved tax and payment processing vendors), or (c) finding the player has violated the Competitive Integrity rules (or any equivalent rules as the case may be) for any past event (“Past Event”) organized by Epic, if the prizes for such Past Event have not yet been paid to such player, then such



Player shall be disqualified as a potential Winning Player, and such Player shall not be entitled to win any prizes in connection with the Event or Past Events. In such cases, no alternate Winning Player will be named, and Psyonix shall have the right, in its sole and absolute discretion, to (y) award any prize amounts that would have otherwise been awarded to such disqualified Player as part of a future Game competitive event or (z) award any such prize amounts to non-profit causes and efforts. A Winning Player will only be announced once the verification of eligibility process has been completed by Psyonix pursuant to these Rules.

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

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

Psyonix will determine the payment method for the prizes in its sole discretion and, except as otherwise required by applicable law, all payments will be made directly to the Winning Player in such Winning Player's capacity as an individual (or, if a Minor, to the Winning Player's parent or legal guardian). No prize payments will be made by Psyonix to any organization, company, or other entity. Each Winning Player will be provided a Prize Acceptance and Release Form ("**Release**"). Unless restricted by applicable law, each Winning Player (or, if a Minor, such Winning Player's parent or legal guardian) will be required to complete and submit the Release in accordance with the deadlines set forth in this Section 2.6.3. In addition, by accepting a prize, the Winning Player agrees (or such Winning Player's parent or legal guardian agrees) to release Psyonix from any and all liability, loss, or damage arising from or in connection with awarding, receipt, and/or use or misuse of prize or participation in any prize-related activities.

### **3. Player Eligibility; Epic Account Status**

To be eligible to participate in any Event Match or receive any prizes in connection with an Event, you must meet the eligibility criteria in this Section.

#### **3.1 Player Age; Cabined Accounts**

You must be at least 13 years old (or such other age, if greater, as may be required in your country of residence). You must ensure that your age information on your account is accurate.

You cannot use a Cabined Account to participate in the Event. Managers and Coaches must be at least 18 years old (or such other age of majority, if greater, as may be required in your country of residence).

### **3.2 Epic TOS and Rocket League EULA**

You must comply with Epic's Terms of Service ("**Epic TOS**") (<https://www.epicgames.com/site/en-US/tos>) and the Rocket League End User License Agreement ("**Rocket League EULA**") (<https://www.psyonix.com/eula>), including all rules, policies and other terms referenced in the Epic TOS and the Rocket League EULA. These Rules add to, and do not replace, the Rocket League EULA.

### **3.3 2FA**

You must enable (if not already enabled) Two-Factor Authentication ("**2FA**") on your Epic Account. To enable 2FA, please visit <https://epicgames.com/2FA>, log in to your Epic Accounts, and follow the onscreen instructions.

### **3.4 Psyonix/Epic Affiliation**

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

### **3.5 Player and Team Names**

**3.5.1** All Team and individual Player names must follow the Code of Conduct in Section 8. Epic and the Tournament Administrators each may restrict or change Team and individual Player tags or screen names for any reason.

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

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

**3.5.4** Teams and Players must use the same name for the duration of the entire Tournament.

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

### **3.5.6 Team Logos**

Teams that qualify for the Open GSL Stages, Majors, and/or the Rocket League World Championship are required to provide Tournament Administrators a logo in both 1) .png format, and 2) .psd, or .ai format. If a logo is not provided, or is rejected, Tournament Administrators will replace the logo with a standard Tournament logo. Tournament Administrators reserve the right to reject logos submitted after the Tournament begins.

### **3.5.7 Sponsor Prohibitions**

Team Names, Player names, logos, and avatars may not consist of any sponsors or any branding referring to prohibited categories as listed in [Section 7.8.2](#).

All other sponsorships, endorsements, promotional activities, and Commercial Identifications listed in Team Names are subject to final approval by Event Administrators. Tournament Administrators and/or Psyonix reserves the right to prohibit or edit any Team Name.

## **3.6 Epic Account; Good Standing**

**3.6.1** In order to facilitate seeding and the prize payment process set forth in [Section 2.6](#), each Player must (a) have an active, valid Epic Games Account registered to such Player (“**Epic Account**”) and (b) provide such Epic Account to Psyonix as part of the Registration Process. To open an Epic Account, Players can visit <https://www.epicgames.com/id/register/date-of-birth> and follow the onscreen instructions. For clarity, providing an Epic Account as part of the Registration Process does not guarantee that a Player will receive a prize in connection with the Tournament. Only Winning Players will be eligible to receive prizes in connection with the Tournament.

**3.6.2** The Epic Account you use in connection with the Event must be in good standing, with no undisclosed violations. This also means that your Epic Account must be registered in your name, and cannot have been previously purchased, gifted, or otherwise transferred from another Player.

**3.6.3.** You (and your Epic Account) must be free of or have fully served any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules.

**3.6.4** Epic may share tournament leaderboard standings information with Sony for any Players participating on PlayStation 4 or PlayStation 5 devices.

### 3.7 Additional Restrictions

**3.7.1** The Event in all parts is open to Players from across the world, except as otherwise provided in this Section. The Event is not open to individuals wherever restricted or prohibited by applicable law or in any country where participation is prohibited by U.S. law (“**Prohibited Countries**”), including Cuba, Iran, Iraq, North Korea, Somalia, Sudan, Syria, and the regions of Crimea, Donetsk, and Luhansk.

**3.7.2** During the entire Event, only a single Player may play on a given game device. This means you cannot use the same device as other Players during the Event.

**3.7.3** You may only have one (1) entry (using one (1) Epic Account) into the Event for an Open or Last Chance Qualifier. You are expressly prohibited from having additional Event entries using additional or secondary Epic Account(s).

**3.7.4** You may only participate in one (1) Region (using one (1) Epic Account) throughout the course of the Event. For clarity, this means that once you participate in a Region in any Open or Last Chance Qualifier session, you will be locked to that Region for any subsequent Open or Last Chance Qualifier. This rule does not apply to players who undergo an official Roster Change during the Transfer Window (as listed in [Section 3.8.5](#)).

**3.7.5** You may only participate on a single Team during any Open or Last Chance Qualifier. Outside of the Transfer Window as listed below, you may change Teammates at the start of each new Open, but you and your Teammate will be considered a new Team, and any previously earned RLCS Points will not transfer to your new Team.

**3.7.6** You and your Teammates must be in the Platinum Rank or higher in any one (1) of the following ranked modes by the Leaderboard Snapshot Period date (as listed in [Section 2.3.1](#)) prior to the start of an Open: (a) 1v1 Solo Duel, (b) 2v2 Doubles, or (c) 3v3 Standard. This rule only applies to Starters.

