

Rocket League Champions Road Opens - 2024 Official Rules

These are the Official Rules (“**Rules**”) for the Rocket League Champions Road Opens (“**Champions Road Opens**” or “**Event**”), consisting of the Champions Road 1v1 Open, the Champions Road 2v2 Open, and the Champions Road 3v3 Rumble Open. These three tournaments are 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 server region in which an eligible Player or Team elects to compete in.

“Registration Website”: means the website (<https://www.start.gg/hub/champions-road-opens-2024>) or any subsequent URL which may replace it from time to time.

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

“SAM”: means South America. This Region will be hosted on servers as described in Section 4.2.3.

“SSA”: means Sub-Saharan Africa. This Region will be hosted on servers as described in Section 4.2.3.

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

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

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

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

2.2 Event Format.

2.2.1 Format Summary. The Champions Road Opens will consist of three (3) separate events: Champions Road 1v1 Open, Champions Road 2v2 Open, and Champions Road 3v3 Rumble Open. Each Open will consist of a single online regional tournament (each, an **“Open”**). Each Open will differ in team size and game mode, and will award cash prizes to winning players at each Open’s conclusion.

2.2.2 Champions Road 1v1 Open.

For the Champions Road 1v1 Open (**“1v1 Open”**) in each Region, Players will compete in a Double Elimination Bracket (**“Double Elimination Bracket”**), meaning that a Player will not be

eligible to advance if he or she loses two (2) Matches in the Double Elimination Bracket. Seeding and match schedules for each day of the 1v1 Open will be determined by Psyonix and/or Tournament Administrators as set out in Section 2.3.1. Each Match in the Double Elimination Bracket before the top 16 Teams are determined will be Best-of-Three. All Matches for Top 16 will be Best-of-Five.

The Double Elimination Bracket will consist of up to three (3) days of Matches and will continue until a winning Player is determined.

At the end of the 1v1 Open, Players will be awarded Prizes as set out in Attachment B.

2.2.3 Champions Road 2v2 Open.

For the Champions Road 2v2 Open ("**2v2 Open**") in each Region, Teams will compete in a Double Elimination Bracket. Seeding and match schedules for each day of the 2v2 Open will be determined by Psyonix and/or Tournament Administrators as set out in Section 2.3.1. Each Match in the Double Elimination Bracket before the top 16 Teams are determined will be Best-of-Three. All Matches for Top 16 will be Best-of-Five.

The Double Elimination Bracket will consist of up to three (3) days of Matches and will continue until a winning Team is determined.

At the end of the 2v2 Open, Teams will be awarded Prizes as set out in Attachment B.

2.2.4 Champions Road 3v3 Rumble Open.

For the Champions Road 3v3 Rumble Open ("**Rumble Open**") in each Region, Teams will compete in a Double Elimination Bracket. Seeding and match schedules for each day of the Rumble Open will be determined by Psyonix and/or Tournament Administrators as set out in Section 2.4 and Attachment A. Each Match in the Double Elimination Bracket before the top 16 Teams are determined will be Best-of-Three. All Matches for Top 16 will be Best-of-Five.

The Double Elimination Bracket will consist of up to three (3) days of Matches and will continue until a winning Team is determined.

At the end of the Rumble Open, Teams will be awarded Prizes as set out in Attachment B.

2.2.5 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 3v3 Rumble Open. For seeding purposes in the 3v3 Rumble Open Double Elimination Bracket, Players will be organized by the following parameters:

1. Player's "Ranked Rumble Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

<u>Event</u>	<u>Leaderboard Snapshot</u>
Rumble Open	11:59 PM PT on August 19th, 2024

2.3.2 Seeding for 2v2 Open. For seeding purposes in the 2v2 Open Double Elimination Bracket, Players will be organized by the following parameters:

1. Team's average "Ranked 2v2 Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

<u>Event</u>	<u>Leaderboard Snapshot</u>
2v2 Open	11:59 PM PT on August 26th, 2024

2.3.3 Seeding for 1v1 Open. For seeding purposes in the 1v1 Open Double Elimination Bracket, Players will be organized by the following parameters:

2. Team's average "Ranked 1v1 Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

<u>Event</u>	<u>Leaderboard Snapshot</u>
1v1 Open	11:59 PM PT on September 2nd, 2024

2.4 Schedule. The tentative schedule and dates for Events are set forth in Attachment A. Dates may be changed; final dates and round times will be displayed on Start.gg. In the event of a bracket concluding early or needing more time to complete, full days may be added or removed.

