

Rocket League Championship Series - 2024 Season Official Rules

These are the Official Rules (“**Rules**”) for the Rocket League Championship Series for 2024 (“**RLCS**” or “**Event**”), which is hosted by or on behalf of Psyonix (“**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 Player(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://esports.rocketleague.com/rlics-rules/>. 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.

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

“**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-2024>) or any subsequent URL which may replace it from time to time.

“RLCS”: means Rocket League Championship Series.

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

“Rules Website”: means the website <https://esports.rocketleague.com/rlcs-rules/> 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. RLCS will consist of three (3) events: RLCS Major 1, RLCS Major 2, and the Rocket League World Championship. Each Major itself will consist of three (3) RLCS 2024 online regional qualification tournaments (each, an “**Open Qualifier**”) and one (1) in-person global tournament (each, a “**Major**”). Each Major’s Open Qualifier will award RLCS Points which will be used as the qualification method for the applicable in-person Major. Both Majors will also award additional RLCS Points which will be used cumulatively as the qualification method to the in-person Rocket League World Championship. RLCS Major 1 and RLCS Major 2 will differ in the number of RLCS Points that are awarded from each Open Qualifier and Major.

2.2.2 Major 1 and Major 2 Format – Open Qualifiers [All Regions].

For each Open Qualifier of an RLCS Major (“**RLCS Open Qualifier**”) 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 Qualifier will be determined by Psyonix and/or Tournament Administrators as set out in Section 2.3.1. For Major 1, each Match in the Double Elimination Bracket before the top 48 Teams are determined will be Best-of-Three Games. For Major 1, all Matches for Top 48 will be Best-of-Five Games. For Major 2, each Match in the Double Elimination Bracket before the top 192 Teams are determined will be Best-of-Three Games. For Major 2, all Matches for Top 192 will be Best-of-Five Games.

The Double Elimination Bracket will consist of up to four (4) days of Matches and will continue until there are sixteen (16) remaining Teams in the Double Elimination Bracket. These top sixteen (16) Teams will advance to the Swiss Stage (“**Open Qualifier Swiss Stage**”). It will not be possible to enter the applicable Open Qualifier Swiss Stage without advancing from the Open Qualifier as set out in these rules.

The Open Qualifier Swiss Stage will consist of sixteen (16) Teams competing in Best-of-Five Swiss Matches against other qualified Teams. If a Team wins three (3) Matches during the Open Qualifier Swiss stage, it will advance to the applicable Single Elimination Bracket (“**Open Qualifier Single Elimination Bracket**”). If a Team loses three (3) Matches during the Open Qualifier Swiss Stage, it will be eliminated from the Tournament and be awarded RLCS Points and Prizes as set out in Section 2.6. The Open Qualifier Single Elimination Bracket will consist of the top eight (8) teams from the Open Qualifier Swiss Stage.

The Open Qualifier Single Elimination Bracket will consist of eight (8) Teams. All Matches for this stage will be Best-of-Seven. If a Team loses a Match during this Single Elimination Bracket, it will be eliminated from the Tournament and be awarded RLCS Points and Prizes as set out in Section 2.6. The Single Elimination Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will also be awarded to this winning Team as set out in Section 2.6.

At the end of each set of three (3) Open Qualifiers, Teams will advance to the applicable in-person Major as set out in section 2.2.5 and/or 2.2.6.

2.2.3 Copenhagen Major In-Person Event Format.

The Copenhagen Major begins with a Swiss Stage (“**Copenhagen Major Swiss Stage**”) that will consist of all sixteen (16) qualified Teams from the first 3 Open Qualifiers competing in Best-of-Five Swiss Matches against other qualified Teams. Seeding and Match schedules for each day of the Copenhagen 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 Copenhagen Major Swiss Stage, it will advance to the Copenhagen Major Single Elimination Bracket (“**Copenhagen Major Single 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 Copenhagen Major Single Elimination Bracket will consist of the top eight (8) Teams from the Copenhagen Major Swiss Stage. All Matches for this Single Elimination Bracket will be Best-of-Seven. If a Team loses a Match during this Single Elimination Bracket, it will be eliminated from the Tournament and be awarded RLCS Points and Prizes as set out in Section 2.6. The Single Elimination Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will also be awarded to this winning Team as set out in Section 2.6..