### 3.8 Team Rosters

#### 3.8.1 Team Point-of-Contact

Each Team must declare one member of their Roster to be the Team Point-of-Contact (“**Team Point-of-Contact**”) or (“**Team POC**”) who represents the Team for all official decisions and serves as the main point of contact for the Team; provided, that a Team may designate its Manager or Coach (as applicable) as the main point of contact for the Team.

#### 3.8.2 Team Size and Rosters

Teams may only use Players who are on their Roster for a Match. Upon registering for the Tournament, Rosters must contain a minimum of three (3) starting Players (each, a “**Starter**”),

and may contain up to one (1) designated reserve Player who may be used as an alternate (each, a “**Reserve**”). Rosters may also include a Manager and/or a Coach who, depending on whether they also serve in a Starter or Reserve Role, may or may not play in a Match. An individual may not simultaneously be part of more than one Roster at a time.

- “**Starter**”: A Roster must contain a minimum of three (3) Starters. A Starter is eligible to compete in a Match.
- “**Reserve**”: A Roster may contain up to one (1) Reserve. A Reserve is eligible to compete in a Match.
- “**Coach**”: A Roster may contain up to one (1) Coach. A coach is eligible to compete in a Match if they also serve in a Starter or Reserve role, but must be given explicit permission from Epic or Tournament Administrators before Gameplay begins. Coaches must be at least 18 years of age.
- “**Manager**”: A Roster may contain up to one (1) Manager. A Manager is eligible to compete in a Match if they also serve in a Starter or Reserve role, but must be given explicit permission from Epic or Tournament Administrators before Gameplay begins. Managers must be at least 18 years of age.

### **3.8.3 Roster Submission**

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

### **3.8.4 Roster Change Period/Roster Lock Deadline**

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

If a Team has a Manager or Coach they would like added to its Roster, the Team must notify Tournament Administrators prior to the applicable Roster Lock Deadline. If a Team has circumstances that prevent it from making a Substitution within the deadlines set forth in [Section 4.2.5](#) and are in need of a time extension, such Team must notify a Tournament Administrator by the applicable Roster Lock Deadline.

Otherwise, no Substitution will be allowed for such Team after the Roster Lock Deadline.

### **3.8.5 Roster Changes/Transfers**

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

Teams will be allowed to make Roster additions during one designated **“Transfer Window”** during the season.

#### Transfer Windows per Region

- APAC: March 31st, 2024 at 12:00 AM JST – April 13th, 2024 at 5:00 PM JST
- EU: March 31st, 2024 at 12:00 AM CET – April 13th, 2024 at 5:00 PM CEST
- MENA: March 31st, 2024 at 12:00 AM KSA – April 13th, 2024 at 5:00 PM KSA
- NA: March 31st, 2024 at 12:00 AM PT – April 13th, 2024 at 5:00 PM PT
- OCE: March 31st, 2024 at 12:00 AM AEDT – April 13th, 2024 at 5:00 PM AEST
- SSA: March 31st, 2024 at 12:00 AM SAST – April 13th, 2024 at 5:00 PM SAST
- SAM: March 31st, 2024 at 12:00 AM BRT – April 13th, 2024 at 5:00 PM BRT

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

Notwithstanding the foregoing, Teams may also make one “Exempt” addition to their Rosters (each, an **“Exempt Addition”**) during the entire Event. Exempt Additions must be made in the Transfer Window and must be added in the “Reserve” position. In addition, Exempt Additions must meet the following eligibility criteria:

1. The Exempt Addition must have been eligible to compete for the entirety of the Open immediately preceding the Transfer Window during which the Exempt Addition is being made.
2. The Exempt Addition cannot have earned any RLCS Points.

In order to make an Exempt Addition or Roster Change, Teams must submit their request via Discord in the applicable Discord support channel as listed in [Section 6.1](#) before the close of the Transfer Window. Transfers may also be made cross regionally (and are not impacted by the restrictions in [Section 3.7.4](#)).

#### 3.8.6 Player or Team Names

Players or Teams may not change their User Names, in-game names, or Team Names without approval from Tournament Administrators. All such names must comply with these Rules (including, without limitation, [Section 3](#)) and Tournament Administrators may request that they be changed at any time. A Roster shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another.

### **3.8.7 Roster Continuity**

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

### **3.8.8 Team Exclusivity**

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

### **3.8.9 Registration**

Each Player on a Team must satisfy all eligibility requirements in these Rules for Players, and each Player must register on the Registration Website (<https://www.start.gg/hub/rlds-2025>) before the close of the Registration Process in order to be considered a member of the applicable Team. During the Registration Process, one Team member will create/register the Team Name and Players will be able to join the Team by searching the Team Name or by invite. In the event a Team progresses to further rounds of the Tournament, the Tournament Administrators will attempt to notify the Team through its Team Point-of-Contact.

### **3.8.10 Team Eligibility Verification**

Subject to [Section 2.6.2](#), all members of a Team that fall within the prizing thresholds set forth in [Attachment C](#) must successfully pass the verification of eligibility process described in [Section 2.6](#) in order to be eligible to receive such prizes. If one member of a Team fails the verification of eligibility process, all members of that Team will be disqualified as potential Winning Players, and that Team shall not be entitled to win any prizes in connection with the Tournament.

### **3.8.11 Team Associations**

Except as otherwise expressly set forth herein, all of the Tournament Administrators’ rights pursuant to these Rules relate to and are exercisable against the Team as a whole and each individual member of the Team. If any right of disqualification arises as to any individual member of the Team, then the Event Administrator may exercise the right of disqualification against the Team as a whole.

If the Tournament Administrators elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Rules, and if permitted in the sole discretion of the Tournament Administrators, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Point-of-Contact) with a new eligible Player and continue to compete under the same Team Name if each disqualified Player promptly signs any writing deemed necessary by Tournament Administrators to permit his/her former Team

member(s) to continue to participate in the Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Administrators.

Any Team member who elects to end his/her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to participate in the Tournament in any capacity at the sole discretion of the Tournament Administrator.

### **3.8.12 Team Qualification Non-Transfers**

Earned qualification spots to any new stage (as applicable) cannot be transferred, sold, traded, or gifted to any person or organization. This means that earned qualification spots will always be connected directly to the entire Team as a whole.

## **3.9 Team Relationships**

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

## **3.10 Responsibilities of Team Owners, Managers and Coaches**

**3.10.1** No Team (including its agents, officers, employees and subcontractors), Owner, Manager, or Coach may engage in collusion, Match fixing, the bribery of a referee or Match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.

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

**3.10.3** No Managers, Coaches, or other persons having supervisory or managerial responsibility for a Team in the RLCS (collectively, "**Control Persons**") shall: (a) be a Control Person of another Team in the RLCS; or (b) either directly or indirectly be involved in or have any power to determine the management or administration of another RLCS Team or influence the performance of another RLCS Team in any Game, Match, or Tournament. An exception may be made for one (1) additional Team entry from an organization, as long as that Team falls within the following categories and restrictions:

1. The additional Team is DEI-focused, and all participating Players represent that DEI initiative (example: a women's Team).
2. The Team names are not identical to one another.
3. Written approval from Event Administrators before registration closes.