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 1v1 Open. Subject to Section 2.6.4, prizes will be awarded to each Player based on his or her final standing at the conclusion of the 1v1 Open. The specific prize awards are set forth in Attachment B.

2.6.2 2v2 Open. Subject to Section 2.6.4, prizes will be awarded to each Team (divided evenly between the two (2) Starters) based on its final standing at the conclusion of the 2v2 Open. The specific prize awards are set forth in Attachment B.

2.6.3 Rumble Open.

Subject to Section 2.6.4, prizes will be awarded to each Team (divided evenly between the three (3) Starters) based on its final standing at the conclusion of the Rumble Open. The specific prize awards are set forth in Attachment B.

2.6.4 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.

2.6.5 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.

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 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. 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 each Open.

3.7.5 You may only participate on a single Team during any Open.

3.7.6 You and your teammates must be in the Gold Rank or higher in any one (1) of the following ranked modes by the Leaderboard Snapshot Period date (as listed in Section 2.3.1) prior to the start of an Open: (a) 1v1 Solo Duel, (b) 2v2 Doubles, or (c) 3v3 Rumble. 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.

3.8.2 Team Size and Rosters. Teams may only consist of Starters ("**Starter**") who are eligible to compete in a Match. For clarity, this means Reserves, Coaches, and Managers may not be a part of the Roster in any Open. Rosters must consist of the following configurations for each Open:

1v1 Open

A Roster may only contain one (1) Starter.

2v2 Open

A Roster may only contain two (2) Starters.

Rumble Open

A Roster may only contain three (3) Starters.

Upon registering for the Event, Rosters must contain the exact amount of Starters as required by the relevant game mode.

3.8.4 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.

3.8.5 Team Exclusivity. Players may participate on only one Team at a time throughout the Tournament. An individual may not simultaneously be a part of more than one Roster at a time.

3.8.6 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/champions-road-opens-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.

3.8.7 Team Eligibility Verification. Subject to Section 2.6.2, all members of a Team that fall within the prize thresholds set forth in Attachment B 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.

3.8.8 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.

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.

3.8.9 Team Qualification Non-Transfers. Earned advancement spots (as applicable) cannot be transferred, sold, traded, or gifted to any person or organization. This means that earned bracket progression 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 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 1v1 Open Game Settings.

- Game Mode: Soccer
- Default Arena: DFH Stadium
- Team Size: 1v1
- 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-Central (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 2v2 Open Game Settings.

- Game Mode: Soccar
- Default Arena: DFH Stadium
- Team Size: 2v2
- 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-Central (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

4.1.3 Rumble Open Game Settings.

- Game Mode: Rumble
- 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-Central (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

4.1.4 Controllers. All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Overclocking controllers is not permitted.

4.2 Match Procedures.

4.2.1 Hosting and Team Colors. Tournament Administrators will specify which Team is blue and which Team is orange. Teams will be instructed how to 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 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.

The following Servers shall be used.

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

4.2.4 Game Start. Players may not join their designated side until all Players from each Team have joined the Game.

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

Substitutions are not permitted for these Events.

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 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.

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 Matches by filling out a Broadcast Application and receiving observer authorization a minimum of 24 hours before the start of the applicable tournament day. 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 all members of a roster physically present or in the online Match lobby by the designated Match start time. Teams that do not have a full roster ready to play after five (5) minutes of the Match start time will be subject to disciplinary actions as further described in Section 8.3. During all Matches, the Team Point-of-Contact must be responsive in the designated chat room at least ten (10) minutes prior to the designated Match start time. Match start times may be adjusted by Psyonix and/or Tournament Administrators, in their sole discretion, depending on any Tournament accelerations or delays.