2.2.3 London Major In-Person Event Format.

The London Major begins with a Swiss Stage (“**London Major Swiss Stage**”) that will consist of all sixteen (16) qualified Teams from the last 3 Open Qualifiers competing in Best-of-Five Swiss Matches against other qualified Teams. Seeding and match schedules for each day of the London 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 London Major Swiss Stage, it will advance to the London Major Single Elimination Bracket (“**London Major Single 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 London Major Single Elimination Bracket will consist of the top eight (8) teams from the London Major Swiss Stage. All Matches for this Single Elimination Bracket will be Best-of-Seven. If a Team loses a Match during this Single Elimination Bracket, it will be eliminated from the Tournament and be awarded RLCS Points and Prizes as set out in Section 2.6. The Single Elimination Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will also be awarded to this winning Team as set out in Section 2.6.

At the end of the London Major, Teams will advance to the World Championship as set out in section 2.2.7.

2.2.4 Rocket League World Championship Format.

The Rocket League World Championship begins with a Swiss Stage (“**World Championship Swiss Stage**”) that will consist of all sixteen (16) qualified Teams competing in Best-of-Five Swiss Matches against other Teams within the group. 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 2.3.3.

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

The World Championship Hybrid Elimination Bracket will consist of the top eight (8) Teams from the World Championship Swiss Stage, sorted into 2 starting groups based on the seeding as set out in Section 2.3.3. Teams who are seeded 1st - 4th will be designated as the Upper Group, and Teams who are seeded 5th - 8th will be designated as the Lower Group. All Matches for this Hybrid Elimination bracket will be Best-of-Seven.

For the Hybrid Elimination Bracket, the Upper Group will begin by playing Matches among themselves. 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 Top 4 Semi-Finals of the Bracket. The Teams who lose their Upper Group Match will have a second chance and advance to the Top 6 Quarter-Finals.

For the Hybrid Elimination Bracket, the Lower Group will begin by playing Matches among themselves. 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 the Top 6 Quarter-Finals of the Bracket. The Teams who lose their Lower Group Match will be eliminated from the Tournament and be awarded Prizes as set out in Section 2.6.

For the Top 6 Quarter-Finals onward, if a Team loses a Match during the Bracket, it will be eliminated from the Tournament and be awarded Prizes as set out in Section 2.6. The Bracket will continue until a winning team is determined, and Prizes will also be awarded to this winning team as set out in Section 2.6.

2.2.5 RLCS Copenhagen Major Advancements.

Subject to Section 2.6.2, at the end of the Open Qualifier #3, each Team’s RLCS Points earned from Open Qualifier #1, Open Qualifier #2, and Open Qualifier #3 will be added together. Only

the highest cumulative RLCS point-scoring Teams across the first (3) Open Qualifier events will advance and qualify for the RLCS Copenhagen Major based on Region.

<u>Region</u>	<u>Teams Qualified to Copenhagen Major</u>
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

2.2.6 RLCS London Major Advancements.

Subject to Section 2.6.2, at the end of the Open Qualifier #6, each Team's RLCS Points earned from Open Qualifier #4, Open Qualifier #5, and Open Qualifier #6 will be added together. Only the highest cumulative RLCS point-scoring Teams across the last (3) Open Qualifier events will advance and qualify for the RLCS London Major based on Region.

<u>Region</u>	<u>Teams Qualified to London Major</u>
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

2.2.7 Rocket League World Championship Advancements.

Subject to Section 2.6.2, at the end of the London Major, each Team's RLCS Points earned from each Open Qualifier session and Major across 2024 will be added together. Only the highest cumulative RLCS point-scoring Teams across the six (6) applicable Open Qualifier events and the two (2) applicable Majors will advance as listed below and qualify for the Rocket League World Championship based on Region.

