

Rocket League Championship Series - Season X Official Rules

1. Introduction and Acceptance

1.1 Introduction

These Rocket League Championship Series - Season X Official Rules (“**Rules**”) govern all regional tournaments (each, a “**Regional**”) and independent competition series (each, a “**Competition Series**” or “**CS**”) stages of the Rocket League Championship Series - Season X (“**Tournament**” or “**RLCS X**”), provided by Psyonix LLC (“**Psyonix**”).

These Rules have been designed to ensure the integrity of competitive play of Rocket League (the “**Game**”) in connection with the Tournament, and are intended to promote vigorous competition and to help ensure that all competitive play of the Game is fun, fair, and free from Toxic Behavior (as defined below).

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. Entry into this Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

1.2 Acceptance

To participate in the Tournament, each player must agree (or, if a Minor (as defined below)), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including the Code of Conduct in Section 7 (“**Player**”). A Player (or, if a Minor, such Player’s parent or legal guardian) must accept these Rules as part of the Tournament registration form, available at <https://www.rocketleagueesports.com/rules/>. By participating in any game or match that is part of the Tournament, a Player is confirming that he or she (or, if a Minor, his or her parent or legal guardian) has accepted these Rules pursuant to this Section 1.2.

1.3 Enforcement

Psyonix will have primary responsibility for enforcing these Rules for all Players and may, working with the Tournament Administrators (as defined below), hand out penalties to Players for violations of these Rules, as further described in Section 8.

1.4 Amendments

Psyonix may update, revise, change, or modify these Rules from time to time. For each Player, his or her participation in the Tournament after any update, revision, change, or modification to these Rules will be deemed acceptance by such Player (or, if a Minor, such Player’s parent or legal guardian) of these Rules as updated, revised, changed, or modified.

2. Tournament Structure

2.1 Definition of Terms

“**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 Games, that Team will immediately be declared the winner of that Match.

“**Eligibility Area**”: means Europe, North America, Oceania, and South America.

“**Europe**”: means Andorra, Albania, Armenia, Austria, Azerbaijan, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia (except individuals located in Crimea), San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine (except individuals located in Crimea), United Kingdom of Great Britain and Northern Ireland.

“**Game**”: means a single competition between two Teams.

“**Match**”: means Tournament play between two Teams that may involve multiple Games, as described in Section 2.3.

“**North America**”: means Bahamas, Canada, Costa Rica, Dominica, Dominican Republic, El Salvador, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Panama, and United States (including Puerto Rico, and the US Virgin Islands).

“**Oceania**”: means Australia, Fiji, French Polynesia, Indonesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Papua New Guinea, the Philippines, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.

“**Registration Website**”: means the website battlefy.com/RLCS or any subsequent URL which may replace it from time to time.

“**Rules Website**”: means the website <http://www.rocketleagueesports.com/rules> or any subsequent URL which may replace it from time to time.

“**South America**”: means Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Guyana, Paraguay, Peru, Suriname, Uruguay, and Venezuela.

“**Swiss**”: means a stage of the Tournament with multiple rounds where Teams may not necessarily play against every other Team.

“**Team**”: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 6.

“**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.

“**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 that is officially declared a Winning Player by Psyonix as set forth in Section 4.

As set forth more fully in Section 2.3, the Tournament consists of two Regionals, one in North America and one in Europe, and two Competition Series, one in Oceania and one in South America. Each Regional will include three (3) splits (each, a “**Split**”) consisting of multiple segments each containing an Open Qualifier and a Main Event (each as defined below). Each Main Event will consist of three (3) stages.

The schedule that corresponds to each Tournament stage is outlined in this Section (such period referred to herein as the “**Tournament Period**”).

2.2.1 **Tournament Dates**

The dates below are shown in the time zone of the applicable region. In addition, Split 2 and Split 3 dates for the applicable Tournament stages will be announced at a later date.

