



EWC ft Fortnite 2024

RULESET

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1. Overview

The tournament: EWC ft Fortnite 2024 ("EWC ft. Fortnite" or "Competition" or "Event") is operated by FACEIT (alternatively "Tournament Organizer").

EWC ft. FORTNITE 2024 is a video game competition conducted using **FORTNITE UEFN** ("UEFN"). The term "Competitors" refers to the Team and all its members, whether Players, coaches, support staff, managers or directors.

THIS EVENT IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, EPIC GAMES, INC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS EVENT IS BEING PROVIDED TO EVENT ORGANISER AND NOT TO EPIC GAMES, INC.

The Tournament Organizer has all rights to change rules to comply with competitive integrity and be flexible. Tournament Organizer's decisions will be final and binding on all matters related to this Competition.

2. EWC ft Fortnite Online Qualifiers 2024

2.1 Eligibility

2.1.1 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of ESL FACEIT GROUP and EPIC GAMES INC. and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the competition.

Individuals who meet all the eligibility conditions listed above are hereinafter referred to as "Players" and their association as a "Team". Teams who wish to participate must for each members:

- a. Participants must be in good standing with respect to the Epic accounts used by such Participants in connection with the Event, with no undisclosed violations. This means that, without limitation, a Participant's Epic account must be registered in such Participant's name, and cannot have been previously purchased, gifted, or otherwise transferred from another user;
- b. Participants must be free of or served fully any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules;
- c. Any players that received a valid and confirmed ban for cheating from any official Epic event in the past 3 years will not be allowed to participate in any tournament;
- d. Participants must have their profile set in public and have an account with a minimum of 300 hours played;
- e. Each participant must use MOSS Anti-cheat during all matches in the Online Qualifiers;
- f. have a valid FACEIT account;
- g. be residents of a participating jurisdiction as outlined 2.3 Regions and Countries restrictions & Appendix B: Countries/Areas & Age
- h. confirm acceptance of the terms and conditions governing this Tournament "UEFN Pct" (see 2.2 below for how to accept);
- i. Regarding qualification of players and organisations to the Esports World Cup, eligibility requirements are explained in the Esports World Cup 2024 Club Championship Ruleset available here: <https://t.co/hKCgRY2a9K>

If at any point during the Competition, the Tournament Organizer becomes aware that an individual does not meet any one of the eligibility requirements they will be removed from participating in the Competition and/or prevented from winning a prize.

2.2 Registration

To register, all players of the Team must:

1. Register their Game Account **FORTNITE** on their FACEIT account;
2. Join the Team account on FACEIT.

Then, the leader of the Team must:

1. Sign up through the FACEIT tournament hub page;
2. Read and accept the EWC ft Fortnite 2024 Ruleset and relevant privacy policies, including the FACEIT privacy policy. For more information on how FACEIT will process your information, please review section 7 ("General Terms") below.

2.2.1 Regions & Countries restrictions

The EWC ft Fortnite Open Qualifiers 2024 will be run in the following regions (subject to change at Tournament Organizer's discretion at any time, with or without warning):

- Asia Pacific & Japan
- Europe
- Middle East & Africa
- North America
- Oceania
- South America

The full list of regions and countries can be found here: [Appendix B: Countries & Age](#)

2.2.2 Competition Structure

The EWC ft Fortnite Open Qualifiers 2024 consist of:

- Open Qualifier
 - Online Qualifier Swiss - Open Qualifiers - Stage 2
 - Online Qualifier Playoffs - Open Qualifiers - Stage 2
 - Online Qualifiers GSL Playoffs (Seeding)
- Closed Qualifier
 - Closed Qualifiers - Stage 1

- Closed Qualifiers - Stage 2

2.2.3 Schedule

Online Open Qualifier:

- Friday, June 28, 2024, 6 PM local time
- Saturday, June 29, 2024, 4 PM local time
- Sunday, June 30, 2024, 4 PM local time

Online Closed Qualifier:

- Friday, July 5, 2024, 6 PM local time
- Saturday, July 6, 2024, 4 PM local time
- Sunday, July 7, 2024, 4 PM local time

Detailed schedules can be found on the FACEIT tournament website of each tournament.

2.3 Open Qualifier

2.3.1 Europe and North America

The settings of the tournament EWC ft Fortnite Open Qualifiers 2024 will be set:

- **Online Open Qualifier Swiss - Stage 1**
 - Tournament system: Swiss
 - Number of rounds depends on the number of teams, but no more than 8 rounds
 - Format: 4on4
 - All matches are B03
 - Seeding: Random Team seeding
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF
 - Tournament size: up to 256 teams
 - 32 teams qualify to the Online Qualifier Playoffs
- **Online Open Qualifier Playoffs - - Stage 2**
 - Format: 4on4
 - Tournament system: Single elimination bracket
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
 - Tournament size: 32 teams

- Seeding will be based on the Swiss results.
- All matches are BO5
- TOP 8 qualifies to the Closed Qualifier
 - All matches are mandatory to play, even if teams are already qualified for the Closed Qualifier.
 - The top 5-8 teams (losers of the Ro8 matches) will participate in the additional GSL bracket to define the final seeding for the Closed Qualifier

2.3.2 LATAM

The settings of the tournament EWC ft Fortnite Open Qualifiers 2024 will be set:

- **Online Open Qualifier Swiss - Stage 1**
 - Tournament system: Swiss
 - Number of rounds depends on the number of teams, but no more than 6 rounds
 - Format: 4on4
 - All matches are BO3
 - Seeding: Random Team seeding
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF
 - Tournament size: up to 128 teams
 - 32 teams qualify to the Online Qualifier Playoffs
- **Online Open Qualifier Playoffs - Stage 2**
 - Format: 4on4
 - Tournament system: Single elimination bracket
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
 - Tournament size: 32 teams
 - Seeding will be based on the Swiss results.
 - All matches are BO5
 - TOP 8 qualifies to the Closed Qualifier
 - All matches are mandatory to play, even if teams are already qualified for the Closed Qualifier.
 - The top 5-8 teams (losers of the Ro8 matches) will participate in the additional GSL bracket to define the final seeding for the Closed Qualifier

2.3.3 Middle East & Africa

The settings of the tournament EWC ft Fortnite Open Qualifiers 2024 will be set:

- **Online Open Qualifier Swiss - Stage 1**

- Tournament system: Swiss
- Number of rounds depends on the number of teams, but no more than 6 rounds
- Format: 4on4
- All matches are B03
- Seeding: Random Team seeding
- Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF
- Tournament size: up to 128 teams
- 16 teams qualify to the Online Qualifier Playoffs
- **Online Open Qualifier Playoffs - Stage 2**
 - Format: 4on4
 - Tournament system: Single elimination bracket
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
 - Tournament size: 16 teams
 - Seeding will be based on the Swiss results.
 - All matches are B05
 - TOP 4 qualifies to the Closed Qualifier
 - All matches are mandatory to play, even if teams are already qualified for the Closed Qualifier.
 - The top 3-4 teams (losers of the Ro4 matches) will play an additional match in the new bracket to define the final seeding for the Closed Qualifier

2.3.4 Asia Pacific & Japan

The settings of the tournament EWC ft Fortnite Open Qualifiers 2024 will be set:

- **Online Open Open Qualifier Swiss - Stage 1**
 - Tournament system: Swiss
 - Number of rounds depends on the number of teams, but no more than 4 rounds
 - Format: 4on4
 - All matches are B03
 - Seeding: Random Team seeding
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF
 - Tournament size: up to 64 teams
 - 16 teams qualify to the Online Qualifier Playoffs
 - *If a region has less than 16 teams, then the tournament is not played, and everyone is qualified to the Online Qualifier Playoffs.*
- **Online Open Qualifier Playoffs - Stage 2**
 - Format: 4on4

- Tournament system: Single elimination bracket
- Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
- Tournament size: 16 teams
- Seeding will be based on the Swiss results.
- All matches are BO5
- TOP 8 qualifies to the Closed Qualifier
 - All matches are mandatory to play, even if teams are already qualified for the Closed Qualifier.
 - The top 5-8 teams (losers of the Ro8 matches) will participate in the additional GSL bracket to define the final seeding for the Closed Qualifier

2.3.5 Oceania

The settings of the tournament EWC ft Fortnite Open Qualifiers 2024 will be set:

- **Online Open Open Qualifier Swiss - Stage 1**
 - Tournament system: Swiss
 - Number of rounds depends on the number of teams, but no more than 4 rounds
 - Format: 4on4
 - All matches are BO3
 - Seeding: Random Team seeding
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF
 - Tournament size: up to 64 teams
 - 16 teams qualify to the Online Qualifier Playoffs
 - *If a region has less than 16 teams, then the tournament is not played, and everyone is qualified to the Online Qualifier Playoffs.*
- **Online Open Qualifier Playoffs - Stage 2**
 - Format: 4on4
 - Tournament system: Single elimination bracket
 - Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
 - Tournament size: 16 teams
 - Seeding will be based on the Swiss results.
 - All matches are BO5
 - TOP 4 qualifies to the Closed Qualifier
 - All matches are mandatory to play, even if teams are already qualified for the Closed Qualifier.
 - The top 3-4 teams (losers of the Ro4 matches) will play an additional match in the new bracket to define the final seeding for the Closed Qualifier

2.3.6 Swiss rounds explanation

Number of rounds in Swiss depends on the number of teams.

Number of teams	Number of rounds
0-16	4
17-32	5
33-64	6
65-128	7
129-256	8

2.3.7 Ranking and tiebreaker system (Swiss round)

Final position in the ranking will be determined by the number of wins, or if equal than determined - by tiebreakers. Tiebreaker system takes into account:

- **Tiebreaker 1 (Buchholz system):** represents the sum of the opponents wins.
- **Tiebreaker 2 (Head to head):** represents the number of wins each team has against each team involved in the tie.

2.4 Closed Qualifier

2.4.1 Europe, North America and LATAM

CLOSED QUALIFIER FORMAT in a nutshell for Europe and North America

- Week 2: Closed qualifier
- 3 days, 16 teams
- 8 teams from week 1/open qualifier
- 3 teams from DH Dallas (Top 4-8)
- 5 teams invited directly due to FACEIT points
- Friday: 4 GSL groups of 4, top 2 from each group qualifies to playoffs
- Saturday - Sunday: 8 teams double-elimination playoffs, Top 2 qualifies to EWC

- **General rule for seeding: Dallas Standings > UEFA Regional Ranking > Open Qualifiers**

CLOSED QUALIFIER FORMAT in a nutshell for LATAM

- Week 2: Closed qualifier
- 3 days, 16 teams
- 8 teams from week 1/open qualifier
- 8 teams invited directly due to FACEIT points
- Friday: 4 GSL groups of 4, top 2 from each group qualifies to playoffs
- Saturday - Sunday: 8 teams double-elimination playoffs, Top 2 qualifies to EWC
- **General rule for seeding: Dallas Standings > UEFA Regional Ranking > Open Qualifiers**

Online Closed Qualifier Group Stage - Stage 1

- Format: 4on4
- Seeding: will be defined after the Open Qualifiers are finished, no later than July 1, 4 PM GMT
- Tournament system: GSL Groups
 - 4 groups of 4
 - 3 rounds per group
- Tournament size: 16 teams
- All matches are BO5
- Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
- Top 2 of each group advance to the Closed Qualifier Playoffs

- **Online Closed Qualifier Playoffs - Stage 2**

- Format: 4on4
- Seeding: will be based on the Closed Qualifier Group Stage results
- Tournament system: Double Elimination bracket
- Tournament size: 8 teams
- All matches are BO5
- Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
- Top 2 teams advance to the EWC ft. Fortnite Main Event in Saudi Arabia

2.4.2 Asia Pacific & Japan, Oceania and Middle East & Africa

CLOSED QUALIFIER FORMAT in a nutshell for Middle East & Africa

- Week 2: Closed qualifier
- 3 days, 8 teams
- 4 teams from week 1/open qualifier
- 4 teams invited directly due to FACEIT points
- Friday: 2 GSL groups of 4, top 2 from each group qualifies to playoffs
- Saturday - Sunday: 4 teams double-elimination playoffs, Top 2 qualifies to EWC
- **General rule for seeding: Dallas Standings > UEFA Regional Ranking > Open Qualifiers**