<u>Region</u>	<u>Teams Qualified to World Championship</u>
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 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 scoring team on the applicable RLCS Points leaderboard.

2.2.9 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 2.3.1 (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 Single Elimination Bracket Day 2. 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).

2.2.10 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 RLCS Open Qualifiers. For seeding purposes in the RLCS Open Qualifier 1 Double Elimination Bracket, Teams will be organized by the following parameters:

- 1) All three (3) Starter's average RLCS 2023 seeding score
 - a) Each Starter's RLCS 2023 seeding score is determined by adding 50% of points earned in 2022's Fall Split, 75% of points earned in 2023's Winter Split, and 100% of points earned in 2023's Spring Split. RLCS 2023 Season points only apply to Starters on RLCS 2023 Teams, and do not apply to Substitutes, Coaches, or Managers on those RLCS 2023 Teams
- 2) Highest placement reached in RLCS 2023 Spring Split

- 3) All 3 starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

<u>Event</u>	<u>Leaderboard Snapshot</u>
Open Qualifier #1	11:59 PM PT on January 22nd, 2024

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

1. Bracket path progression of the Open Qualifier 1 Double Elimination Bracket
2. All three (3) Starter's average RLCS 2023 seeding score (see above)

For seeding purposes in the RLCS Open Qualifier 1 Single Elimination Bracket, Teams will be organized by the following parameters:

1. Final Standings from Open Qualifier 1 Swiss Stage
2. Game Differential (if any tied Swiss records)

For seeding purposes in the RLCS Open Qualifier 2 and 3 Double Elimination Brackets, Teams will be organized by the following parameters:

1. 2024 Cumulative RLCS Points
2. Most recent Open Qualifier's final placement that awarded RLCS Points or Prizes
3. Highest placement that awarded RLCS Points or Prizes reached across any Open Qualifier in this Event
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:

<u>Event</u>	<u>Leaderboard Snapshot</u>
Open Qualifier #2	11:59 PM PT on February 5th, 2024.
Open Qualifier #3	11:59 PM PT on February 19th, 2024.

For seeding purposes in the RLCS Open Qualifier 2 and 3 Swiss Stage, Teams will be organized for Round 1 by the following parameter:

1. Bracket path progression of the Open Qualifier 2 or Open Qualifier 3 (as applicable) Double Elimination Bracket

For seeding purposes in the RLCS Open Qualifier 2 and 3 Single Elimination Brackets, Teams will be organized by the following parameters:

1. Final Standings from Open Qualifier 2 or Open Qualifier 3 Swiss Stages (as applicable)
2. Game Differential (if any tied Swiss records)

For seeding purposes in the RLCS Open Qualifier 4, 5, and 6 Double Elimination Brackets, Teams will be organized by the following parameters:

1. 2024 Cumulative RLCS Points
2. Most recent Open Qualifier's final placement that awarded RLCS Points or Prizes, for each Starter
3. Highest placement that awarded RLCS Points or Prizes reached across any Open Qualifier in this Event, 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:

Open Qualifier #4 [NA/MENA/SAM/SSA]	11:59 PM PT on April 15th, 2024.
Open Qualifier #4 [EU/APAC/OCE]	11:59 PM PT on April 22nd, 2024.
Open Qualifier #5 [NA/MENA/SAM/SSA]	11:59 PM PT on April 29th, 2024.
Open Qualifier #5 [EU/APAC/OCE]	11:59 PM PT on May 6th, 2024.
Open Qualifier #6 [NA/MENA/SAM/SSA]	11:59 PM PT on May 13th, 2024.
Open Qualifier #6 [EU/APAC/OCE]	11:59 PM PT on May 20th, 2024.