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

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

## **4. Gameplay Rules**

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

### **4.1 Match Settings**

#### **4.1.1 Game Settings**

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox
- Server: US-East or US-Central or US-West (NA), Europe (EU), South America (SAM), Oceania (OCE), Middle-East (MENA), Asia-East or Asia-SE Maritime or Asia-SE Mainland (APAC), and South Africa (SSA)
- Team Colors: Default

#### **4.1.2 Controllers**

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Overclocking controllers is not permitted. Note that wireless controllers are not permitted at any in-person Tournament events. At any in-person Tournament event, all controllers are subject to approval from Psyonix and/or the Tournament Administrators.

#### **4.1.3 Arenas**

In the Open Double Elimination Bracket, all Games are played on the default DFH Stadium. In all other stages of the Tournament, the map rotation will be the following standard arenas:

Best of 5:

1. Mannfield (Night)
2. Forbidden Temple
3. DFH Stadium
4. Utopia Coliseum (Dusk)
5. Champions Field

Best of 7:

1. Mannfield (Night)
2. Forbidden Temple
3. DFH Stadium
4. Utopia Coliseum (Dusk)
5. AquaDome (Salty Shallows)
6. Neo Tokyo
7. Champions Field

For broadcast Matches, Teams may request to avoid an arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by Teams to avoid an arena.

## **4.2 Match Procedures**

### **4.2.1 Hosting and Team Colors**

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

### **4.2.2 Re-Hosts**

Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues. During any Match during all stages of the Tournament except Open Double Elimination Bracket, Open Swiss Stage, Last Chance Qualifier Double Elimination Bracket, and Last Chance Swiss Stage, before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

### **4.2.3 Servers**

Open Double Elimination Bracket, Open Swiss Stage, Last Chance Qualifier Double Elimination Bracket, and Last Chance Swiss Stage

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

Open GSL Stage, Open Hybrid Elimination Bracket Stage, Last Chance GSL Stage, Last Chance Hybrid Elimination Bracket, Majors, and Rocket League World Championship

- “RLCS USE-Ohio” will be the default server for North American Matches unless both Teams agree to play on another North American RLCS Server Region.
- “RLCS EU-Paris” will be the default server for European Matches unless both Teams agree to play on another European RLCS Server Region.
- “RLCS SAM-SaoPaulo” will be the default server for South American Matches unless both Teams agree to play on another South American server.
- “RLCS OCE-Sydney” will be the default server for Oceanic Matches unless both Teams agree to play on another Oceania server.
- “RLCS ME-Bahrain” will be the default server for MENA Matches unless both Teams agree to play on another MENA server.
- “RLCS ASM-Asia Mainland” will be the default server for APAC Matches unless both Teams agree to play on another APAC server.
- “RLCS SAF-Cape-Town” will be the default server for SSA Matches unless both Teams agree to play on another SSA server.

#### **4.2.4 Game Start**

In Open Double Elimination Bracket, Open Swiss Stage Last Chance Qualifier Double Elimination Bracket, and Last Chance Swiss Stage Matches, Players may not join their designated side until three Players from each Team have joined the Game. In all other Matches for all other stages of the Tournament, Players may not join their designated side until instructed by a Tournament Administrator.

#### **4.2.5 Substitutions**

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

Open Double Elimination Bracket, Open Swiss Stage Last Chance Qualifier Double Elimination Bracket, and Last Chance Swiss Stage

Substitutions may only occur in between Games in a Match. Teams are limited to one Substitution per Match. Teams are permitted to revert a Substitution between Games in order to play with their initial Player line-up, but would not be able to make any additional Substitutions in that Match. Teams may start a Game with any combination of three (3) Players from their registered Roster (as defined below).

Open GSL Stage, Open Hybrid Elimination Bracket Stage, Last Chance GSL Stage, Last Chance Hybrid Elimination Bracket, Majors, and Rocket League World Championship

Substitutions may only occur in between Games in a Match or before a Match. Teams must inform Tournament Administrators of any change in lineup between Games and receive approval before any Substitution(s) can be made.

#### **4.2.6 Reporting Scores**

After a Match is completed, the winning Team must submit the Match result to Tournament Administrators in a designated chatroom. The losing Team must also confirm the Match result. Taking a screenshot of the results screen or saving the replay file of the Match is required in case of disputed results. If a Team disputes a Match claiming a win and submits proof of its claim, the other Team must submit proof of its claim to avoid an automatic forfeit of the Match. Any Teams or Players found to have submitted false or doctored results will be subject to disciplinary action as further described in [Section 8.3](#).

#### **4.2.7 Observers**

For all Events, including Opens, Last Chance Qualifiers, Majors, and the World Championship, in-game observers are not allowed except for Tournament Administrators or previously authorized individuals. Teams that are found to have shared lobby details for the purposes of allowing an unauthorized observer into the Match will be subject to disciplinary action as further described in [Section 8.3](#). Coaches, Managers and Reserves are not permitted to be in-game observers.

A Player or Team shall be permitted to stream live coverage of his/her/its Gameplay through an online streaming platform (e.g., Twitch, Kick, Tiktok, YouTube, etc.). Teams may also submit a special request for a single "Team Stream" observer to be authorized to join any not-broadcasted Open Double Elimination Bracket, Open Swiss Stage, Open GSL Stage, Last Chance Qualifier Double Elimination Bracket, Last Chance Swiss Stage, or Last Chance GSL Stage Matches by filling out a Broadcast Application and receiving observer authorization a minimum of 24 hours before the start of the applicable tournament day. Coaches, Managers and Reserves are not permitted to be a Team Stream authorized observer. Broadcast Applications can be found via the applicable Discord support channel as listed in [Section 6.1](#).

An authorized observer may not join a specific side as a player at any time during the Match, or its associated Team will be subject to disciplinary action as further described in [Section 8.3](#).

## **4.3 Match Obligations**

### **4.3.1 Punctuality**

All Teams must have three (3) Players physically present or in the online Match lobby by the designated Match start time. Teams that do not have three (3) Players ready to play after five (5) minutes of the Match start time will be subject to disciplinary actions as further described in Section 8.3. During all Matches, the Team Point-of-Contact must be responsive in the designated chat room at least ten (10) minutes prior to the designated Match start time. Match start times may be adjusted by Psyonix and/or Tournament Administrators, in their sole discretion, depending on any Tournament accelerations or delays.

### **4.3.2 Forfeits**

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators. Notwithstanding the foregoing, even with such authorization, such Teams may be subject to disciplinary actions as further described in [Section 8.3](#).

## **5. Issues**

### **5.1 Definition of Terms**

**“Bug”** means an error, flaw, failure, fault or other technical issue that produces an incorrect or unexpected result, or otherwise causes Rocket League and/or a hardware device to behave in unintended ways.