North American Regionals

Split 1 Regional 1

- North American Open Qualifier 1 (August 10, 2020)
- North American Open Qualifier 2 (August 11, 2020)
- North American Open Qualifier 3 (August 12, 2020)
- North American Open Qualifier 4 (August 13, 2020)
- North American Main Event Day 1 (August 15, 2020)
- North American Main Event Day 2 (August 16, 2020)
- North American Main Event Day 3 (August 22, 2020)
- North American Main Event Day 4 (August 23, 2020)

Split 1 Regional 2

- North American Open Qualifier 1 (September 7, 2020)
- North American Open Qualifier 2 (September 8, 2020)
- North American Open Qualifier 3 (September 9, 2020)
- North American Open Qualifier 4 (September 10, 2020)
- North American Main Event Day 1 (September 12, 2020)
- North American Main Event Day 2 (September 13, 2020)
- North American Main Event Day 3 (September 19, 2020)
- North American Main Event Day 4 (September 20, 2020)

Split 1 Regional 3

- North American Open Qualifier 1 (September 28, 2020)
- North American Open Qualifier 2 (September 29, 2020)
- North American Open Qualifier 3 (September 30, 2020)
- North American Main Event Day 1 (October 1, 2020)
- North American Main Event Day 2 (October 2, 2020)
- North American Main Event Day 3 (October 3, 2020)
- North American Main Event Day 4 (October 4, 2020)

European Regionals

Split 1 Regional 1

- European Open Qualifier 1 (July 27, 2020)
- European Open Qualifier 2 (July 28, 2020)
- European Open Qualifier 3 (July 29, 2020)
- European Open Qualifier 4 (July 30, 2020)
- European Main Event Day 1 (August 1, 2020)
- European Main Event Day 2 (August 2, 2020)
- European Main Event Day 3 (August 8, 2020)
- European Main Event Day 4 (August 9, 2020)

Split 1 Regional 2

- European Open Qualifier 1 (August 24, 2020)
- European Open Qualifier 2 (August 25, 2020)
- European Open Qualifier 3 (August 26, 2020)
- European Open Qualifier 4 (August 27, 2020)
- European Main Event Day 1 (August 29, 2020)
- European Main Event Day 2 (August 30, 2020)
- European Main Event Day 3 (September 5, 2020)
- European Main Event Day 4 (September 6, 2020)

Split 1 Regional 3

- European Open Qualifier 1 (September 21, 2020)
- European Open Qualifier 2 (September 22, 2020)

- European Open Qualifier 3 (September 23, 2020)
- European Main Event Day 1 (September 24, 2020)
- European Main Event Day 2 (September 25, 2020)
- European Main Event Day 3 (September 26, 2020)
- European Main Event Day 4 (September 27, 2020)

RLCS: The Grid

North America

- The Grid North America 1 (August 7, 2020)
- The Grid North America 2 (August 13, 2020)
- The Grid North America 3 (August 20, 2020)
- The Grid North America 4 (August 28, 2020)
- The Grid North America 5 (September 4, 2020)
- The Grid North America 6 (September 10, 2020)
- The Grid North America 7 (September 17, 2020)
- The Grid North America 8 (September 23, 2020)
- The Grid North America 9 (September 29, 2020)

Europe

- The Grid Europe 1 (August 6, 2020)
- The Grid Europe 2 (August 14, 2020)
- The Grid Europe 3 (August 21, 2020)
- The Grid Europe 4 (August 27, 2020)
- The Grid Europe 5 (September 3, 2020)
- The Grid Europe 6 (September 11, 2020)
- The Grid Europe 7 (September 18, 2020)
- The Grid Europe 8 (September 22, 2020)
- The Grid Europe 9 (September 30, 2020)

Oceania Competition Series

Split 1 - Stage 1

- Oceanic Open Qualifier 1 (August 15, 2020)
- Oceanic Main Event Day 1 (August 16, 2020)
- Oceanic Main Event Day 2 (August 22, 2020)
- Oceanic Main Event Day 3 (August 23, 2020)