CLOSED QUALIFIER FORMAT in a nutshell for Asia Pacific & Japan and Oceania

- Week 2: Closed qualifier
- 3 days, 8 teams
- 4 teams from week 1/open qualifier
- 4 teams invited directly due to FACEIT points
- Friday: 2 GSL groups of 4, top 2 from each group qualifies to playoffs
- Saturday - Sunday: 4 teams double-elimination playoffs, Top 1 qualifies to EWC
- **General rule for seeding: Dallas Standings > UEFA Regional Ranking > Open Qualifiers**

Online Closed Qualifier Group Stage - Stage 1

- Format: 4on4
- Seeding: will be defined after the Open Qualifiers are finished, no later than July 1, 4 PM GMT
- Tournament system: GSL Groups
 - 2 groups of 4
 - 3 rounds per group
- Tournament size: 8 teams
- All matches are B05
- Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
- Top 2 of each group advance to the Closed Qualifier Playoffs

Online Closed Qualifier Playoffs - Stage 2

- Format: 4on4
- Seeding: will be based on the Closed Qualifier Group Stage results
- Tournament system: Double Elimination bracket
- Tournament size: 4 teams

- All matches are B05
- Mode: Capture the Flag, Hardpoint
 - Mode order: CTF - HP - CTF - HP - CTF
- For Asia Pacific & Japan and Oceania regions the top 1 team advances to the EWC ft. Fortnite Main Event in Saudi Arabia
- For the Middle East & Africa region the top 2 teams advance to the EWC ft. Fortnite Main Event in Saudi Arabia

2.5 Match Rules

2.5.1 Teams

The team consists of 4 players. Only 4 players per team may take part in all stages of the tournament. Substitutions during games/matches are not allowed. This means that once a roster of 4 players has been registered, it must play in all stages of the tournament (i.e. all rounds) with the same 4 players.

All players in the team must be contracted with that team from start to end of EWC incl. qualifiers (June 28th – August 25th) and no roster changes can be made. In exceptional situations, on team's request, EWCF might provide an exception to allow a player to compete in another tournament that is not played on the UEFN game modes (i.e. FNCS) under another team tag. However the formal contract period needs to be EWC, from start to end. An exception can be given to only one player per roster.

2.5.2 Match start time

All matches of the tournament must be played at the time scheduled. Both teams have 5 minutes to enter the game and join the tournament queue. To see the match schedule, access the FACEIT website.

To keep the delay during the cup as low as possible we reserve the right to disqualify teams from the tournament. This will only be done in cases where a team doesn't show up, shows no real effort to get a match done or is even obviously stalling. In severe cases, this can even affect both teams.

To prevent delaying the SWISS rounds, every match must be played in the period of 60 minutes. If the match takes longer than the period of time the match will be cut and a draw will be given. Any abuse of this rule is considered to be deception and will result in punishment, up to and including disqualification of the Team.

2.5.3 Joining your game lobby

1. Use the search box and enter the map code, select the map, and return to the lobby.
2. Set the privacy of the match as "Private" and select the server in game.
3. Invite all your team members, should be the same you already have in the FACEIT roster.
4. Invite your opponent team captain and wait until they invite all their members.
5. When everyone is ready, take a screenshot of the party list and then start the match.
6. After your finish take a screenshot of the score and report the results in your match room

2.5.4 MOSS Anti-cheat

All participants are required to have MOSS Anti-cheat. MOSS Guide and the latest version of MOSS can be downloaded here: <https://nohope.eu/>

All players are required to save the file up to 48 hours after the tournament ends. Admins may request for Players to upload their MOSS files after their match. If a player is required to upload the MOSS files, will be told so via Match Chat, Email or Discord PMs. Before deleting the file after 48 hours all players have to make sure to check all options. If a player is asked to upload their MOSS logs, they must use the [MOSS logs - EWC ft. Fortnite Online Qualifier 2024 form](#).

If one or multiple players are not running MOSS during a game, the following sanctions will be made:

- 1st warning: Instant loss
- 2nd warning: Disqualification of the tournament

2.5.5 Game mode settings

The competition will be played on the following mods:

- Capture the Flag
- Hardpoint

2.5.5.1 CAPTURE THE FLAG

The match parameters for this game mode must be configured as follows:

- Preparation time: 1 minutes 30
- Points gained per flag scored: 1

- Point difference to win a map before regulation: 5
- Time limit: 2 halves of 5 minutes each (teams switch side at halftime)
- Overtime: If both teams have the same number of flags at the end of the regular time limit, an overtime is played with an additional half of 5 minutes. The first team to score a flag wins the map. If both teams are still tied at the end of the overtime, the following tie-breakers would apply:
 - 1- The first team that scored a flag in the regular time limit
 - 2- Number of kills per team
 - 3- Number of assists per team
- Flag interaction to take or retrieve it: Instant
- Respawn time: 7.5 seconds

2.5.5.2 HARDPOINT

The match parameters for this game mode must be configured as follows:

- Preparation time: 1 minutes 30
- Points gained per seconds spent on a point: 1
- Point limit to win the map: 250
- Time limit: 5mins
- Overtime: If both teams have the same number of points at the end of the regular time limit, the following tie-breakers would apply:
 - 1- Number of kills per team
 - 2- Number of assists per team
- Respawn time: Instant

2.5.6 Hosting and map veto

Below are the official map for the competition:

- ESL Capture the Flag
- ESL Hardpoint
- ESL Keeper

The team at the left of the matchroom should create the **first lobby**, then the **second lobby** will be created by the team at the right, in case of a third match happening the team at the left will create the **final lobby**.

2.5.7 Server

All matches will be played on the following servers:

- North America: NA East
- APJ: Asia
- Europe: Europe
- LATAM: Brazil
- Oceania: Oceania
- MEA: Middle East

2.5.8 No show

All members of each Team have 5 minutes to show up to a match. (scheduled match start time +5 minutes). Not showing up within 5 minutes results in a default loss. The Team that is waiting must contact an admin using the button "CONTACT ADMIN" available in their match room.

2.5.9 Results

The results must be reported by the teams on the match page.

2.5.10 Disconnection

In the event of a player disconnecting, if a player disconnects:

- A player needs to prove the reasoning of disconnection including but not limited to:
 - local stream vod,
 - a screenshot proving the technical issue,
 - provide MOSS logs.

