



JBL Quantum Cup 2022 FORTNITE Rules

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1. Agreements

Agreements that differ in any way from ESL rules are not allowed. Please note that the ESL rules were made to ensure a fair match for all participants.

By participating in any JBL Quantum Cup Tournament ("Tournament") organized by ESL, you agree to participate in all stages of the JBL Fortnite Quantum Cup, presented by Harman International Industries, Incorporated ("Sponsor" or "JBL"), and agree to the terms and conditions outlined in this rule book ("Rulebook").

1.1 ESL Registration

All participants ("Players") must be a registered ESL user in good standing, must not have more than one ESL account, and their ESL Play account must not possess any bans from any past participations. All players of the tournament must reside in the countries stated in section 3.2 of these terms and conditions. To create an account, access ESL using the following link and follow the instructions to create an account and become a registered

user: <https://account.eslgaming.com/register>. You will be required to agree to ESL's terms of use and privacy policy.

1.2 Game Version

All players must install the newest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts. You can do this by checking the game version in the game sidebar. To access it, please open your game and take a look on the corner.

1.3 Requirements and Game Accounts

ALL ESL Fortnite players must provide their current Epic Account Name ID to the tournament administrators. Please make sure that you have provided the correct ID. Any incorrect, incomplete or outdated Epic Account Name ID is not a reason for immediate disqualification, however ESL Admins reserve the right to request an update of the Epic Account Name ID and to punish any player who provided incorrect Epic Account Name ID if he did it intentionally to make an unfair advantage or bypass the rules.

Your gamertag must be identical to your Epic Account Name ID that is displayed in the game in the middle of a screen. To create a team, please follow [this guide](#).

1.4 Patch

All matches will be played on the patch available on the live servers at the time of a match.

1.5 Regions

The following regions are allowed to play this tournament:

- Europe
- Asia
- North America

1.6 Compliance with Rules and Rule Changes

The terms and conditions contained herein govern Tournament play. All Players are responsible for understanding the rules prior to the start of the tournament..

ESL, which is administering the Tournament, reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook prior to the start of the Tournament, without additional notice to Players. Once the Tournament has begun, any changes deemed necessary for the fair play of the Tournament shall be provided to Players using the email address they provided during registration. In limited circumstances, ESL may be required to make judgments or rulings that are not supported by the rules in the event they are required, to preserve fair play and sportsmanship

1.7 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the League administration.

1.8 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. It includes but not limited to:

- Any legally protected words or symbols are generally forbidden unless the owner gives permission;
- Advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products;
- Any name/symbol relating to origin, religion, politics, race, gender, sexual orientation;
- Any name/symbol which ESL considers to be contrary to the ethos of the tournament, is expressly prohibited.
- User-generated content will be governed by the terms and conditions of ESL.

1.9 Impersonation

Players must play from the account opened in their names for their use. Players may not use others' accounts or allow others to play on their accounts. Any Player using a third party

account will be disqualified from the Tournament and all Players who violated this rule will be given between 2 and 6 penalty points depending on the situation as well as being barred from participating for the rest of the season in any capacity.

1.10 Denial of Participation

ESL reserves the right to deny the participation of any team or Player for any reason and precaution where it considers it appropriate and proportionate to do so.

2. Schedule

This competition has three stages that are played on one day each, these stages will be played in their entirety on the same day they start, the development of each stage will be described in the continuity of the rulebook.

Maximum punctuality is requested at the time of playing each stage of the competition.