For seeding purposes in the RLCS Open Qualifier 4, 5, and 6 Swiss Stages, Teams will be organized for Round 1 by the following parameters:

1. 2024 Cumulative RLCS Points
2. Most recent Open Qualifier's final placement that awarded RLCS Points or Prizes, for each Starter
3. Highest placement that awarded RLCS Points or Prizes reached across any Open Qualifier in this Event, 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:

Open Qualifier #4 [NA/MENA/SAM/SSA]	11:59 PM PT on April 15th, 2024.
Open Qualifier #4 [EU/APAC/OCE]	11:59 PM PT on April 22nd, 2024.
Open Qualifier #5 [NA/MENA/SAM/SSA]	11:59 PM PT on April 29th, 2024.
Open Qualifier #5 [EU/APAC/OCE]	11:59 PM PT on May 6th, 2024.
Open Qualifier #6 [NA/MENA/SAM/SSA]	11:59 PM PT on May 13th, 2024.
Open Qualifier #6 [EU/APAC/OCE]	11:59 PM PT on May 20th, 2024.

For seeding purposes in the RLCS Open Qualifier 4, 5, and 6 Single Elimination Brackets, Teams will be organized by the following parameters:

1. Final Standings from Open Qualifier 4, Open Qualifier 5, or Open Qualifier 6 Swiss Stages (as applicable)
2. Game Differential (if any tied Swiss records)

2.3.2 Seeding for RLCS Majors. For seeding purposes in the RLCS Copenhagen Major Swiss Stage, Teams will be organized for Round 1 by the following parameters:

The following preset ranking order:

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

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

1. Final Standings from Copenhagen Major Swiss Stage
2. Game Differential (if any tied Swiss records)

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

1. The following preset ranking order:

1. EU1
2. NA1
3. EU2
4. EU3
5. SAM1
6. EU4
7. MENA1
8. NA2
9. SAM2
10. NA3
11. OCE1

12. NA4
13. MENA2
14. OCE2
15. APAC1
16. SSA1

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

1. Final Standings from London Major Swiss Stage
2. Game Differential (if any tied Swiss records)

2.3.3 Seeding for Rocket League World Championship. For seeding purposes in the Rocket League World Championship Swiss Stage, Teams will be organized by the following parameters:

1. The following preset ranking order, <to be updated based on regional standings after the London Major concludes>:
 1. EU1
 2. NA1
 3. EU2
 4. EU3
 5. SAM1
 6. EU4
 7. MENA1
 8. NA2
 9. SAM2
 10. NA3
 11. OCE1
 12. NA4
 13. MENA2
 14. OCE2
 15. APAC1
 16. SSA1

For seeding purposes in the Rocket League World Championship Hybrid Elimination Bracket, Teams will be organized by the following parameters:

1. Final Standings from Rocket League World Championship Swiss Stage
2. Game Differential (if any tied Swiss records)

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 Open Qualifiers, Copenhagen Major, London Major, and Rocket League World Championship. 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 Qualifier, 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 participating in the Event on, or attempting to complete the verification of eligibility process with, an Epic Games Cabined Account ("**Cabined Account**"), or for failure to provide the necessary tax and payment information through Psyonix's approved tax and payment processing vendors), 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. 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 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 Qualifier Swiss 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 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 Qualifier session, you will be locked to that Region for any subsequent Open 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 Qualifier. Outside of the Transfer Window as listed below, you may change teammates at the start of each new Open Qualifier, 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 Qualifier: (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: April 1, 2024 at 12:00 AM JST – April 14, 2024 at 5:00 PM JST
- EU: April 1, 2024 at 12:00 AM CET – April 14, 2024 at 5:00 PM CEST
- MENA: April 1, 2024 at 12:00 AM KSA – April 14, 2024 at 5:00 PM KSA
- NA: April 1, 2024 at 12:00 AM PT – April 14, 2024 at 5:00 PM PT
- OCE: April 1, 2024 at 12:00 AM AEDT – April 14, 2024 at 5:00 PM AEST
- SSA: April 1, 2024 at 12:00 AM SAST – April 14, 2024 at 5:00 PM SAST
- SAM: April 1, 2024 at 12:00 AM BRT – April 14, 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 Qualifier 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 email at this email (RocketLeague@blast.tv) before the close of the Transfer Window. Transfers may also be made cross regionally (and are not impacted by the restrictions in 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-2024>) 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 prize 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/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 Qualifier 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 broadcasted Matches, Teams may request to avoid an arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by Teams to avoid an arena.