**“Intentional Disconnection”** means a Player losing connection to Rocket League due to the Player’s actions or inaction. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

**“Server Crash”** means all Players losing connection to Rocket League due to an issue with the game server.

**“Unintentional Disconnection”** means a Player losing connection to Rocket League due to problems or issues with the game client, platform, network, or PC.

### **5.2 Technical Issues**

Due to the nature and scale of online competition, except as otherwise determined by Tournament Administrators in their sole discretion, Matches will not be restarted or made null due to Bugs, Intentional Disconnections, Server Crashes, or Unintentional Disconnections. Except as otherwise determined by Tournament Administrators in their sole discretion, any technical issues or bug encounters must be played through and will not be cause for a remake.

If a Team calls for a rematch due to a technical issue or bug encounter, such Team must save the replay and submit it to the Tournament Administrators for review. During a broadcasted Match, Tournament Administrators may halt Gameplay to review and subsequently restart the Game if deemed necessary by Tournament Administrators in their sole discretion.

## **5.3 Match Disruptions**

### **5.3.1 Disconnects**

Open Double Elimination Bracket, Open Swiss Stage, Open GSL Stage, Last Chance Qualifier Double Elimination Bracket, Last Chance Swiss Stage, and Last Chance GSL Stage Matches

If a disconnect occurs, the shorthanded Team must continue to play out the single Game within the Match. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match but may not join in the middle of subsequent Games in the Match. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five (5) minutes to rejoin before the next Game of the Match begins. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team must substitute another Player from their roster (subject to the Substitution rules set forth in [Section 4.2.5](#)) or forfeit the Match.

Open Hybrid Elimination Bracket, Last Chance Qualifier Hybrid Elimination Bracket, Majors, and World Championship Matches

If a disconnect occurs, the shorthanded Team must immediately notify the Tournament Administrators in the designated chatroom. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion. For spectated or broadcasted Matches, if Tournament Administrators identify that a Player has disconnected without being notified, they may pause a Match to allow the Player to reconnect.

Once the Game has been paused, the disconnected Player will have eight (8) minutes to rejoin before the Game resumes. In the event of multiple pauses for disconnections, the total time will be counted towards the eight (8) minutes of reconnection time. If the Player cannot rejoin within that time, the shorthanded Team will forfeit the single Game within the Match.

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 begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match but may not join in the middle of subsequent Games in the Match. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team must substitute another Player from their roster (subject to the Substitution rules set forth in [Section 4.2.5](#)) or forfeit the Match.

Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have thirty (30) seconds to confirm with Tournament Administrators that each Team is

ready to unpause. Once each Team has confirmed its readiness, the Game will resume from a neutral kickoff or from continuation of play as determined by the Tournament Administrators. If a Team cannot field a full Team of three (3) Players to continue play, it will forfeit the Game. If a Team cannot field a full Team of three (3) Players in the subsequent eight (8) minutes of Game forfeiture, they will forfeit the Match.

### **5.3.2 Stoppage of Play**

Tournament Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and stay attentive to Tournament Administrators' instructions.

### **5.3.3 Timeouts**

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

Each Timeout will last for two (2) minutes. A Team must notify a Tournament Administrator immediately after the conclusion of a Game if it elects to use a Timeout. Tournament Administrators reserve the right to deny a Team a Timeout. At the conclusion of the Timeout, Tournament Administrators will confirm that each Team is ready to continue the Match before Gameplay can resume. For clarity, Timeouts cannot be used in any Best-of-Three Match or Best-of-Five Match or during Gameplay. In addition, Timeouts cannot be used to extend or circumvent disqualification timers as set forth in [Section 5.3.1](#).

### **5.3.4 Restarts**

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

### **5.3.5 Log Submission**

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and if Tournament Administrators determine that the restart was falsely requested, such Player or Team will be subject to disciplinary actions as further described in [Section 8.3](#).

## 6. Communication

### 6.1 Support Channel

Tournament Administrators will be available to answer Player-specific questions and provide additional assistance throughout the Event via the applicable Region's official Player support channel found below. Any answers or comments provided online do not change these Rules.

- [Asia-Pacific \(APAC\)](#)
- [Europe \(EU\)](#)
- [Middle East & North Africa \(MENA\)](#)
- [North America \(NA\)](#)
- [Oceania \(OCE\)](#)
- [South America \(SAM\)](#)
- [Sub-Saharan Africa \(SSA\)](#)

### 6.2 Match Communications

For each Match, Teams will communicate with their opponents and Tournament Administrators (as applicable) in a designated chatroom during all online stages of the Tournament. For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match is strictly prohibited and may result in immediate disqualification of the Player(s) or Team. For clarity, Coaches do not fall within this restriction and Player-to-Coach communication is not restricted during gameplay. Psyonix and/or Tournament Administrators will notify Players of the designated chatroom prior to the start of each stage of the Tournament.

## 7. Code of Conduct

### 7.1 Personal Conduct; No Toxic Behavior

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

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

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



**7.1.4** Players and Control Persons shall not (a) proclaim to be, or represent themselves as, a banned Player or a cheater/rule breaker, or (b) glorify or otherwise endorse the breaking or violation of these Rules.

**7.1.5** Any violation of these Rules may expose a Player, a Control Person, or an entire Team to disciplinary action as further described in [Section 8.3](#), whether or not that violation was committed intentionally.

## **7.2 Competitive Integrity**

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

- Collusion (as defined below), Match fixing or throwing, bribing a referee or Match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Match or Event.
- Hacking or otherwise modifying the intended behavior of the Rocket League game client, including but not limited to making changes to game files.
- Playing or allowing another Player to play on an Epic Account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Rocket League game client.
- Using macro keys or similar methods to automate in-game actions.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of Rocket League (e.g., services designed to throw or fix a Match or Session).
- Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by Psyonix or the Tournament Administrators.

- Making any modification to Rocket League that has not been disclosed to and authorized by the Tournament Administrators.
- Using any Tournament facilities, services, or equipment provided or made available by the Tournament Entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.
- Disconnecting from the in-game lobby before being dismissed by Tournament Administrators.
- Otherwise violating these Rules.

### **7.3 Wagering**

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

### **7.4 Harassment**

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

### **7.5 Confidentiality**

A Player or Control Person may not disclose to any third party any confidential information the Player obtains in connection with the Event, including by posting on social media channels.

### **7.6 Illegal Conduct**

Players and Control Persons are required to comply with all applicable laws at all times. Any attempt to deliberately damage or undermine the legitimate operation of the Event may be in violation of criminal and civil laws and will result in disqualification from participation in the Event. If an attempt is made, Epic reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution.

### **7.7 Reporting**

Any Player who witnesses or is subjected to conduct that the Code of Conduct should notify Psyonix or a Tournament Administrator. All complaints reported pursuant to this Section 7.7 will be promptly investigated and appropriate action will be taken. Retaliation against any Player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

## 7.8 Dress Code

During the Event, all Players and Guardians must adhere to the dress code (the “**Dress Code**”). Without in any way limiting the foregoing, the Dress Code shall apply to all Players and Guardians during the Event’s media day, walkouts, gameplay, and such other Event-related activities as may be designated by the Tournament Administrator.