Specifically for a particular game mode, additional rules apply.

- **Hardpoint:**
 - If the disconnection is proven and it happens under 1 minute, the game is replayed
 - If the disconnection is proven and it happens after 1 minute, the game continues

- **Capture the Flag:**

- If the disconnection is proven and it happens under 30s of round 1 -> Replay the map
- If the disconnection is proven and it happens under 30s of round 2 -> Keep Round 1 & replay Round 2
- If the disconnection is proven and it happens under 30s of Overtime -> Replay Overtime

2.5.11 Server Crash

In the event of a server error, the server must be restarted. If the game was in progress at the time of the failure, the rounds played must be respected and continue until the series is completed.

2.5.12 Illegal Actions & Bug Exploits

Any illegal action and/or exploit bug noticed by the Tournament Organizer following a dispute opened by the opponent will be sanctioned by an immediate exclusion from the tournament in progress. The Tournament Organizer also reserves the right to exclude players from future tournaments depending on the seriousness of the offence.

2.5.13 Skins & Aesthetics Items

All skins and Aesthetics items are permitted during matches.

3.5.14 Anonymous mode ingame

Anonymous mode feature is strictly forbidden during matches.

2.5.15 Match Disputes

- If any issues are encountered in a match, it's the Team's responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, go to the match page and select the option "Contact Admin"
- Teams are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

2.5.16 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Twitch livestream VODs (with clear naming of the players, selected fighters, date, tournament round)
- Any Replays hosted on Youtube (or similar services)
- Screenshots (or photographs) showing both players and the result/issue
- MOSS logs

3. EWC ft. Fortnite Main Event 2024

3.1 Eligibility

3.1.1 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of ESL FACEIT GROUP and EPIC GAMES INC. and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the competition.

Individuals who meet all the eligibility conditions listed above are hereinafter referred to as "Players" and their association as a "Team". Teams who wish to participate must for each members:

- a. Participants must have qualified through the Online Qualifiers or Offline Qualifiers (held during the Dreamhack Dallas 2024)
- b. Participants must be in good standing with respect to the Epic accounts used by such Participants in connection with the Event, with no undisclosed violations. This means that, without limitation, a Participant's Epic account must be registered in such Participant's name, and cannot have been previously purchased, gifted, or otherwise transferred from another user;
- c. Participants must be free of or served fully any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules;
- d. Any players that received a valid and confirmed ban for cheating from any official Epic event in the past 3 years will not be allowed to participate in any tournament;
- e. Participants must have their profile set in public and have an account with a minimum of 300 hours played;
- f. Regarding qualification of players and organisations to the Esports World Cup, eligibility requirements are explained in the Esports World Cup 2024 Club Championship Ruleset available here: <https://t.co/hKCgRY2a9K>
- g. Participants must be present on site during the match days and the media day.

If at any point during the Competition, the Tournament Organizer becomes aware that an individual does not meet any one of the eligibility requirements they will be removed from participating in the Competition and/or prevented from winning a prize.

3.2 Registration

To register, all players of the Team must be present at the venue during match days and the media day.

3.2.1 Competition Structure

The EWC ft Fortnite Main Event 2024 consist of:

- Group Stage
- Playoffs

3.2.3 Key dates

- Group Seeding Date: 7 July 2024
- Roster Submission Deadline: 7 July 2024
- Media Day: 7 August 2024
- Group Stage Dates: 8 - 9 August 2024
- Playoffs Dates: 10 - 11 August 2024

More detailed schedule will be available here no later than July 8.

3.3 Main Event Format

Main Event consist of 2 phases:

- Group Stage
- Playoffs

3.3.1 Group Stage

- Format: 4on4
- Tournament system: Double elimination bracket
 - 4 groups of 4
 - All matches are B05
- Mode: Capture the Flag, Hardpoint, Keeper

- Veto rules are described in point 3.4
- Tournament size: 16 teams
- Seeding will be available on July 7.
- TOP 2 teams qualifies to the Playoffs

3.3.3 Playoffs

- Format: 4on4
- Tournament system: Single elimination bracket
- Mode: Capture the Flag, Hardpoint, Keeper
 - Veto rules are described in point 3.4
- Tournament size: 8 teams
- Seeding will be based on the Group Stage results with the following matchups in order of the bracket:
 - #1 Group A against #2 Group B
 - #1 Group D against #2 Group C
 - #1 Group B against #2 Group A
 - #1 Group C against #2 Group D
- All matches are BO7

3.4 Veto procedure

3.4.1 Game mode Veto Procedure

Best-of-five:

- 1) Game mode 1: Capture the Flag
- 2) Game mode 2: Hardpoint
- 3) Game mode 3: Keeper
- 4) Game mode 4: Capture the Flag or Hardpoint
- 5) Game mode 5: Capture the Flag/Hardpoint depending on the 4th pick

Best-of-seven:

- 1) Game mode 1: Capture the Flag
- 2) Game mode 2: Hardpoint
- 3) Game mode 3: Keeper
- 4) Game mode 4: Capture the Flag or Hardpoint
- 5) Game mode 5: Capture the Flag/Hardpoint depending on the 4th pick
- 6) Game mode 6: Keeper

- 7) Game mode 7: Randomised game mode and map

3.4.2 Veto Procedure

3.4.2.1 Best-of-five (Bo5)

The best seeded Team can decide if they're Team A or B before each match.

- 1) Team A selects the first map for Capture the Flag.
 - a) Team B selects the side.
- 2) Team B selects the first map for Hardpoint.
 - a) Team A selects the side.
- 3) Keeper is played.
 - a) The team that lost the previous map selects the side.
- 4) Team A selects the game mode and map.
 - a) Team B selects the side.
- 5) Team A selects the side.

3.4.2.2 Best-of-seven (Bo7)

The best seeded Team can decide if they're Team A or B before each match.

- 1) Team A selects the first map for Capture the Flag.
 - a) Team B selects the side.
- 2) Team B selects the first map for Hardpoint.
 - a) Team A selects the side.
- 3) Keeper is played.
 - a) The team that lost the previous map selects the side.
- 4) Team A selects the game mode and map.
 - a) Team B selects the side.
- 5) Team A selects the side.
- 6) Keeper is played.
 - a) The team that lost the previous map selects the side.
- 7) Map and game mode is randomly selected between Capture the Flag and Hardpoint.
 - a) Team A selects the side.