Split 1 - Stage 2

- Oceanic Open Qualifier 1 (September 5, 2020)
- Oceanic Main Event Day 1 (September 6, 2020)
- Oceanic Main Event Day 2 (September 12, 2020)
- Oceanic Main Event Day 3 (September 13, 2020)

Split 1 - Stage 3

- Oceanic Open Qualifier 1 (September 26, 2020)
- Oceanic Main Event Day 1 (September 27, 2020)
- Oceanic Main Event Day 2 (October 3, 2020)
- Oceanic Main Event Day 3 (October 4, 2020)

South American Competition Series

Split 1 - Stage 1

- Community Tournament #1 (August 5, 2020)
- Community Tournament #2 (August 12, 2020)
- Community Tournament #3 (August 19, 2020)
- Prime Series #1 (August 9, 2020)
- Prime Series #2 (August 16, 2020)
- Prime Series #3 (August 23, 2020)
- Grand Series Day 1 (August 26, 2020)
- Grand Series Day 2 (August 28, 2020)
- Grand Series Day 3 (August 29, 2020)
- Grand Series Day 4 (August 30, 2020)

Split 1 - Stage 2

- Community Tournament #1 (September 2, 2020)
- Community Tournament #2 (September 9, 2020)
- Community Tournament #3 (September 16, 2020)
- Prime Series #1 (September 6, 2020)
- Prime Series #2 (September 13, 2020)
- Prime Series #3 (September 20, 2020)
- Grand Series Day 1 (September 23, 2020)
- Grand Series Day 2 (September 25, 2020)
- Grand Series Day 3 (September 26, 2020)
- Grand Series Day 4 (September 27, 2020)

2.2.2 World Championship Dates

More information on the World Championship will be announced at a later date.

2.2.3 Rescheduling

Psyonix may, in its sole discretion, reorder the schedule and/or change the date for any Match or session of the Tournament (or change any Game mode to be played in connection therewith). However, if the Tournament schedule is so modified, Psyonix will inform all Players at its earliest convenience.

2.3 Tournament Stages and Format

RLCS X is structured into three (3) separate Splits starting in July 2020. Each Split includes three Regionals (for North America and Europe) and one Major. Season X ends at the World Championship. The structure of each individual Split is outlined below.

2.3.1 Split 1

2.3.1.1 Open Qualifier

Teams will first be entered into the Open Qualifier stage for the applicable region (North America or Europe) in which they are registered (“**Open Qualifier**”). Each Open Qualifier consists of up to four (4) days of Matches, and seeding for each day of an Open Qualifier will be determined by Psyonix and/or Tournament Administrators at their discretion.

Day 1 will consist of a double elimination bracket (“**Double Elimination Bracket**”), meaning that a Team will not be eligible to advance if it loses two Matches in the bracket. Each Match will be Best-of-Three. The top Teams from Day 1 will advance to Day 2 to participate in another Double Elimination Bracket. All Matches on Day 2 will be Best-of-Five.

The top fifty-eight (58) Teams from Day 2 will advance to Day 3 to participate in a third Double Elimination Bracket. In addition, Teams that retained their spot from Rival Series Season 9 will be auto-qualified for Day 3. All Matches on Day 3 will be Best-of-Five. Except as otherwise provided herein, the final 22 Teams remaining at the conclusion of Day 3 will qualify to participate in the Main Event.

Notwithstanding the foregoing, a fourth day of Open Qualifiers may be added at Psyonix and/or Tournament Administrator’s discretion, in which case the top Teams from Day 3 will advance instead to Day 4 to participate in a final Open Qualifier Double Elimination Bracket. All Matches on Day 4 (if applicable) will be Best-of-Five. The final Teams remaining at the conclusion of Day 4 (if applicable) will qualify to participate in the Main Event. Except as otherwise expressly stated in Section 2.3.1.2, it will not be possible to enter the Main Event without advancing from the Open Qualifiers as set out in this Section 2.3.1.1.