2.1 Qualifiers

Open Qualifiers

The Open Qualifier tournament takes place on November 19th. Limit of the signed teams is **400** and **200** in Check-in. It means that no more than 200 teams can participate in the qualifier. Matches will be played as followed, noting that times are estimates and matches will follow directly after the previous match concludes:

Asia:

Round 1:

- 1st Match - November 19th 18:00 AEDT
- 2nd Match - November 19th 19:00 AEDT

Round 2:

- 1st Match - November 19th 20:00 AEDT

- 2nd Match - November 19th 21:00 AEDT
- 3rd Match - November 19th 22:00 AEDT

Europe:**Round 1:**

- 1st Match - November 19th 18:00 CET
- 2nd Match - November 19th 19:00 CET

Round 2:

- 1st Match - November 19th 20:00 CET
- 2nd Match - November 19th 21:00 CET
- 3rd Match - November 19th 22:00 CET

North America:**Round 1:**

- 1st Match - November 19th 16:00 PST
- 2nd Match - November 19th 17:00 PST

Round 2:

- 1st Match - November 19th 18:00 PST
- 2nd Match - November 19th 19:00 PST
- 3rd Match - November 19th 20:00 PST

Closed Qualifiers

The Closed Qualifier tournament takes place on November 20th. Limit of the signed teams is **50**. It means that no more than 50 teams can participate in the qualifier. Matches will be played as followed, noting that times are estimates and matches will follow directly after the previous match concludes:

Asia:

- 1st Match - November 20th 18:00 AEDT
- 2nd Match - November 20th 18:45 AEDT
- 3rd Match - November 20th 19:30 AEDT
- 4th Match - November 20th 20:15 AEDT

Europe:

- 1st Match - November 20th 18:00 CET
- 2nd Match - November 20th 18:45 CET
- 3rd Match - November 20th 19:30 CET
- 4th Match - November 20th 20:15 CET

North America:

- 1st Match - November 20th 16:00 PST
- 2nd Match - November 20th 16:45 PST
- 3rd Match - November 20th 17:30 PST
- 4th Match - November 20th 18:15 PST

2.2 Playoffs

During this stage, the teams will be asked to be present 30 minutes before the start of the competition to make the appropriate configurations, this competition will adhere to the following schedule, noting that times are estimates and matches will follow directly after the previous match concludes:

Asia:

- **Check-in time** - December 9th 17:30 AEDT
- **Start time** - December 9th 18:00 AEDT
- **Match #1** - December 9th 18:00 AEDT
- **Match #2** - December 9th 18:45 AEDT
- **Match #3** - December 9th 19:30 AEDT
- **Match #4** - December 9th 20:15 AEDT
- **Match #5** - December 9th 21:00 AEDT
- **Match #6** - December 9th 21:45 AEDT

Europe:

- **Check-in time** - December 9th 17:30 CET
- **Start time** - December 9th 18:00 CET
- **Match #1** - December 9th 18:00 CET
- **Match #2** - December 9th 18:45 CET
- **Match #3** - December 9th 19:30 CET
- **Match #4** - December 9th 20:15 CET
- **Match #5** - December 9th 21:00 CET
- **Match #6** - December 9th 21:45 CET

North America:

- **Check-in time** - December 9th 15:30 PST
- **Start time** - December 9th 16:00 PST
- **Match #1** - December 9th 16:00 PST
- **Match #2** - December 9th 16:45 PST
- **Match #3** - December 9th 17:30 PST
- **Match #4** - December 9th 18:15 PST
- **Match #5** - December 9th 19:00 PST
- **Match #6** - December 9th 19:45 PST

3. Registration & Eligibility

In order to participate in this Tournament, and in addition to the other conditions outlined in this Rulebook, you must meet the following minimum requirements, all subject to verification.

3.1 Age Restrictions

All Players must be at least 16 years of age or older. Any Player under the age of majority in their jurisdiction must have the permission of a parent or guardian to participate.

3.2 Residency Restrictions

All players must be legal residents of the following countries:

North America:

United States, Canada (excluding the province of Quebec)

ASIA:

Australia, New Zealand, Japan, South Korea, Indonesia, Philippines, Vietnam, Thailand, Malaysia, Singapore,

Europe:

Albania, Azerbaijan, Belarus, Belgium, Bosnia And Herzegovina, Bulgaria, Cyprus, Czech Republic, Denmark, Finland, France, Germany, Greece, Hungary, Iceland, Italy, Netherlands, Norway, Poland, Portugal, Romania, Russian Federation, Serbia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom.