3.5 Match rules

3.5.1 Teams

The team consists of 4 players. Only 4 players per team may take part in all stages of the tournament. Substitutions during games/matches are not allowed. This means that once a roster of 4 players has been registered, it must play in all stages of the tournament (i.e. all rounds) with the same 4 players.

All players in the team must be contracted with that team from start to end of EWC incl. qualifiers (June 28th – August 25th) and no roster changes can be made. In exceptional situations, on team's request, EWCF might provide an exception to allow a player to compete in another tournament that is not played on the UEFN game modes (i.e. FNCS) under another team tag. However the formal contract period needs to be EWC, from start to end. An exception can be given to only one player per roster.

3.5.2 Match start time

All matches of the tournament must be played at the time scheduled.

3.5.3 Joining your game lobby

All games will be broadcasted, the following rules are applicable:

1. The Tournament Management team is creating the lobby.
2. The Tournament Management team is sharing the lobby code with teams.
3. All players must join the lobby hosted by the Tournament Management team.
4. The Tournament Management team starts the game.

3.5.4 Game mode settings

The competition will be played on the following mods:

- Capture the Flag
- Hardpoint
- Keeper

3.5.4.1 CAPTURE THE FLAG

The match parameters for this game mode must be configured as follows:

- Preparation time: 1 minute
- Points gained per flag scored: 1
- Point difference to win a map before regulation: 5
- Time limit: 2 halves of 5 minutes each (teams switch side at halftime)
- Overtime: If both teams have the same number of flags at the end of the regular time limit, an overtime is played with an additional half of 5 minutes. The first team to score a flag wins the map. If both teams are still tied at the end of the overtime, the following tie-breakers would apply:
 - 1- The first team that scored a flag in the regular time limit
 - 2- Number of kills per team
 - 3- Number of assists per team
- Flag interaction to take or retrieve it: Instant
- Respawn time: 7.5 seconds

3.5.4.2 HARDPOINT

The match parameters for this game mode must be configured as follows:

- Preparation time: 1 minute
- Points gained per seconds spent on a point: 1
- Point limit to win the map: 250
- Time limit: 5mins
- Overtime: If both teams have the same number of points at the end of the regular time limit, the following tie-breakers would apply:
 - 1- Number of kills per team
 - 2- Number of assists per team
- Respawn time: Instant

2.5.5.3 KEEPER

The match parameters for this game mode must be configured as follows:

- Preparation time: 1 minute
- Points gained per seconds spent with the key: 1
- Point limit to win the round: 150

- Number of rounds to win the map: 2
- Time limit per round: 5 minutes
- Overtime: If both teams have the same number of points at the end of the regular time limit, the following tie-breakers would apply:
 - The team that is holding the key wins the round
 - If no one is holding the key, then the next team to pick up the key wins the round
- Respawn time: 3 seconds

3.5.5 Hosting and map veto

Below are the official map for the competition:

- EWC Capture the Flag
 - Chalet
 - Panther
- EWC Hardpoint
 - Chalet
 - Panther
- EWC Keeper
 - Taverna Zoni

3.5.6 Server

All matches will be played on the following server:

Middle East

3.5.7 Disconnection

In the event of a player disconnecting, if a player disconnects:

- **Hardpoint:**
 - If the disconnection is proven and it happens under 1 minute, the game is replayed
 - If the disconnection is proven and it happens after 1 minute, the game continues
- **Capture the Flag:**
 - If the disconnection is proven and it happens under 30s of round 1 -> Replay the map
 - If the disconnection is proven and it happens under 30s of round 2 -> Keep Round 1 & replay Round 2

- If the disconnection is proven and it happens under 30s of Overtime -> Replay Overtime
- **Keeper:**
 - If the disconnection is proven and it happens under 30s of round 1 -> Replay the map
 - If the disconnection is proven and it happens under 30s of round 2 -> Keep Round 1 & replay Round 2
 - If the disconnection is proven and it happens under 30s of round 3 -> Keep Round 1 & 2 & replay Round 3

3.5.8 Server Crash

In the event of a server error, the server must be restarted. If the game was in progress at the time of the failure, the rounds played must be respected and continue until the series is completed.

3.5.9 Illegal Actions & Bug Exploits

Any illegal action and/or exploit bug noticed by the Tournament Organizer following a dispute opened by the opponent will be sanctioned by an immediate exclusion from the tournament in progress. The Tournament Organiser also reserves the right to exclude players from future tournaments depending on the seriousness of the offence.

3.5.10 Skins & Aesthetics Items

Only Hero skins are permitted for the event, depending on the sides, each Team must apply a full Blue or Red recolor to their skin. If a player doesn't own the Hero skin, then he will be asked to use a skin that has a similar colour of the side he's in.

3.5.11 Anonymous mode ingame

Anonymous mode feature is strictly forbidden during matches.

3.6 Prizing

3.6.1 Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except the Tournament Organizer reserves the right to provide a substitute Prize of approximately equal 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; 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, Tournament Organizer will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor.

Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes. Tournament Organizer will not be liable for any damage or loss You incur as a result of or in connection with winning or receiving a cash prize or non-cash prize.

If a Team has won a prize, such prize will be sent out or paid out to the Organization or Team member designated by the majority of the Team members as Team leader and/or their bank account.

3.6.2 Prize distribution

Below is a breakdown of the prize money:

#	Prize
Total:	\$1,000,000
1st	\$400,000
2nd	\$160,000
3rd/4th	\$80,000
3rd/4th	\$80,000
5th - 8th	\$40,000
5th - 8th	\$40,000
5th - 8th	\$40,000
5th - 8th	\$40,000
9th - 12th	\$20,000
9th - 12th	\$20,000
9th - 12th	\$20,000
9th - 12th	\$20,000
13th - 16th	\$10,000
13th - 16th	\$10,000
13th - 16th	\$10,000
13th - 16th	\$10,000

4. Game Coverage

Tournament Organizer reserves exclusive rights to the coverage of EWC ft Fortnite 2024 matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, Youtube and the likes. FACEIT can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with the Tournament Organizer, before the match.