2.3.1.2 Main Event

In the Main Event stage of the Tournament (“**Main Event**”), thirty-two (32) Teams will compete across a

total of three (3) stages, and seeding for each stage of the Main Event will be determined by Psyonix and/or Tournament Administrators at their discretion.

The first stage of the Main Event will consist of two groups of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within its group. If a Team wins three (3) Matches during this stage, it will advance to the second stage of the Main Event. If a Team loses three (3) Matches during this stage, it will be eliminated from the Tournament. Eight (8) teams from each group will advance to the second stage of the Main Event.

The second stage of the Main Event will consist of one group of sixteen (16) Teams, with each Team competing in Swiss Matches against other Teams within the group. If a Team wins three (3) Matches during this stage, it will advance to the third stage of the Main Event. If a Team loses three (3) Matches during this stage, it will be eliminated from the Tournament.

All Matches for the first two stages of the Main Event will be Best-of-Five.

The third stage of the Main Event will consist of an eight (8) Team single elimination bracket (“**Single Elimination Bracket**”). All Matches leading up to the Main Event Semi-Finals and Grand Finals will be Best-of-Five. All Matches for the Main Event Semi-Finals and Grand Finals will be Best-of-Seven.

Teams that automatically qualified for the Tournament from Rocket League Championship Series – Season 9 are specially invited to participate in the Main Event and are not required to participate in the Open Qualifiers. Rival Series teams that automatically qualified from Season 9 are invited to Day 3 of the Open Qualifiers.

2.3.1.3 Major

More information on the Major for Split 1 will be announced at a later date.

2.3.1.4 Points Structure

Split 1		
Place	Teams Total	Points (x2 for Majors)
1 st	1	351
2 nd	1	250
T-3 rd	2	200
T-5 th	4	150
T-9 th	3	100
T-12 th	3	70
T-15 th	2	50
T-17 th	6	30
T-23 rd	6	20
T-29 th	4	10

Total Points		2551
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2.3.2 Split 2

More information on Split 2 will be announced at a later date.

2.3.3 Split 3

More information on Split 3 will be announced at a later date.

2.3.4 RLCS: The Grid

RLCS: The Grid (“**The Grid**”) is a separate RLCS league that will consist of a weekly sixteen (16) Team tournament. Each week, sixteen (16) Teams will be placed into four (4) groups of four (4) Teams. Each group will play a Double Elimination Bracket. The top two (2) Teams from each group will advance to participate in an eight (8) Team Single Elimination Bracket.

After each Split, the bottom six (6) Teams in The Grid will play against the top six (6) RLCS X Teams (excluding Teams already in The Grid) and four (4) Teams from the Open Qualifiers (Double Elimination Bracket). The top six (6) Teams will then be included into The Grid for the following Split.

Seeding for each week will be determined by Psyonix and/or Tournament Administrators at their discretion.

The top Team at the end of each Split will be auto-qualified to that Split’s Major. If the top Team in The Grid has also auto-qualified via RLCS X points, that Team’s Major slot will be guaranteed via The Grid instead and the RLCS X Team with the next highest RLCS X point total will be auto-qualified for that Split’s Major.

2.3.4.1 RLCS: The Grid Points Structure

Split 1		
Place	Teams Total	Points
1 st	1	201
2 nd	1	150
T-3 rd	2	100
T-5 th	4	60
T-9 th	4	30
T-13 th	4	10
Total Points		951

More information on The Grid’s points structure for Split 2 and Split 3 will be announced at a later date.

2.3.5 Oceania Competition Series

The ESL Rocket League Oceanic Championship (“**ESL RLOC**”) is a Competition Series operated by ESL Australia that provides eligible players in Oceania the opportunity to earn RLCS X points towards the Rocket League Championship Series. The ESL RLOC consists of three (3) CS events (each, a “**CS Event**”) per Split. Each CS Event will be played over four (4) days of Matches, with Day 1 consisting of a six (6) round Swiss Match Open Qualifier. All Matches on Day 1 will be Best-of-Three.