**7.8.1** Players and Guardians must present themselves in a manner that is appropriate for the audience of the Game and is consistent with the spirit and tone of the Event (as determined by the Tournament Administrator) (e.g., no shirtless Players, swimwear, lingerie, etc.).

### 7.8.2 Restrictions

Players and Guardians are prohibited from wearing visible logos, brand names, and/or insignias (collectively, “**Commercial Identification**”) of any of the entities, products, or services on the following (non-exhaustive) list:

- Drugs or drug paraphernalia.
- Tobacco or tobacco related products, including vaping products.
- Alcohol.
- Firearms.
- Pornography or any other adult-only materials.
- Cryptocurrencies, non-fungible tokens (NFTs), or any other blockchain-related product or service.
- Any business (a) whose content is discriminatory, harassing, or otherwise hateful in nature, or (b) whose practices are detrimental to the image of, or results in public criticism of or reflects badly on, Psyonix or Epic (as determined by Psyonix, Epic, or the Tournament Administrators).
- Any business that encourages illegal activities or violates applicable law.
- Gambling products (including fantasy sports betting), lotteries or illegal wagering.
- Any business that promotes (a) the use of in-game hacks, cheating, exploits, or in-game currency farming or selling, or (b) the sale, rental, licensing, distribution, or transfer of a game account.
- Video game logos, characters, developers or publishers that are not owned or otherwise affiliated with Psyonix or Epic.
- Political candidates.
- High toll phone services.

All sponsorships, endorsements, promotional activities, and Commercial Identifications worn by Players and Guardians during, and in connection with, the Event are subject to approval by Tournament Administrators.

If a Tournament Administrator decides (in its sole discretion) that a Player or Guardian has violated the Dress Code, such Tournament Administrator reserves the right to require such player or Guardian to immediately change his or her attire in compliance with the Dress Code. Failure of such Player or Guardian to comply may result in disciplinary action as further described in [Section 8.3](#).

## **8. Rules and Conduct Violations**

### **8.1 Enforcement**

Psyonix will have primary responsibility for enforcing these Rules for all Players at the Event and may, working with the Tournament Administrators (as defined below), impose sanctions on Players for violations of these Rules, as further described in Section 8.

### **8.2 Investigation and Compliance**

**8.2.1** You and any control person must fully cooperate with Psyonix and/or an Tournament Administrator (as applicable) in the investigation of any violation or suspected violation of these Rules. If Psyonix and/or a Tournament Administrator contacts you to discuss the investigation, you must be truthful in the information that you provide to Psyonix and/or a Tournament Administrator. Any player or control person found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Psyonix and/or a Tournament Administrator during an investigation, will be subject to disciplinary action as further described in Section 8.3.

**8.2.2** Psyonix has the right, in its sole discretion, to remove a player or control person from, or restrict such player or control person's participation in, any Event activity as part of any investigation conducted by Epic and/or an Event Administrator (as applicable) pursuant to Section 8.2.

### **8.3 Disciplinary Action**

**8.3.1** If Psyonix decides that a Player or Control Person has violated the Code, Psyonix may take the following disciplinary actions (as applicable):

- Issue a private or public warning (verbal or written) to the Player or Control Person;
- Match restart;
- Loss of Game;
- Loss of Match;
- Loss of all or any part of the prizes previously awarded to the Player or Team;
- Disqualify the Player or Control Person from participating in one or more Matches and/or Stages at the Event; and/or
- Prevent the Player or Control Person from participating in one or more future competitions hosted by Psyonix.

**8.3.2** For clarity, the nature and extent of the disciplinary action taken by Psyonix pursuant to this Section 8.3 will be in the sole and absolute discretion of Psyonix. Psyonix reserves the right to seek damages and other remedies from such Player or Control Person to the fullest extent permitted by applicable law.

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

**8.3.3** If Psyonix decides that there have been repeated breaches of these Rules by a Player or Control Person, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of Rocket League hosted or administered by or on behalf of Psyonix. Epic may also enforce any of its rights under Psyonix's Terms of Service and/or the Rocket League EULA in the event of a violation.

**8.3.4** All Rules violations at the Event will be determined by Psyonix in its sole discretion and governed by the Psyonix Competitive Violation Matrix. A final decision by Psyonix as to the appropriate disciplinary action will be final and binding on all Players and Control Persons.

## **8.4 Rule Disputes**

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

## **9. Disclaimers**

TO THE MAXIMUM EXTENT ALLOWED BY LAW, PSYONIX AND ITS AFFILIATES AND THE EVENT ADMINISTRATORS WILL NOT BE LIABLE FOR (A) ANY TECHNICAL ISSUES OR OTHER DISRUPTIONS TO THE EVENT, INCLUDING ANY LOSS OR CORRUPTION OF DATA, (B) THE MISCONDUCT OF ANY PLAYERS OR OTHER THIRD PARTIES, (C) ANY INJURIES (INCLUDING DEATH) OR PROPERTY DAMAGE ARISING FROM ANY PRIZES OR PARTICIPATION IN THE EVENT, (D) ANY INDIRECT, CONSEQUENTIAL, INCIDENTAL OR SPECIAL DAMAGES, OR (E) ANY PRINTING, TYPOGRAPHICAL OR ADMINISTRATIVE ERRORS IN ANY MATERIALS ASSOCIATED WITH THE EVENT. PSYONIX RESERVES THE RIGHT TO SUSPEND, MODIFY OR CANCEL THE EVENT IN ITS SOLE DISCRETION SHOULD A VIRUS, BUG, OR OTHER TECHNICAL ISSUE, UNAUTHORIZED INTERVENTION, NATURAL DISASTER, OR OTHER CAUSE BEYOND PSYONIX'S CONTROL AFFECT THE ADMINISTRATION, SECURITY, OR PROPER PLAY OF THE EVENT, OR PSYONIX OTHERWISE BECOMES (AS DETERMINED IN ITS SOLE DISCRETION) INCAPABLE OF RUNNING THE EVENT AS ORIGINALLY PLANNED.

## 10. Publicity, Interview Consent

**10.1** Psyonix may use your name, tag, likeness, image, voice, gameplay statistics, and/or Epic Account ID or other biographical information, for publicity purposes before, during, and after the Event, in any manner and media, throughout the world, in perpetuity, but only in connection with publicizing the Event or other Rocket League events and programming, without any compensation or prior review.