Tournament Organizer has the exclusive, irrevocable, transferable, unrestricted and global right to record EWC ft Fortnite 2024 and to use all recordings, including Game Names, Account Pictures, and Your voice and illustrations contained in the recordings, in whole or in part, in edited and unedited form (as videos, images and/or video stills) in all media now known or hereafter created, including, without limitation, broadcasting such recordings for any purpose (e.g., Discord bots, Shoutcast streams, or any other broadcast provider) and/or making them available on demand (e.g., Free VoD or Pay VoD). The rights granted to Tournament Organizer exist irrespective of what technology is used to exercise or use them, in particular irrespective of the type of receivers (e.g. PCs or mobile devices), the customers' receiving software (e.g. browser or app) and whether the recordings are made available to the end customer against payment or free of charge.

Tournament Organizer also has the exclusive right to edit, shorten, combine the recordings with other content (especially advertising), as well as to create new analog, digital and blockchain and NFT-based media files containing snippets and/or individual pictures, to reproduce and store these, and to sell, transmit and otherwise make them publicly available and use them on all channels and distribution routes without further consent.

As far as the rights of Tournament Organizer are concerned, Tournament Organizer tolerates the live transmission of individual matches by Participants exclusively in the form of live streams on social media as typical in the gaming and esports scene (but not VoD, etc.). Tournament Organizer reserves the right to revoke this tolerance at any time, including during the match. In particular, Tournament Organizer does not grant any rights related to the games and their content.

5. General Terms

Participants' personal information will be subject to [FACEIT privacy policy and Cookie Policy](#), available at for the purposes listed therein. Furthermore, Participants' personal information will be processed for the purpose of organising, running and monitoring the Competition and prize fulfilment, including, if Participant wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online or in any other media in connection with the Competition.

Players can remove their name from the Winner(s) List by deleting their FACEIT account.

Personal information will be processed in the United Kingdom or any other country in which FACEIT, its subsidiaries, or third party agents operate. By entering the Competition, you consent that your personal information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in your country of residence or citizenship.

Participants have the right to access, withdraw, and correct their personal information on their [account page](#).

By participating in this Competition, each Participant further agrees:

(a) That the tournament organiser's decisions will be final and binding on all matters related to this Competition.

Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your residence that cannot be derogated from by agreement.

(b) The Tournament Organiser reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in its sole discretion. If terminated, the Tournament Organizer may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to the time of such action using the judging procedure outlined above.

Tournament Organizer, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition, or the [FACEIT Terms & Conditions](#), or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to

deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

(c) By accepting any of the prizes, you acknowledge and agree that the Tournament Organizer and its designees have the right to use the below information and any other information provided in the EWC ft Fortnite 2024 in the administration, marketing, and promotion of the EWC ft Fortnite 2024, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residency, age, platform, personal data (including any game accounts), likeness

Social Media info: X handle and Twitch account (if applicable)

(d) The players acknowledge that giving and taking bribes are illegal. The Tournament Organizer reserves the right to disqualify, at its sole discretion, any participant that is involved with any illegal actions. Nothing in these Official Rules shall be deemed to exclude or restrict any of the Winner's or the Entrant's statutory rights as a consumer.

Commercial Rights

All commercial rights (including without limitation any and all marketing and media rights) relating to the EWC ft Fortnite 2024 belong to Tournament Organizer and its licensors.

Participant shall not associate themselves with the EWC ft Fortnite 2024, FACEIT or in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion.

Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the EWC ft Fortnite 2024, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

The recording and dissemination of images or footage of the EWC ft Fortnite 2024 for commercial purposes by or on behalf of participants is strictly prohibited.

“Fortnite” and “EPIC Games” are trademarks or registered trademarks of EPIC Games.

6. Fortnite Official Competition Terms and Conditions

BY PARTICIPATING IN THIS EVENT, TO THE EXTENT PERMITTED BY APPLICABLE LAW, PLAYERS AGREE TO RELEASE AND HOLD HARMLESS EPIC GAMES, INC., ITS LICENSORS, ITS AND THEIR AFFILIATES, AND ITS AND THEIR EMPLOYEES, OFFICERS, DIRECTORS, AGENTS, CONTRACTORS, AND OTHER REPRESENTATIVES FROM ALL CLAIMS, DEMANDS, ACTIONS, LOSSES, LIABILITIES, AND EXPENSES RELATED TO THE EVENT.

6.1 Background, Purpose and Acceptance

6.1.1 Purpose

The Fortnite Official Competition Terms and Conditions (as updated, revised, changed, or modified from time to time by Epic Games, Inc. (“Epic”), the “Terms”) has been designed to ensure the integrity of competitive play of Fortnite in connection with online and live-event competitions (each, an “Event”). These Terms are intended to promote vigorous competition and to help ensure that all competitive play of Fortnite during an Event is fun, fair, and free from Toxic Behaviour (as defined below).

6.1.2 Who Must Comply

These Terms apply to all participants (“Participants”) competing in an Event and any individual or entity producing, hosting, or operating an Event (each, an “Event Organizer”).

Each Participant and each Event Organizer must follow the Fortnite End User License Agreement. These Terms add to, and do not replace, the Fortnite End User License Agreement.

6.1.3 Acceptance of the Terms

To participate in an Event, each Participant must agree to follow these Terms at all times. By participating in any game or match that is part of an Event, a Participant is confirming that he or she (or,

if under 18 years of age or the age of majority as defined in such Participant's country of residence (a "Minor"), his or her parent or legal guardian) has accepted these Terms.

To produce, host, or operate an Event, each Event Organizer must agree to follow these Terms at all times. By producing, hosting, or operating an Event, or by otherwise accepting the terms of a Fortnite Event License Agreement, an Event Organizer is confirming that he, she, or it has accepted these Terms.

6.1.4 Amendments

Epic may update, revise, change, or modify these Terms from time to time. For each Participant, his or her participation in an Event after any update, revision, change, or modification to these Terms will be deemed acceptance by such Participant (or, if a Minor, such Participant's parent or legal guardian) of these Terms as updated, revised, changed, or modified. For each Event Organizer, producing, hosting, or operating an Event after any update, revision, change, or modification to these Terms will be deemed acceptance of these Terms as updated, revised, changed, or modified.

6.2 Eligibility

6.2.1 Player Age

To be eligible to participate in any Event match, a player must be at least 13 years old (or such other age, if greater, as may be required in such player's country of residence).