The top thirty-two (32) Teams from Day 1 will advance to Day 2 of the applicable CS Event, where they will be divided into eight (8) groups of four (4) Teams. All Matches on Day 2 will be Best-of-Five, and seeding will be determined by the Teams’ finishing positions at the end of Day 1.

The top sixteen (16) Teams from Day 2 will advance to Day 3 to participate in a five (5) round Swiss Match bracket. All Matches on Day 3 will be Best-of-Five, and seeding will be determined by the Teams’ finishing positions at the end of Day 2.

The top four (4) Teams from Day 3 will advance to Day 4 to participate in a playoff Double Elimination Bracket. All Matches on Day 4 will be Best-of-Seven.

The Teams with the highest RLCS X point totals at the end of a given Split will be eligible to advance to that Split’s Major.

2.3.5.1 Oceania Competition Series Points Structure

Split 1 – Event(s)		
Place	Teams Total	Points (x2 for Majors)
1 st	1	351
2 nd	1	250
3 rd -4 th	2	200
5-6 th	2	150
7-8 th	2	100
9 th -12 th	4	70
13 th -16 th	4	50
Total Points		1981

More information on the Oceania Competition Series points structure for Split 2 and Split 3 will be announced at a later date.

2.3.6 South America Competition Series

The Rocket League SAM Circuit (“**SAM Circuit**”) is a Competition Series operated by Rocket Street (“**Rocket Street**”) that provides eligible players in South America the opportunity to participate in RLCS

X and Split International Majors. Each Split will consist of two (2) identical stages that will award RLCS X points (collectively, “**Grand Points**”) to each Team that qualifies for the SAM Circuit Grand Series (the “**Grand Series**”) via points earned by such Team in the SAM Circuit Prime Series (the “**Prime Series**”) and/or weekly SAM Circuit community tournaments (“**Community Tournaments**”); and such points, “**Prime Points**”).

2.3.6.1 SAM Circuit – Grand Series

The Grand Series will be held twice each Split of the SAM Circuit and consists of two (2) stages. The first stage of the Grand Series will consist of one group of the top sixteen (16) Teams from the Prime Series for the relevant Split, with each Team competing in Swiss Matches against other Teams within the group. All Matches during this stage will be Best-of-Five, and seeding will be determined by Rocket Street and/or Grand Series administrators at their discretion.

The second stage of the Grand Series will consist of an eight (8) Team Single Elimination Bracket. All first round Matches during this stage will be Best-of-Five. All second round, third round, and third place Matches during this stage will be Best-of-Seven.

2.3.6.2 SAM Circuit – Prime Series

The Prime Series will be held for three (3) consecutive weekends each Split of the SAM Circuit and consists of a Double Elimination Bracket. All Matches leading up to the Prime Series Semi-Finals will be Best-of-Three. All Matches for the Prime Series Semi-Finals will be Best-of-Five. All Matches for the Prime Series Grand Finals will be Best-of-Seven.

2.3.6.3 SAM Circuit – Community Tournaments

Community Tournaments will be held each Wednesday during the SAM Circuit (with the exception of Grand Series week) to provide eligible players the opportunity to earn Prime Points towards the Grand Series.

Each Community Tournament will be held for one (1) day and will consist of a Single Elimination Bracket. All Matches leading up to the Community Tournament Semi-Finals will be Best-of-Three. All Matches for the Community Tournament Semi-Finals will be Best-of-Five. All Matches for the Community Tournament Grand Finals will be Best-of-Seven.

2.3.6.4 South America Competition Series Points Structure

The SAM Circuit will feature the following point systems:

- Grand Points
 - Used by South American Teams to qualify for International Split Majors and RLCS X.
 - Only earned by playing in the Grand Series.

Split 1		
Grand Points		
Place	Teams Total	Team points
1	1	351
2	1	250
3	1	190
4	1	140
T-8th	4	100
T-11th	3	50
T-14th	3	20
T-16	2	10

More information on the Grant Points structure for Split 2 and Split 3 will be announced at a later date.