3.3 ESL Play Registration

Participants must sign up for the **Fortnite Duo JBL Quantum Cup, presented by JBL** using the ESL Play landing page to be considered eligible. Participants who meet the eligibility requirements (individuals in a team of 2) must also own or have access to Fortnite with an existing Epic ID account.

4. Tournament

4.1 Overview

This tournament has three stages, the first is the Open Qualifier stage where people advance (Top 50) into the Closed Qualifier tournament. Second stage is a Closed Qualifier Tournament where players compete to receive their spot in the Playoff tournament. The last stage is the Playoff tournament where people compete to win the rewards.

4.2 Qualifiers

Open Qualifier

This stage has a limit of 400 sign ups. However only the first 200 teams who check in the tournament will be able to compete in the competition.

- There are 2 rounds in the Open Qualifier;
- In round #1, teams will be divided into 4 groups. Each group will play 2 matches. Top 25 teams from each group will advance to the next round.
- In round #2, teams will be divided into 2 groups. Each group will play 3 matches. Top 25 teams from each group will advance to the Closed Qualifier.

Closed Qualifier

Top 50 from Open Qualifier will be invited to this tournament:

- There is 1 round in the Closed Qualifier;
- In round #1, teams will be divided into 1 group. Whole group will play 4 matches. Top 25 teams with the highest number of points will advance to the Playoff tournament.

4.2.1 Points distribution

In the qualifiers and playoffs tournaments, teams receive points for their placement and eliminations. Final place that the team takes in the competition depends on the amount of points in the overall ranking.

For **Qualifiers** points distribution takes place as followed:

- 1st place - 25 points
- 2nd place - 20 points
- 3rd place - 16 points
- 4th place - 14 points
- 5th place - 13 points
- 6th place - 12 points
- 7th place - 11 points
- 8th place - 10 points

- 9th place - 9 points
- 10th place - 8 points
- 11th place: 7 points
- 12th place: 6 points
- 13th place: 5 points
- 14th place: 4 points
- 15th place: 3 points
- 16th place: 2 points
- 17th place: 1 points

- Every elimination - 1 points

For **Playoffs** points distribution takes place as followed:

- 1st place - 30 points
- 2nd place - 26 points
- 3rd place - 24 points
- 4th place - 22 points
- 5th place - 21 points
- 6th place - 20 points
- 7th place - 19 points
- 8th place - 18 points
- 9th place - 17 points
- 10th place - 16 points
- 11th place: 14 points
- 12th place: 13 points
- 13th place: 12 points
- 14th place: 11 points
- 15th place: 10 points
- 16th place: 9 points
- 17th place: 8 points
- 18th - 24th: 5 Points

- Every elimination - 2 points

4.2.2 Tiebreakers

If any team finishes the match on the same place, a tiebreaker system will be used as followed:

- If at least two teams have the same amount of points, an amount of eliminations made by the teams will be compared. Team who made more eliminations takes the higher place.
- If at least two teams have the same amount of points and amount of eliminations, a team who took higher places in their matches overall will take a higher place. For example: team A took 2nd and 3rd place in their matches when team B took 3rd and 4th place in their matches. It means that in case of a draw, team A will take higher place.

This rule will be used for qualifiers and playoff tournaments.

4.3 Playoffs

The 50 qualified teams (25 from Closed Qualifier + 25 Invited Teams) will play in the Playoffs.

- All teams will be divided into one group. Whole group will play 6 matches.
- Playoffs will be played with the Elimination / Placement Leaderboard system. It means that teams will receive points for eliminations and for the place that they take. Points distribution can be found in point 4.2.1 of the rulebook.

4.4 Format

All matches will be played in the Arena Duos mode (2 vs 2).