Minors must have permission from a parent or legal guardian in order to participate in the Event. The document must be signed by a parent or legal guardian and provided while checking in for the tournament at the venue.

6.2.2 Epic Affiliation

Employees, officers, directors, agents, and representatives of Epic (including the legal, promotion, and advertising agencies of 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 Epic are not eligible to compete or win any prize in connection with the Event.

6.2.3 Good Standing

Participants must be in good standing with respect to the Epic accounts used by such Participants in connection with the Event, with no undisclosed violations. This means that, without limitation, a Participant's Epic account must be registered in such Participant's name, and cannot have been previously purchased, gifted, or otherwise transferred from another user.

Participants must be free of or served fully any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules.

6.2.4 Additional Restrictions

The Event in all parts is open to Participants 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. Without limitation of the foregoing, the Event is not open to individuals in Cuba, Iran, Iraq, North Korea, Somalia, Sudan, Syria, and the regions of Crimea, Donetsk, and Luhansk.

6.3 Code of Conduct

6.3.1 Personal Conduct; No Toxic Behavior

All Participants and Event Organizers must conduct themselves in a way that is at all times consistent with (a) these Terms, (b) the applicable Event rules established by the Event Organizer ("Event Rules"), and (c) the principles of personal integrity, honesty, and good sportsmanship.

Participants must be respectful of other Participants, the Event Organizers, Event administrators, spectators, and sponsors (as applicable). Event Organizers must be, and will cause the Event administrators to be, respectful of Participants, spectators, and sponsors (as applicable).

Participants and Event Organizers may not behave in a manner which violates these Terms, the Event Rules, or which is otherwise harmful to the enjoyment of Fortnite by other users as intended by Epic (as decided by Epic). In particular, Participants and Event Organizers may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game abandonment, game sabotage, spamming, social engineering, scamming, or any unlawful activity ("**Toxic Behavior**").

Any violation of these Terms may expose a Participant or Event Organizer to disciplinary action, whether or not that violation was committed intentionally.

6.3.2 Competitive Integrity

Each Participant is expected to play within the spirit of Fortnite and these Terms at all times during any Event match. Any form of unfair play is prohibited by these Terms, and may result in disciplinary action. Examples of unfair play include the following:

- (a) 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.
- (b) Hacking or otherwise modifying the intended behaviour of the Fortnite game client.
- (c) Playing or allowing another Participant to play on an Epic account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- (d) Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- (e) Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Epic in order to gain a competitive advantage.
- (f) Using distributed denial of service attacks, swatting, or similar methods to interfere with another Participant's connection to the Fortnite game client.
- (g) Using macro keys or similar methods to automate in-game actions.
- (h) Intentionally disconnecting from a match without a legitimate reason for doing so.

Participants may not work together to deceive or otherwise cheat other Participants during any match ("Collusion"). Examples of Collusion include the following:

- (a) Teaming: Participants working together during the match while on opposing teams.
- (b) Planned Movement: Agreement between two (2) or more opposing Participants to land at specific locations or to move through the map in a planned way before the match begins.

(c) Communication: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing Participants.

(d) Item Dumping: Intentionally dropping items for an opposing Participant to collect.

(e) Feeding: Intentionally allowing oneself to be eliminated by an opposing Participant.

6.3.3 Harassment

Participants and Event Organizers are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct 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.

Any Participant or Event Organizer who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify an Event administrator or Epic Esports Coordinator, as applicable. All complaints reported pursuant to this Section 3.3.2 will be promptly investigated and appropriate action will be taken. Retaliation against any Participant or Event Organizer who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

6.3.4 Names Used in an Event

All team and individual Participant names must follow these Terms. Epic and the Event Organizers may restrict or change team and individual Participant tags or screen names for any reason.

The name used by a team or a Participant may not include or make use of the terms Fortnite®, Epic, or any other trademark, trade name, or logo owned by or licensed to Epic.

The name used by a team or a Participant cannot be an impersonation of another team, Participant, streamer, celebrity, government official, Epic employee, or any other person or entity.

6.3.5 Wagering

Participants and Event Organizers shall not (a) conduct or promote betting, wagering, or gambling on the Event or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Event or any portion thereof.

6.3.6 Drugs and Alcohol

The use or possession of alcohol or illegal drugs during an Event is prohibited. A Participant believed to be under the influence of alcohol or illegal drugs at any time during an Event will be removed from the Event and prevented from taking part in any future events.

The unauthorized use or possession of prescription drugs by a Participant is also prohibited. Prescription drugs may be used only by the person they are prescribed to, and in the manner, combination, and quantity as prescribed.

6.3.7 Confidentiality

A Participant shall not disclose to any third party any confidential information provided by the Event Organizer, Event administrators, Epic, or its affiliates concerning Fortnite, the Event, Epic, or its affiliates, by any method of communication, including by posting on social media channels.

6.3.8 Illegal Conduct

Participants are required to comply with all applicable laws at all times.

6.4 Terms and Conduct Violations

6.4.1 Disciplinary Action

Event Organizer is authorized to make decisions regarding violations of these Terms in relation to the Event, subject to appeal to Epic and Epic's final binding review. If Event Organizer decides that a Participant has violated these Terms, Event Organizer may disqualify the Participant from participation (or further participation) in the Event. Without limitation of the foregoing, Epic, at its sole discretion, may monitor the Event and enforce any applicable sanction specified in these Terms, Epic's Terms of Service and/or the Fortnite End User License Agreement.

For clarity, the disqualification of a Participant or the enforcement of any applicable sanction by Event Organizer and/or Epic shall not provide such Participant with grounds for claims against Event Organizer or Epic under any theory of law, or otherwise be considered a liability on the part of Event Organizer and/or Epic to such Participant.

6.4.2 Disputes

Event Organizer has binding authority to decide all Participant disputes with respect to any portion of these Terms, including the breach, enforcement, or interpretation thereof in relation to the Event, subject to appeal to Epic and Epic's final binding review.

6.5 General Provisions

By participating in the Event, a Participant (or, if a Minor, the Participant's parent or legal guardian) agrees:

(a) to be bound by these complete Terms, the Event Rules, and the decisions of Event Organizer which shall be binding, subject to appeal to Epic and Epic's final binding review; and (b) to waive any right to claim ambiguity in the Event, these Terms, or the Event Rules, except where prohibited by law.