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

5. Issues.

5.1 Definition of Terms.

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

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

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

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

5.2 Technical Issues.

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

the replay and submit it to the Tournament Administrators for review. During a broadcasted Match, Tournament Administrators may halt Gameplay to review and subsequently restart the Game if deemed necessary by Tournament Administrators in their sole discretion.

5.3 Match Disruptions.

5.3.1 Disconnects.

If a disconnect occurs in the 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, this will be considered a Game loss.

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.

Timeouts will not be permitted during any stage of the Event.

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

7.1.3 Players 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 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 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 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.
- 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 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 Restrictions. Players are prohibited from using 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.

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 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 from participating in one or more Matches at the Event; and/or
- Prevent the Player 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 to the fullest extent permitted by applicable law.

The enforcement of any applicable disciplinary action by Psyonix shall not provide a Player 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.

8.3.3 If Psyonix decides that there have been repeated breaches of these Rules by a Player, 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.

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 an Tournament Administrator at tournaments@epicgames.com, however this will not affect any uses Psyonix has made of such license before the withdrawal.

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. 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

Schedule

Champions Road 3v3 Rumble Open

August 23: Double Elimination Bracket Day 1 [All Regions]

August 24: Double Elimination Bracket Day 2 [All Regions]

August 25: Double Elimination Bracket Day 3 [All Regions]

Champions Road 2v2 Open

August 30: Double Elimination Bracket Day 1 [All Regions]

August 31: Double Elimination Bracket Day 2 [All Regions]

September 1: Double Elimination Bracket Day 3 [All Regions]

Champions Road 1v1 Open

September 6: Double Elimination Bracket Day 1 [All Regions]

September 7: Double Elimination Bracket Day 2 [All Regions]

September 8: Double Elimination Bracket Day 3 [All Regions]

Attachment B

Prizes

Event Prizes - 1v1 Open - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$3,000
2nd	\$2,000
3rd - 4th	\$1,500
5th - 8th	\$700
9th - 16th	\$350
17th - 32nd	\$200
33rd - 48th	\$150
49th - 64th	\$100

Event Prizes - 1v1 Open - South America, Oceania, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$2,250
2nd	\$1,000
3rd - 4th	\$750
5th - 8th	\$450
9th - 16th	\$250
17th - 32nd	\$100

Event Prizes - 1v1 Open - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$2,200
2nd	\$1,000
3rd - 4th	\$500
5th - 8th	\$250
9th - 16th	\$100

Event Prizes - 2v2 Open - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$4,500
2nd	\$3,000
3rd - 4th	\$2,100
5th - 8th	\$1,500
9th - 16th	\$900
17th - 64th	\$300

Event Prizes - 2v2 Open - South America, Oceania, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$3,000
2nd	\$2,400
3rd - 4th	\$1,500
5th - 8th	\$900
9th - 16th	\$600
17th - 32nd	\$300

Event Prizes - 2v2 Open - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$3,000
2nd	\$2,400
3rd - 4th	\$1,500
5th - 8th	\$900
9th - 16th	\$600

Event Prizes - 3v3 Rumble Open - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$4,500
2nd	\$3,000
3rd - 4th	\$2,100
5th - 8th	\$1,500
9th - 16th	\$900
17th - 64th	\$300

Event Prizes - 3v3 Rumble Open - South America, Oceania, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$3,000
2nd	\$2,400
3rd - 4th	\$1,500
5th - 8th	\$900
9th - 16th	\$600
17th - 32nd	\$300

Event Prizes - 3v3 Rumble Open - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$3,000

2nd	\$2,400
3rd - 4th	\$1,500
5th - 8th	\$900
9th - 16th	\$600

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