All stages of the tournament will be played in **FFA format***.

*FFA tournaments are intended to resolve the best players or teams during a multiple round free-for-all tournament, this system calculates points based on your final position in matches and in some cases adding points for game-specific achievements like eliminations.

4.5 Third Party Software

Any use of third party software to augment game play in any manner to create an unfair advantage is prohibited during the qualifiers and tournament play. If participants violate this rule it will be treated as hacking with the intent to cheat. The participants will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

4.6 Match Hosting

ESL Admins will be responsible for hosting the matches in all stages of the tournament. Teams are responsible for joining the correct lobby and following the instructions of the admins.

4.7 Server

All matches will be played on the following servers:

North America: NA East

Asia: Oceania

Europe: Europe

4.8 Results

Each team should take end-of-game screenshots of their results in case of any disputes and/or technical difficulties in the lobbies. Failure to provide said screenshots when requested can lead to disciplinary action and/or loss of points. If you have problems or notice any issues, please contact the admins IMMEDIATELY VIA TICKET. You can reach us via Discord for quick questions, for everything else please open a support ticket.

4.9 Match Start Time

4.9.1 Starting the game

- **Open & Closed Qualifiers**

As soon as the matchday starts, the teams will receive the details for their lobby. Once a match has completed the next lobby will be immediately set up and all teams need to join within 10 minutes of the end of the previous match.

- **Playoffs**

The teams must be ready 30 minutes before the start of their scheduled match to receive a lobby invite from the admin. All matches in this stage will start according to a rolling schedule of the matches.

4.9.2 Failure to appear / No Show

Each team has 15 minutes to show up to a match. (Match date or end of last match +15 minutes). If any team doesn't enter during that time - they won't be able to compete in the match. This team is still able to play in the further matches until they're eliminated from the round.

4.9.3 Rounds after the First Round

After the end of the first match, every next match start time is immediately after the previous game has closed. This means the 15 minutes to show up start counting right away i.e. game 1 closes at 15:45, teams have until 16:00 to show up in the lobby for the second match.

4.9.4 Game preparations

Please resolve any problems that might occur before a match starts. Connection or Hardware Problems during a match could lead to disqualification by ESL admins. Starting to play the match means that you agree with the pre-match situation (eg. if a player showed up and the game started nevertheless, the late show up is invalid after that point).

4.9.5 Bugs/Glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the League Referees whether or not the use of said bugs had an effect on the match, and

whether or not he will award rounds, or the match to the opposing team, or to force a rematch.

4.9.6 Match Disputes

- If any issues are encountered in a match, it's the teams responsibility to create a ticket and reach out to the admin team
- Teams are responsible for providing proof of match results in case of problems. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

4.9.7 Spectators

ESL administrators and people who have been granted permission by the administration (for example, presenters or casters) are allowed to enter as spectators. Any person not authorized to take the spectators slots in the match, can lead to a direct sanction to the team or teams involved. If you have questions about it, please send a ticket to support.

4.9.8 Casting and streaming

Casting an ESL match can only be done with the authorization of an administrator. To obtain authorization it is necessary to write a support ticket. Performing a personal streaming is allowed as long as ESL TV is not broadcasting (casting) the game, you must also request permission from an ESL administrator by means of a support ticket.

5. Prizing

The distribution of the prizes, per each team, will be done as follows:

- 1st: \$10,000 (US)
- 2nd: \$7,500 (US)
- 3rd: \$5,000 (US)
- 4th: \$2,500 (US)
- 5th-6th: \$1,250 (US)

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- 7th - 8th: \$750 (US)
 - 9th - 10th: \$500 (US)

Prizes will be awarded in US dollars. If an alternative currency is agreed upon by ESL and the recipient, the exchange rate will be calculated from the closing day's rate at the end of the Tournament, using www.xe.com. A winner is defined as having placed within the top ten of all teams competing in the tournament, with prize payouts split as per section 5. Total Value of All Prizes: \$30,000 (US).