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 Qualifier Double Elimination, 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 Qualifier Double Elimination Brackets, 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 Qualifiers

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

Swiss Stage, Single Elimination Stage, 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 Qualifier Double Elimination Bracket 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 Qualifier Double Elimination Brackets

Substitutions may only occur in between Games in a Match. Teams are limited to one Substitution per Match. Teams may start a Game with any combination of three (3) Players from their registered Roster (as defined below).

Open Qualifier Swiss Stage, Open Qualifier Single Elimination Bracket, Majors, and World Championship

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

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 Open 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 and Managers 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 Qualifier Double Elimination or Open Qualifier Swiss 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 and Managers 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 Psonix 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 Qualifier Double Elimination Bracket

If a disconnect occurs in the Open Qualifier Double Elimination Bracket, 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 series begins. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team may substitute another Player from their Roster (subject to the Substitution rules set forth in Section 4.2.5) if this is the first disconnect for the Team during the Match.

Open Qualifier Swiss Stage, Open Qualifier Single Elimination Bracket, Majors, and World Championship

If a disconnect occurs during any stage of the Tournament, except for the Open Qualifier Double Elimination Bracket, the shorthanded Team must immediately notify the Tournament Administrators in the designated chatroom. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion. For spectated / broadcasted Matches, if Tournament Administrators identify that a Player has disconnected without being notified, they may pause a Match to allow the Player to reconnect.

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

If the Player does not rejoin during the same Game in which they disconnected, the Player will have three additional minutes following the Game to rejoin before the next Game of the Match 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 in the Open Qualifiers 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, 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 - Open Qualifier 1, 2, and 3, and Copenhagen Major

Place	Teams Total	Open Qualifier Points	Major Points
1st	1	16	32
2nd	1	12	24
3rd - 4th	2	9	18
5th - 8th	4	6	12
9th - 11th	3	5	8
12th - 14th	3	4	6
15th - 16th	2	3	4
17th - 32nd	16	1	N/A
Total Points		119	190

RLCS Points Structure - Open Qualifier 4, 5, and 6, and London Major

Place	Teams Total	Open Qualifier Points	Major Points
1st	1	20	40
2nd	1	16	32
3rd - 4th	2	12	24
5th - 8th	4	8	16
9th - 11th	3	6	10
12th - 14th	3	5	7
15th - 16th	2	4	5
17th - 32nd	16	1	N/A
Total Points		149	245

Attachment B

Schedule

RLCS Major 1

January 26: Open Qualifier #1 Double Elimination Bracket Day 1 [MENA/NA]
January 27: Open Qualifier #1 Double Elimination Bracket Day 1 [SAM/OCE/SSA/APAC]
January 27: Open Qualifier #1 Double Elimination Bracket Day 2 [MENA/NA]
January 28: Open Qualifier #1 Double Elimination Bracket Day 2 [SAM/OCE/SSA/APAC]
January 28: Open Qualifier #1 Double Elimination Bracket Day 3 [NA]
February 1: Open Qualifier #1 Swiss Stage [MENA]
February 2: Open Qualifier #1 Swiss Stage [NA/SAM/OCE/SSA/APAC]
February 2: Open Qualifier #1 Single Elimination Bracket Day 1 [MENA]
February 2: Open Qualifier #1 Double Elimination Bracket Day 1 [EU]
February 3: Open Qualifier #1 Single Elimination Bracket Day 1 [NA/SAM/OCE/SSA/APAC]
February 3: Open Qualifier #1 Single Elimination Bracket Day 2 [MENA]
February 3: Open Qualifier #1 Double Elimination Bracket Day 2 [EU]
February 4: Open Qualifier #1 Single Elimination Bracket Day 2 [NA/SAM/OCE/SSA/APAC]
February 4: Open Qualifier #1 Double Elimination Bracket Day 3 [EU]
February 9: Open Qualifier #1 Swiss Stage [EU]
February 10: Open Qualifier #1 Single Elimination Bracket Day 1 [EU]
February 11: Open Qualifier #1 Single Elimination Bracket Day 2 [EU]