**10.2** If you are given an opportunity to participate in an interview in connection with the Event (each, an **"Interview"**), you consent to be recorded for the Interview, and you hereby grant to Psyonix a royalty-free, worldwide license (with the right to grant sublicenses) to use your statements and any audio/video footage from the Interview, as well as your name, tag, likeness, image, voice, gameplay statistics, Epic Account ID, and other biographical information (collectively, **"Interview Materials"**) in connection with the Interview. Your participation in an Interview is voluntary, and you are not entitled to compensation for an Interview or this license. Psyonix has no obligation to interview you or use Interview Materials. You can withdraw this license at any time by contacting a Tournament Administrator at [tournaments@epicgames.com](mailto:tournaments@epicgames.com), however this will not affect any uses Psyonix has made of such license before the withdrawal.

**10.3** All Teams must select one Player at the start of this Tournament to serve as the representative of the Team for all scheduled interviews for this Season (the **"Team Representative"**). The Team Representative is not obligated to be the only member of the Team to give interviews during this Season.

However, the Team Representative must be present for all scheduled interviews, unless the Team advises Psyonix or the Tournament Administrator that an alternate Player will attend the interview prior to the Match for which an interview is scheduled. At the sole discretion of Psyonix, a Coach (if any) may serve as the Team Representative in an interview. Psyonix will try to provide the Team and Team Representative with 24 hours advance notice of the interviews, which shall be scheduled on the Team's Match day. If an acceptable Team Representative is not available for a scheduled interview, permitting for technical issues, Psyonix reserves the right to institute disciplinary action as outlined in Section 8.3.

## 11. Governing Law

The internal laws of the State of North Carolina, without reference to any of its conflicts of laws principles, shall govern these Rules, including any disputes regarding these Rules and/or the Event.

## **12. Waiver of Jury Trial**

EXCEPT AS PROHIBITED BY APPLICABLE LAW AND AS A CONDITION OF PARTICIPATING IN THIS EVENT, EACH PARTICIPANT HEREBY IRREVOCABLY AND PERPETUALLY WAIVES ANY RIGHT S/HE MAY HAVE TO A TRIAL BY JURY IN RESPECT OF ANY LITIGATION DIRECTLY OR INDIRECTLY ARISING OUT OF, UNDER OR IN CONNECTION WITH THIS EVENT, ANY DOCUMENT OR AGREEMENT ENTERED INTO IN CONNECTION HEREWITH, ANY PRIZE AVAILABLE IN CONNECTION HEREWITH, AND ANY OF THE TRANSACTIONS CONTEMPLATED HEREBY OR THEREBY.

## **13. Privacy**

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

## **14. Health and Safety**

### **14.1 Compliance with Health Guidance**

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

### **14.2 Final Decisions Relating to Player Safety**

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

### **14.3 Communication with Tournament Administrators**

It is important that Players, Coaches, and Managers use their best efforts to remain connected to the chat system used by Psyonix and/or Tournament Administrators and follow all instructions given by Tournament Administrators during the entire process of a Tournament, including travel to and from the Tournament venue. Players, Managers, and Coaches shall

follow the instructions of Tournament referees and cooperate with referees and other Tournament staff regarding masks and other protective measures instituted to ensure the health and safety of all involved in the Tournament.

#### **14.4 Health Screening**

Prior to entering any Tournament venue, each Player, Coach, and Manager may be required to verify his or her identity with Tournament staff and to submit to a health screening by Tournament staff, which may include but is not limited to, a temperature screen. Health screenings may also be conducted at other times during a Tournament in the sole discretion of Psyonix and/or Tournament Administrators. If, at any time prior to or during a Tournament, Psyonix or Tournament Administrators determine that an individual has COVID-19 symptoms or otherwise may be infected with the COVID-19 virus or any other communicable disease, such individual will be required to leave the venue immediately.

If Psyonix or Tournament Administrators determine that a Player should not participate in a Tournament for health reasons, the onsite referee may require the Team to provide a substitute. If applicable law requires any additional or different health inspection, sanitation, or public safety procedures, Psyonix and/or Tournament Administrators will have full authority to implement those procedures, and all Player, Owners, Coaches, and Managers must cooperate with Psyonix and/or Tournament Administrators in the implementation of those procedures.

#### **14.5 Health Issues Involving Players**

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

#### **14.6 Health Issues Involving Coaches and Managers**

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

#### **14.7 Health Privacy**

All Players, Managers and Coaches agree to (a) the collection, storage and use of records and information about exposure to or symptoms of COVID-19, COVID-19 test results, or vaccination status as described in this Section, and (b) the use of such records and information to comply with local law, ordinances, and guidelines governing public meetings and public health and, when necessary, to protect fans and other members of the public from exposure to COVID-19. If



a Player, Manager, or Coach has any questions about the ways in which such Player's, Manager's, or Coach's records and information is collected and used pursuant to this Section, or their choices and rights regarding such use, please see the BLAST Privacy Policy available at <https://blast.tv/privacy-policy>.

## **15 Other Languages**

These Rules may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Rules and the English version of these Rules, the English version shall prevail, govern and control.

## **Attachment A - RLCS Points Award System**

### RLCS Points Structure - Birmingham Open 1, 2, and 3

Place	Teams Total	Open Points
1st	1	15
2nd	1	10
3rd - 4th	2	7
5th - 6th	2	5
7th - 8th	2	3
9th - 12th	4	2
13th - 16th	4	1
Total	16	67

### RLCS Points Structure - Birmingham Major

Place	Teams Total	Major Points
1st	1	30
2nd	1	20
3rd - 4th	2	14
5th - 6th	2	10
7th - 8th	2	6
9th - 11th	3	5
12th - 14th	3	4
15th - 16th	2	3
Total	16	143

RLCS Points Structure - TBD Open 4, 5, and 6

Place	Teams Total	Open Points
1st	1	18
2nd	1	12
3rd - 4th	2	8
5th - 6th	2	6
7th - 8th	2	4
9th - 12th	4	2
13th - 16th	4	1
Total	16	78

RLCS Points Structure - TBD Major

Place	Teams Total	Major Points
1st	1	36
2nd	1	24
3rd - 4th	2	16
5th - 6th	2	12
7th - 8th	2	8
9th - 11th	3	6
12th - 14th	3	5
15th - 16th	2	4
Total	16	173

## **Attachment B - Schedule**

### RLCS Birmingham Major

#### Birmingham Open 1 - [EU, SAM & APAC]

January 3rd: Birmingham Open 1 Double Elimination Bracket Day 1 [EU]  
January 4th: Birmingham Open 1 Double Elimination Bracket Day 2 [EU]  
January 4th: Birmingham Open 1 Double Elimination Bracket Day 1 [SAM/APAC]  
January 5th: Birmingham Open 1 Swiss Stage [EU]  
January 5th: Birmingham Open 1 Swiss Stage [SAM/APAC]  
January 10th: Birmingham Open 1 GSL Stage [EU/SAM/APAC]  
January 11th: Birmingham Open 1 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]  
January 12th: Birmingham Open 1 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