● Prime Points

- Used by South American Teams to qualify for the Grand Series.
- Only earned by playing in the Prime Series and/or Community Tournaments.
- Resets at the end of each Split.

Split 1		
Prime Series		
Type of points:		Prime Points
Place	Teams total	Team Points
1	1	351
2	1	250
3	1	190
4	1	140
T-6th	2	100
T-8th	2	50
T-12th	4	30
T-16th	4	20

More information on the Prime Series Prime Points structure for Split 2 and Split 3 will be announced at a later date.

Split 1		
Community Tournaments		
Type of points:		Prime Points
Place	Teams Total	Team points
1	1	30
2	1	20
3-4	2	10

More information on the Community Tournaments Prime Points structure for Split 2 and Split 3 will be announced at a later date.

2.3.7 World Championship

More information on the World Championship will be announced at a later date.

2.3.8 Tiebreakers for a Major and World Championship Qualification Spot

In the event of a tie for a Major or World Championship qualification spot, one Best-of-Five Match will be played amongst the Teams tied.

If more than two (2) Teams are tied, a Single Elimination Bracket will be made with Teams receiving “byes” in accordance with the tiebreaking system set out in Section 2.3.7. All Matches in such Single Elimination Bracket will be Best-of-Five.

2.3.9 Tiebreakers for Seeding Purposes

For seeding purposes in a Major or World Championship, ties between two (2) or more Teams will be determined in this order:

1. The Team with the better head-to-head match winning percentage during the current Split.
2. The Team with the better head-to-head match winning percentage during the full RLCS X Season.
3. The Team with the better head-to-head game differential during the current Split.
4. The Team with the better head-to-head game differential during the full RLCS X Season.

5. The Team with the better finish in the most recent stage, followed by the next stage, until the tie is broken.

3. Game Play Rules

This Section sets forth the “**Game Play Rules**” governing play during the Tournament.

3.1 Match Settings

3.1.1 Game Settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PS4, Nintendo Switch, Steam, or Xbox One
- Server: US-East/US-West (NA League), Europe (EU League), South America (SAM League), and Oceania (OCE League)

3.1.2 Controllers

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

3.1.3 Arenas

In the Open Qualifier, all games are played on DFH Stadium. In all other stages of the Tournament, the first game is played on DFH Stadium. All subsequent Matches will be played on an eligible arena, chosen by Tournament Administrators at their sole discretion. For broadcasted Matches, Teams may request to avoid an eligible arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by Teams to avoid an eligible arena. The following eligible arenas may be selected:

- Aquadome
- Champions Field
- Champions Field (Day)
- DFH Stadium (Day)
- DFH Stadium
- DFH Stadium (Stormy)
- Forbidden Temple (Standard)
- Mannfield

- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Salty Shores (Day)
- Salty Shores (Night)
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

3.2 Match Procedures

3.2.1 Hosting and Team Colors

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

3.2.2 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 a Main Event, 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.

3.2.3 Servers

3.2.3.1 Open Qualifiers

In North American Matches, “US-East” will be the default server unless both Teams agree to play on “US-West.” “Europe” servers will always be used for the European Matches.

3.2.3.2 Main Events

In North American Matches, “RLCS USE-OHIO” will be the default server unless both Teams agree to play on another North American RLCS Server Region. In European Matches, “RLCS EU-PARIS” will be the default server unless both teams agree to play on another European RLCS Server Region.

3.2.4 **Game Start**

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

3.2.5 **Substitutions**

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

3.2.5.1 **Open Qualifiers**

Substitutions are not allowed during a Match in the Open Qualifiers except in the event of a disconnect. Teams may start a Match with any combination of three (3) Players from their registered Roster (as defined below).

3.2.5.2 **Main Events**

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

3.2.6 **Reporting Scores**

During the Open Qualifier stage, 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 be submitting false or doctored results will be permanently banned from the Tournament and future tournaments, and/or potentially subject to other disciplinary action as further described in Section 8.2.