By accepting a prize, if any, the Winning Participant (or, if a Minor, the Winning Participant's parent or legal guardian) agrees to release Event Organizer and Epic 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. Neither Event Organizer nor Epic shall be liable for:

(a) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays, or transmission errors;

(b) data corruption, theft, destruction, and unauthorized access to or alteration of entry or other materials;

(c) any injuries, losses, or damages of any kind, including death caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Event; or

(d) any printing, typographical, administrative, or technological errors in any materials associated with the Event.

Event Organizer or Epic may disqualify any Participant from participating (or further participating) in the Event or winning a prize if, in his, her, or its sole discretion, Event Organizer or Epic determines such Participant is attempting to undermine the legitimate operation of the Event by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass

any other Participants or Event administrators (for clarity, such Event Organizer decisions are subject to appeal to Epic and Epic's final binding review).

The internal laws of the State of North Carolina will govern disputes regarding the interpretation or application of these Terms.

Event Organizer or Epic may, in each party's sole discretion, cancel, modify, or suspend the Event should a virus, bug, computer problem, unauthorized intervention, force majeure, or other cause beyond such party's control corrupt the administration, security, or proper play of the Event. The Event is subject to all applicable federal, state and local laws.

(e) Licensee agrees to require that each Event Player agree (or, if a Minor (as such term is defined in the Competition Terms), have such Event Player's parent or legal guardian agree on such Event Player's behalf) to accept and abide by the Competition Terms at all times during the Event.

During the Tournament

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanour to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

- Players will refrain from using vulgar or offensive language.
- Abusive behaviour, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.
- Gambling, including betting on the outcome of games, is prohibited.

- All Players must not disclose any confidential information provided by the tournament organiser or any of its affiliates to any other people or groups of people, including via social media.

Collusion Policy

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the tournament organiser at any phase of the EWC ft Fortnite 2024 to be engaging in Collusion will be removed from the competition, and be forced to return any compensation and prizes they've received from Live Events.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason.
- Playing on behalf of another competitor, including using a secondary account, to aid them.
- Any form of match-fixing.

Competitors Sponsorship

Competitors in the EWC ft Fortnite 2024 have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Team or Players in conjunction with or during the EWC ft Fortnite 2024 . Tournament Organizer and its designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

- Gambling or gambling websites
- Alcohol, Tobacco, and/or Non-"over-the-counter" Drugs
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of FACEIT, its partners, and its other subsidiary brands
- Direct competitors of FACEIT

The Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

Unallowed (will lead to penalties & sanctions such as round loss)

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shoot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)
- Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as normal
- Vaulting on ledges to reach normally inaccessible spots

Appendix A: Countries & Age

Countries & Regions

For a team to be eligible to participate in a region, the members must be based in the region for the duration of the qualifier period.

North America: Anguilla, Antigua and Barbuda, Aruba, Bahamas, Barbados, Belize, Bermuda, Virgin Islands (British), Canada, Cayman Islands, Mexico, Colombia, Costa Rica, Dominica, Dominican Republic, Ecuador, El Salvador, Grenada, Guadeloupe, Guatemala, Haiti, Honduras, Jamaica, Martinique, Montserrat, Nicaragua, Panama, Puerto Rico, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Saint Pierre and Miquelon, Sint Maarten, (Dutch part), South Georgia and the South Sandwich Islands, Trinidad and Tobago, United States of America, Virgin Islands (U.S.)

LATAM: Argentina, Bolivia, Chile, Brazil, Falkland Islands, French Guiana, French Southern Territories, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela (Bolivarian Republic of)

Asia Pacific & Japan: Afghanistan, Armenia, Azerbaijan, Bangladesh, Bhutan, Brunei Darussalam, Cambodia, China, Georgia, Hong Kong, India, Indonesia, Japan, Kazakhstan, Korea, Kyrgyzstan, Lao People's Democratic Republic, Malaysia, Maldives, Micronesia (Federated States Of), Mongolia, Myanmar,

Nepal, New Caledonia, Pakistan, Papua New Guinea, Philippines, Singapore, Sri Lanka, Tajikistan, Taiwan, Thailand, Timor-Leste, Turkmenistan, Uzbekistan and Vietnam.

Europe: Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Republic of Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Republic of, Monaco, Montenegro, Netherlands, Macedonia (the former Yugoslav Republic of), Norway, Poland, Portugal, Romania, Russian Federation, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom

Middle East & Africa: Israel, Algeria, Bahrain, Djibouti, Egypt, Iran (Islamic Republic of), Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Qatar, Saudi Arabia, Syrian Arab Republic, Tunisia, United Arab Emirates, Palestinian Territory, Occupied, Yemen, Ethiopia, Sudan, Western Sahara, Nigeria, Congo, Tanzania, United Republic of, South Africa, Kenya, Uganda, Angola, Ghana, Mozambique, Madagascar, Côte d'Ivoire, Cameroon, Niger, Burkina Faso, Mali, Malawi, Zambia, Chad, Somalia, Senegal, Zimbabwe, Guinea, Rwanda, Benin, Burundi, South Sudan, Togo, Sierra Leone, Congo, Central African Republic, Liberia, Mauritania, Eritrea, Gambia, Botswana, Namibia, Gabon, Lesotho, Guinea-Bissau, Equatorial Guinea, Mauritius, Comoros, Cabo Verde, Sao Tome and Principe, Seychelles

Oceania: Australia, New Zealand, American Samoa, Christmas Island, Cocos (Keeling) Islands, Cook Islands, Fiji, French Polynesia, Guam, Heard Island and McDonald Islands, Kiribati, Marshall Islands, Nauru, Niue, Norfolk Island, Northern Mariana Islands, Palau, Pitcairn, Samoa, Solomon Islands, Tuvalu, Tokelau, Tonga, Vanuatu, Wallis and Futuna

Age Restrictions

To be eligible to participate in any Event match, a player must be at least 13 years old (or such other age, if greater, as may be required in such player's country of residence). Minors must have permission from a parent or legal guardian in order to participate in the Event.

A player will be disqualified where that player cannot demonstrate to the satisfaction of the tournament administration that they have obtained the requisite consent.