5.1 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL or Sponsor reserves the right to provide a substitute Prize of approximately equal or greater value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules, verification of identity, and completion in a timely manner of a declaration of eligibility, liability and publicity release ("Release"); all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up potential winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address and verification of identity to claim the prize. US residents will be required to provide their social security number as a condition of the prize, and a form 1099 will be issued to them. Allow up to 3 months for delivery of prizes.

6. General Terms and Conditions

6.1 Publicity

Except where prohibited, by participating in the Tournament, any player in the Tournament, irrevocably grants the Sponsor and their respective successors, assigns and licensees, the right to use such player's, name and likeness, **in any and all media for any purpose, including without limitation, commercial, advertising and promotional purposes as well as in, on or in connection with the Website or the Tournament or other promotions, and hereby release the Sponsor from any liability with respect thereto, unless prohibited by law.**

6.2 Additional Limitation of Liability

If for any reason an entry or a player is confirmed to have been erroneously deleted, lost or otherwise destroyed or corrupted, the player's sole remedy is another entry in the same Tournament during the Tournament Period. Except where prohibited, players, Winners and potential Winners also agree to release, discharge, indemnify and hold harmless ESL, Sponsor and each of their respective officers, directors, employees, representatives and agents (collectively "Releases") from and against any claims, damages, disability, attorneys' fees, and costs of litigation and settlement, as well as any liability due to any injuries, damages or losses to any person (including death) or property of any kind resulting in whole or in part, directly or indirectly, from: (i) use, redemption, acceptance, possession, ownership, or misuse of any prize, (ii) participation in any activity, event, or excursion offered in connection with the prize, (iii) use of any facility, service and/or accommodation related to the prize, or (iv) participation in any Tournament-related activity or participation in this Tournament. The Releasees shall not be liable for: (i) late, lost, delayed, misdirected, incomplete unreadable, inaccurate, garbled or unintelligible communications or affidavits, regardless of the method of transmission; (ii) telephone system, telephone or computer hardware, software or other technical malfunctions, lost connections, disconnections, delays or transmission errors; (iii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iv) any injuries, losses or damages of any kind caused by the prize or resulting from acceptance, possession or use of a prize, or from participation in the Tournament; or (v) any printing, typographical, administrative or technological errors in any materials associated with the Tournament. Without limiting the generality of the foregoing, Releasees are not responsible for computer malfunctions, network connections, email delivery problems, systems failure or incompatibility, typographical, technical or key-stroke errors, or interruptions in your internet service, and

for incomplete, illegible, misdirected, misprinted, late, lost, damaged or stolen notifications. In the event ESL and Sponsor are prevented from continuing with the Tournament as contemplated herein by any event beyond its control, including but not limited to pandemic, fire, flood, earthquake, explosion, labor dispute or strike, act of God or public enemy, or any federal, state or local government law, order, or regulation, or other cause not reasonably within Sponsor's control (each a "Force Majeure" event or occurrence), then subject to any governmental approval which may be required, ESL and Sponsor shall have the right to modify, suspend, or terminate the Tournament. If the Tournament is terminated before the designated end date, ESL Sponsor will (if possible) select the winners from all eligible, non-suspect scores based upon the date and time of the event giving rise to the termination. The invalidity or unenforceability of any provision of these rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein.

6.3 Dispute

Disputes regarding these Official Rules and/or this Sweepstakes will be governed by the internal laws of California. Decisions of Sponsor are binding and final. In the event of a dispute as to any entry, the authorized account holder of the email address will be deemed to be the Player. No claimant in any dispute involving Sponsor shall be entitled to claim or obtain indirect, punitive, incidental or consequential damages. Sponsor's failure to enforce any provision in these Official Rules shall not constitute a waiver of that provision.

6.4 Tournament Results

For Tournament results and/or a copy of these terms and conditions, please access the [designated cup portal](#).