February 9: Open Qualifier #2 Double Elimination Bracket Day 1 [MENA/NA]
February 10: Open Qualifier #2 Double Elimination Bracket Day 1 [SAM/OCE/SSA/APAC]
February 10: Open Qualifier #2 Double Elimination Bracket Day 2 [MENA/NA]
February 11: Open Qualifier #2 Double Elimination Bracket Day 2 [SAM/OCE/SSA/APAC]
February 11: Open Qualifier #2 Double Elimination Bracket Day 3 [NA]
February 15: Open Qualifier #2 Swiss Stage [MENA]
February 16: Open Qualifier #2 Swiss Stage [NA/SAM/OCE/SSA/APAC]
February 16: Open Qualifier #2 Single Elimination Bracket Day 1 [MENA]
February 16: Open Qualifier #2 Double Elimination Bracket Day 1 [EU]
February 17: Open Qualifier #2 Single Elimination Bracket Day 1 [NA/SAM/OCE/SSA/APAC]
February 17: Open Qualifier #2 Single Elimination Bracket Day 2 [MENA]
February 17: Open Qualifier #2 Double Elimination Bracket Day 2 [EU]
February 18: Open Qualifier #2 Single Elimination Bracket Day 2 [NA/SAM/OCE/SSA/APAC]
February 18: Open Qualifier #2 Double Elimination Bracket Day 3 [EU]
February 23: Open Qualifier #2 Swiss Stage [EU]
February 24: Open Qualifier #2 Single Elimination Bracket Day 1 [EU]
February 25: Open Qualifier #2 Single Elimination Bracket Day 2 [EU]

February 23: Open Qualifier #3 Double Elimination Bracket Day 1 [MENA/NA]
February 24: Open Qualifier #3 Double Elimination Bracket Day 1 [SAM/OCE/SSA/APAC]

February 24: Open Qualifier #3 Double Elimination Bracket Day 2 [MENA/NA]
February 25: Open Qualifier #3 Double Elimination Bracket Day 2 [SAM/OCE/SSA/APAC]
February 25: Open Qualifier #3 Double Elimination Bracket Day 3 [NA]
February 29: Open Qualifier #3 Swiss Stage [MENA]
March 1: Open Qualifier #3 Swiss Stage [NA/SAM/OCE/SSA/APAC]
March 1: Open Qualifier #3 Single Elimination Bracket Day 1 [MENA]
March 1: Open Qualifier #3 Double Elimination Bracket Day 1 [EU]
March 2: Open Qualifier #3 Single Elimination Bracket Day 1 [NA/SAM/OCE/SSA/APAC]
March 2: Open Qualifier #3 Single Elimination Bracket Day 2 [MENA]
March 2: Open Qualifier #3 Double Elimination Bracket Day 2 [EU]
March 3: Open Qualifier #3 Single Elimination Bracket Day 2 [NA/SAM/OCE/SSA/APAC]
March 3: Open Qualifier #3 Double Elimination Bracket Day 3 [EU]
March 8: Open Qualifier #3 Swiss Stage [EU]
March 9: Open Qualifier #3 Single Elimination Bracket Day 1 [EU]
March 10: Open Qualifier #3 Single Elimination Bracket Day 2 [EU]

March 28: Copenhagen Major Day 1
March 29: Copenhagen Major Day 2
March 30: Copenhagen Major Day 3
March 31: Copenhagen Major Day 4