#### Birmingham Open 1 - [NA, MENA, OCE & SSA]

January 10th: Birmingham Open 1 Double Elimination Bracket Day 1 [NA/MENA]  
January 11th: Birmingham Open 1 Double Elimination Bracket Day 2 [NA]  
January 11th: Birmingham Open 1 Swiss Stage [MENA]  
January 11th: Birmingham Open 1 Double Elimination Bracket Day 1 [OCE/SSA]  
January 12th: Birmingham Open 1 Swiss Stage [NA]  
January 12th: Birmingham Open 1 Swiss Stage [OCE/SSA]  
January 16th: Birmingham Open 1 GSL Stage [MENA]  
January 17th: Birmingham Open 1 GSL Stage [NA/OCE/SSA]  
January 17th: Birmingham Open 1 Hybrid Elimination Bracket Day 1 [MENA]  
January 18th: Birmingham Open 1 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]  
January 18th: Birmingham Open 1 Hybrid Elimination Bracket Day 2 [MENA]  
January 19th: Birmingham Open 1 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

#### Birmingham Open 2 - [EU, SAM & APAC]

January 24th: Birmingham Open 2 Double Elimination Bracket Day 1 [EU]  
January 25th: Birmingham Open 2 Double Elimination Bracket Day 2 [EU]  
January 25th: Birmingham Open 2 Double Elimination Bracket Day 1 [SAM/APAC]  
January 26th: Birmingham Open 2 Swiss Stage [EU]  
January 26th: Birmingham Open 2 Swiss Stage [SAM/APAC]  
January 31st: Birmingham Open 2 GSL Stage [EU/SAM/APAC]  
February 1st: Birmingham Open 2 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]  
February 2nd: Birmingham Open 2 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

### Birmingham Open 2 - [NA, MENA, OCE & SSA]

January 31st: Birmingham Open 2 Double Elimination Bracket Day 1 [NA/MENA]  
February 1st: Birmingham Open 2 Double Elimination Bracket Day 2 [NA]  
February 1st: Birmingham Open 2 Swiss Stage [MENA]  
February 1st: Birmingham Open 2 Double Elimination Bracket Day 1 [OCE/SSA]  
February 2nd: Birmingham Open 2 Swiss Stage [NA]  
February 2nd: Birmingham Open 2 Swiss Stage [OCE/SSA]  
February 6th: Birmingham Open 2 GSL Stage [MENA]  
February 7th: Birmingham Open 2 GSL Stage [NA/OCE/SSA]  
February 7th: Birmingham Open 2 Hybrid Elimination Bracket Day 1 [MENA]  
February 8th: Birmingham Open 2 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]  
February 8th: Birmingham Open 2 Hybrid Elimination Bracket Day 2 [MENA]  
February 9th: Birmingham Open 2 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

### Birmingham Open 3 - [EU, SAM & APAC]

February 14th: Birmingham Open 3 Double Elimination Bracket Day 1 [EU]  
February 15th: Birmingham Open 3 Double Elimination Bracket Day 2 [EU]  
February 15th: Birmingham Open 3 Double Elimination Bracket Day 1 [SAM/APAC]  
February 16th: Birmingham Open 3 Swiss Stage [EU]  
February 16th: Birmingham Open 3 Swiss Stage [SAM/APAC]  
February 21st: Birmingham Open 3 GSL Stage [EU/SAM/APAC]  
February 22nd: Birmingham Open 3 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]  
February 23th: Birmingham Open 3 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

### Birmingham Open 3 - [NA, MENA, OCE & SSA]

February 21st: Birmingham Open 3 Double Elimination Bracket Day 1 [NA/MENA]  
February 22nd: Birmingham Open 3 Double Elimination Bracket Day 2 [NA]  
February 22nd: Birmingham Open 3 Swiss Stage [MENA]  
February 22nd: Birmingham Open 3 Double Elimination Bracket Day 1 [OCE/SSA]  
February 23rd: Birmingham Open 3 Swiss Stage [NA]  
February 23rd: Birmingham Open 3 Swiss Stage [OCE/SSA]  
February 27th: Birmingham Open 3 GSL Stage [MENA]  
February 28th: Birmingham Open 3 GSL Stage [NA/OCE/SSA]  
February 28th: Birmingham Open 3 Hybrid Elimination Bracket Day 1 [MENA]  
March 1st: Birmingham Open 3 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]  
March 1st: Birmingham Open 3 Hybrid Elimination Bracket Day 2 [MENA]  
March 2nd: Birmingham Open 3 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

## RLCS Birmingham Major 2025 - Birmingham LAN

March 27th: Birmingham Major Day 1

March 28th: Birmingham Major Day 2

March 29th: Birmingham Major Day 3

March 30th: Birmingham Major Day 4

### Transfer Window

APAC: March 31st, 2024 at 12:00 AM JST – April 13th, 2024 at 5:00 PM JST

EU: March 31st, 2024 at 12:00 AM CET – April 13th, 2024 at 5:00 PM CET

MENA: March 31st, 2024 at 12:00 AM KSA – April 13th, 2024 at 5:00 PM KSA

NA: March 31st, 2024 at 12:00 AM PT – April 13th, 2024 at 5:00 PM PT

OCE: March 31st, 2024 at 12:00 AM AEDT – April 13th, 2024 at 5:00 PM AEDT

SSA: March 31st, 2024 at 12:00 AM SAST – April 13th, 2024 at 5:00 PM SAST

SAM: March 31st, 2024 at 12:00 AM BRT – April 13th, 2024 at 5:00 PM BRT

### RLCS TBD Major

#### TBD Open 4 - [NA, MENA, OCE & SSA]

April 18th: TBD Open 4 Double Elimination Bracket Day 1 [NA/MENA]

April 19th: TBD Open 4 Double Elimination Bracket Day 2 [NA]

April 19th: TBD Open 4 Swiss Stage [MENA]

April 19th: TBD Open 4 Double Elimination Bracket Day 1 [OCE/SSA]

April 20th: TBD Open 4 Swiss Stage [NA]

April 20th: TBD Open 4 Swiss Stage [OCE/SSA]

April 24th: TBD Open 4 GSL Stage [MENA]

April 25th: TBD Open 4 GSL Stage [NA/OCE/SSA]

April 25th: TBD Open 4 Hybrid Elimination Bracket Day 1 [MENA]

April 26th: TBD Open 4 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]

April 26th: TBD Open 4 Hybrid Elimination Bracket Day 2 [MENA]

April 27th: TBD Open 4 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

#### TBD Open 4 - [EU, SAM & APAC]

April 25th: TBD Open 4 Double Elimination Bracket Day 1 [EU]

April 26th: TBD Open 4 Double Elimination Bracket Day 2 [EU]

April 26th: TBD Open 4 Double Elimination Bracket Day 1 [SAM/APAC]

April 27th: TBD Open 4 Swiss Stage [EU]

April 27th: TBD Open 4 Swiss Stage [SAM/APAC]

May 2nd: TBD Open 4 GSL Stage [EU/SAM/APAC]