Transfer Window

APAC: April 1, 2024 at 12:00 AM JST – April 14, 2024 at 5:00 PM JST
EU: April 1, 2024 at 12:00 AM CET – April 14, 2024 at 5:00 PM CET
MENA: April 1, 2024 at 12:00 AM KSA – April 14, 2024 at 5:00 PM KSA
NA: April 1, 2024 at 12:00 AM PT – April 14, 2024 at 5:00 PM PT
OCE: April 1, 2024 at 12:00 AM AEDT – April 14, 2024 at 5:00 PM AEDT
SSA: April 1, 2024 at 12:00 AM SAST – April 14, 2024 at 5:00 PM SAST
SAM: April 1, 2024 at 12:00 AM BRT – April 14, 2024 at 5:00 PM BRT

RLCS Major 2

April 19: Open Qualifier #4 Double Elimination Bracket Day 1 [MENA/NA]
April 20: Open Qualifier #4 Double Elimination Bracket Day 1 [SAM/SSA]
April 20: Open Qualifier #4 Double Elimination Bracket Day 2 [MENA/NA]
April 21: Open Qualifier #4 Double Elimination Bracket Day 2 [SAM/SSA]
April 21: Open Qualifier #4 Double Elimination Bracket Day 3 [NA]
April 25: Open Qualifier #4 Swiss Stage [MENA]
April 26: Open Qualifier #4 Double Elimination Bracket Day 1 [EU]
April 26: Open Qualifier #4 Swiss Stage [NA/SAM/SSA]
April 26: Open Qualifier #4 Single Elimination Bracket Day 1 [MENA]
April 27: Open Qualifier #4 Single Elimination Bracket Day 2 [MENA]
April 27: Open Qualifier #4 Single Elimination Bracket Day 1 [NA/SAM/SSA]

April 27: Open Qualifier #4 Double Elimination Bracket Day 1 [OCE/APAC]
April 27: Open Qualifier #4 Double Elimination Bracket Day 2 [EU]
April 28: Open Qualifier #4 Double Elimination Bracket Day 2 [OCE/APAC]
April 28: Open Qualifier #4 Double Elimination Bracket Day 3 [EU]
April 28: Open Qualifier #4 Single Elimination Bracket Day 2 [NA/SAM/SSA]
May 3: Open Qualifier #4 Swiss Stage [EU/OCE/APAC]
May 4: Open Qualifier #4 Single Elimination Bracket Day 1 [EU/OCE/APAC]
May 5: Open Qualifier #4 Single Elimination Bracket Day 2 [EU/OCE/APAC]

May 3: Open Qualifier #5 Double Elimination Bracket Day 1 [MENA/NA]
May 4: Open Qualifier #5 Double Elimination Bracket Day 1 [SAM/SSA]
May 4: Open Qualifier #5 Double Elimination Bracket Day 2 [MENA/NA]
May 5: Open Qualifier #5 Double Elimination Bracket Day 2 [SAM/SSA]
May 5: Open Qualifier #5 Double Elimination Bracket Day 3 [NA]
May 9: Open Qualifier #5 Swiss Stage [MENA]
May 10: Open Qualifier #5 Double Elimination Bracket Day 1 [EU]
May 10: Open Qualifier #5 Swiss Stage [NA/SAM/SSA]
May 10: Open Qualifier #5 Single Elimination Bracket Day 1 [MENA]
May 11: Open Qualifier #5 Single Elimination Bracket Day 2 [MENA]
May 11: Open Qualifier #5 Single Elimination Bracket Day 1 [NA/SAM/SSA]
May 11: Open Qualifier #5 Double Elimination Bracket Day 1 [OCE/APAC]
May 11: Open Qualifier #5 Double Elimination Bracket Day 2 [EU]
May 12: Open Qualifier #5 Double Elimination Bracket Day 2 [OCE/APAC]
May 12: Open Qualifier #5 Double Elimination Bracket Day 3 [EU]
May 12: Open Qualifier #5 Single Elimination Bracket Day 2 [NA/SAM/SSA]
May 17: Open Qualifier #5 Swiss Stage [EU/OCE/APAC]
May 18: Open Qualifier #5 Single Elimination Bracket Day 1 [EU/OCE/APAC]
May 19: Open Qualifier #5 Single Elimination Bracket Day 2 [EU/OCE/APAC]