May 3rd: TBD Open 4 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]

May 4th: TBD Open 4 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

#### TBD Open 5 - [NA, MENA, OCE & SSA]

May 2nd: TBD Open 5 Double Elimination Bracket Day 1 [NA/MENA]  
May 3rd: TBD Open 5 Double Elimination Bracket Day 2 [NA]  
May 3rd: TBD Open 5 Swiss Stage [MENA]  
May 3rd: TBD Open 5 Double Elimination Bracket Day 1 [OCE/SSA]  
May 4th: TBD Open 5 Swiss Stage [NA]  
May 4th: TBD Open 5 Swiss Stage [OCE/SSA]  
May 8th: TBD Open 5 GSL Stage [MENA]  
May 9th: TBD Open 5 GSL Stage [NA/OCE/SSA]  
May 9th: TBD Open 5 Hybrid Elimination Bracket Day 1 [MENA]  
May 10th: TBD Open 5 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]  
May 10th: TBD Open 5 Hybrid Elimination Bracket Day 2 [MENA]  
May 11th: TBD Open 5 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

#### TBD Open 5 - [EU, SAM & APAC]

May 9th: TBD Open 5 Double Elimination Bracket Day 1 [EU]  
May 10th: TBD Open 5 Double Elimination Bracket Day 2 [EU]  
May 10th: TBD Open 5 Double Elimination Bracket Day 1 [SAM/APAC]  
May 11th: TBD Open 5 Swiss Stage [EU]  
May 11th: TBD Open 5 Swiss Stage [SAM/APAC]  
May 16th: TBD Open 5 GSL Stage [EU/SAM/APAC]  
May 17th: TBD Open 5 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]  
May 18th: TBD Open 5 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

#### TBD Open 6 - [NA, MENA, OCE & SSA]

May 16th: TBD Open 6 Double Elimination Bracket Day 1 [NA/MENA]  
May 17th: TBD Open 6 Double Elimination Bracket Day 2 [NA]  
May 17th: TBD Open 6 Swiss Stage [MENA]  
May 17th: TBD Open 6 Double Elimination Bracket Day 1 [OCE/SSA]  
May 18th: TBD Open 6 Swiss Stage [NA]  
May 18th: TBD Open 6 Swiss Stage [OCE/SSA]  
May 22nd: TBD Open 6 GSL Stage [MENA]  
May 23rd: TBD Open 6 GSL Stage [NA/OCE/SSA]  
May 23rd: TBD Open 6 Hybrid Elimination Bracket Day 1 [MENA]  
May 24th: TBD Open 6 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]  
May 24th: TBD Open 6 Hybrid Elimination Bracket Day 2 [MENA]  
May 25th: TBD Open 6 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

### TBD Open 6 - [EU, SAM & APAC]

May 23rd: TBD Open 6 Double Elimination Bracket Day 1 [EU]  
May 24th: TBD Open 6 Double Elimination Bracket Day 2 [EU]  
May 24th: TBD Open 6 Double Elimination Bracket Day 1 [SAM/APAC]  
May 25th: TBD Open 6 Swiss Stage [EU]  
May 25th: TBD Open 6 Swiss Stage [SAM/APAC]  
May 30th: TBD Open 6 GSL Stage [EU/SAM/APAC]  
May 31st: TBD Open 6 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]  
June 1st: TBD Open 6 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

### RLCS TBD Major

June 26th: TBD Major Day 1  
June 27th: TBD Major Day 2  
June 28th: TBD Major Day 3  
June 29th: TBD Major Day 4

### RLCS 2025 Roster Restrictions End

July 1st (Excludes Teams qualified for Rocket League World Championship)

### RLCS World Championship Tiebreakers

July 12th: Tiebreakers Day 1  
July 13th: Tiebreakers Day 2

### RLCS Last Chance Qualifiers

July 18th: Region #1 Double Elimination Day 1  
July 19th: Region #1 Double Elimination Day 2  
July 20th: Region #1 Swiss Stage  
July 25th: Region #1 GSL Stage  
July 26th: Region #1 Hybrid Elimination Bracket Day 1  
July 27th: Region #1 Hybrid Elimination Bracket Day 2

July 25th: Region #2 Double Elimination Day 1  
July 26th: Region #2 Double Elimination Day 2  
July 27th: Region #2 Swiss Stage  
August 1st: Region #2 GSL Stage  
August 2nd: Region #2 Hybrid Elimination Bracket Day 1  
August 3rd: Region #2 Hybrid Elimination Bracket Day 2



August 1st: Region #3 Double Elimination Day 1  
August 2nd: Region #3 Double Elimination Day 2  
August 3rd: Region #3 Swiss Stage  
August 8th: Region #3 GSL Stage  
August 9th: Region #3 Hybrid Elimination Bracket Day 1  
August 10th: Region #3 Hybrid Elimination Bracket Day 2

August 8th: Region #4 Double Elimination Day 1  
August 9th: Region #4 Double Elimination Day 2  
August 10th: Region #4 Swiss Stage  
August 15th: Region #4 GSL Stage  
August 16th: Region #4 Hybrid Elimination Bracket Day 1  
August 17th: Region #4 Hybrid Elimination Bracket Day 2

#### Rocket League World Championship

September 10th: World Championship Day 1  
September 11th: World Championship Day 2  
September 12th: World Championship Day 3  
September 13th: World Championship Day 4  
September 14th: World Championship Day 5  
September 15th: World Championship Day 6

## **Attachment C - Prizes**

### Event Prizes - Opens - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$15,000
2nd	\$9,000
3rd - 4th	\$6,000
5th - 6th	\$3,600
7th - 8th	\$2,400
9th - 12th	\$1,800
13th - 16th	\$1,350
17th - 32nd	\$750
33rd - 64th	\$450
65th - 128th	\$300

### Event Prizes - Opens - SAM, OCE, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$9,000
2nd	\$6,000
3rd - 4th	\$4,500
5th - 6th	\$3,000
7th - 8th	\$2,400
9th - 12th	\$1,500
13th - 16th	\$900
17th - 64th	\$300

### Event Prizes - Opens - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$4,800
2nd	\$2,700
3rd - 4th	\$1,800
5th - 6th	\$1,200
7th - 8th	\$900
9th - 12th	\$750
13th - 16th	\$450
17th - 32nd	\$300

### Event Prizes - Majors

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$102,000
2nd	\$51,000
3rd - 4th	\$36,000
5th - 6th	\$22,500
7th - 8th	\$15,000
9th - 11th	\$9,000
12th - 14th	\$6,000
15th - 16th	\$3,000

### Event Prizes - World Championship

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$300,000
2nd	\$153,000
3rd - 4th	\$99,000
5th - 6th	\$84,000
7th - 8th	\$66,000
9th - 12th	\$37,500
13th - 16th	\$17,250
17th - 18th	\$9,000
19th - 20th	\$6,000

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