May 17: Open Qualifier #6 Double Elimination Bracket Day 1 [MENA/NA]
May 18: Open Qualifier #6 Double Elimination Bracket Day 1 [SAM/SSA]
May 18: Open Qualifier #6 Double Elimination Bracket Day 2 [MENA/NA]
May 19: Open Qualifier #6 Double Elimination Bracket Day 2 [SAM/SSA]
May 19: Open Qualifier #6 Double Elimination Bracket Day 3 [NA]
May 23: Open Qualifier #6 Swiss Stage [MENA]
May 24: Open Qualifier #6 Double Elimination Bracket Day 1 [EU]
May 24: Open Qualifier #6 Swiss Stage [NA/SAM/SSA]
May 24: Open Qualifier #6 Single Elimination Bracket Day 1 [MENA]
May 25: Open Qualifier #6 Single Elimination Bracket Day 2 [MENA]
May 25: Open Qualifier #6 Single Elimination Bracket Day 1 [NA/SAM/SSA]
May 25: Open Qualifier #6 Double Elimination Bracket Day 1 [OCE/APAC]
May 25: Open Qualifier #6 Double Elimination Bracket Day 2 [EU]
May 26: Open Qualifier #6 Double Elimination Bracket Day 2 [OCE/APAC]
May 26: Open Qualifier #6 Double Elimination Bracket Day 3 [EU]

May 26: Open Qualifier #6 Single Elimination Bracket Day 2 [NA/SAM/SSA]
May 27: London Major Tiebreaker Qualification Spot Bracket (if needed) [NA/SAM/SSA/MENA]
May 31: Open Qualifier #6 Swiss Stage [EU/OCE/APAC]
June 1: Open Qualifier #6 Single Elimination Bracket Day 1 [EU/OCE/APAC]
June 2: Open Qualifier #6 Single Elimination Bracket Day 2 [EU/OCE/APAC]
June 3: London Major Tiebreaker Qualification Spot Bracket (if needed) [EU/OCE/APAC]

June 20: London Major Day 1
June 21: London Major Day 2
June 22: London Major Day 3
June 23: London Major Day 4

June 30: World Championship Tiebreaker Qualification Spot Bracket (if needed) [All Regions]

Rocket League World Championship

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

Attachment C

Prizes

Event Prizes - Open Qualifiers - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$21,000
2nd	\$12,000
3rd - 4th	\$6,000
5th - 8th	\$3,000
9th - 11th	\$2,100
12th - 14th	\$1,800
15th - 16th	\$1,200
17th - 32nd	\$900
33rd - 64th	\$450
65th - 128th	\$300

Event Prizes - Open Qualifiers - South America, Oceania, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$9,900
2nd	\$6,000
3rd - 4th	\$3,000
5th - 8th	\$1,800
9th - 11th	\$1,200
12th - 14th	\$900
15th - 16th	\$600
17th - 64th	\$300

Event Prizes - Open Qualifiers - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$6,000
2nd	\$2,400
3rd - 4th	\$1,200
5th - 8th	\$900
9th - 11th	\$750
12th - 14th	\$600
15th - 16th	\$450
17th - 32nd	\$300

Event Prizes - Majors

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$75,000
2nd	\$45,000
3rd - 4th	\$27,000
5th - 8th	\$12,000
9th - 11th	\$6,000
12th - 14th	\$3,600
15th - 16th	\$2,100

Event Prizes - World Championship

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$300,000
2nd	\$150,000
3rd - 4th	\$99,000
5th - 6th	\$84,000
7th - 8th	\$66,000
9th - 11th	\$42,000
12th - 14th	\$22,500
15th - 16th	\$12,000

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