3.2.7 **Guest Accounts**

Players may not compete using guest accounts. All participants must have a unique and valid Steam, Microsoft® Account, Nintendo Account, or PlayStation™ Network ID, and appropriate access levels to Steam, Xbox Live™, Nintendo™ Network, or the PlayStation™ Network as applicable.

3.2.8 **Observers**

For all Regionals, including Open Qualifiers, Main Events, and Majors, in-game observers are not allowed except for Tournament Administrators and their designees. 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 8.2.

Upon written request and approval by Psyonix (email is sufficient), a Player shall be permitted to stream live coverage of his or her Game play in The Grid through an online streaming platform (e.g., Twitch,

YouTube, etc.).

3.2.9 **Bugs and Glitches**

In the event of a bug or glitch that affects gameplay, the full Match should be played out. If a Team calls for a rematch due to the bug or glitch, they 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.

3.3 **Team Rosters**

3.3.1 **Team Captains**

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

3.3.2 **Rosters**

Teams may only use Players who are on their Roster for a Match. Upon registering for the Tournament, Rosters must have four Players (three starting Players and one reserve Player who may be used as an alternate). Rosters may also include a Manager and/or a Coach who do not play in Tournament Matches. An individual may not simultaneously be part of more than one Roster at a time.

3.3.3 **Roster Submission**

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

3.3.4 **Roster Change Period/Roster Lock Deadline**

Except as otherwise expressly set forth in these Rules, Team Rosters may only change during the Trade Windows (as defined below). Rosters for RLCS and Rival Series Teams that retained their spots from Season 9 must be locked by July 25, 2020 at 12:00 PM PT; all other Rosters will be deemed locked at the close of the Tournament registration process set out in Section 6.1.3 (the “**Registration Process**”) at the time and date to be specified on the Registration Website (such dates and times collectively, the “**Roster Lock Deadline**”).

If a Team has a Manager or Coach they would like added to its Roster, the Team must notify Tournament Administrators prior to the applicable Roster Lock Deadline. If a Team has circumstances that prevent it from making Substitution within the deadlines set forth in Section 3.2.5 and are in need of a time extension, such Team must notify a Tournament Administrator by the applicable Roster Lock Deadline. Otherwise, no Substitution will be allowed for such Team after the Roster Lock Deadline.

3.3.5 **Roster Changes/Trades**

Teams will be allowed to make Roster changes only during two designated “**Trade Windows**” during the season.

Trade Window 1: October 20 at 12:00 AM PT – November 1 at 11:59 PM PT

Trade Window 2: February 23 at 12:00 AM PT – March 3 at 11:59 PM PT

During each Trade Window, Teams may only make one addition to their Roster (not including Manager and Coach), provided that the maximum number of Players allowed on a Team is four (4). For clarity, if a Team makes use of both Trade Windows (i.e., adds a Player during each Trade Window), upon completion of the second trade, such Team will forfeit their then-current RLCS X point totals and become an inactive Team. In addition, all Players from the inactive Team will be required to form a new Team. Accordingly, Teams are encouraged to submit Roster change approvals to RLCSTrades@Psyonix.com when using both Trade Windows so that Psyonix and/or Tournament Administrators can investigate whether exceptions can or should be made. Exceptions, if any, will be made at Psyonix’s and/or Tournament Administrators’ sole discretion.

3.3.6 **Player or Team Names**

Players or Teams may not change their User Names, in-game names, or Team Names without approval from Tournament Administrators. All such names must comply with these Rules 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.

3.3.7 **Roster Continuity**

A “**Roster**” is the four (4) Players who are registered under a Team. Teams that automatically qualify for RLCS X due to performance in the immediately prior season must retain two (2) Players from their prior season’s Starting Roster (“**Prior Season Players**”) to be considered an RLCS or Rival Series Team for RLCS X.

3.4 **Match Obligations**

3.4.1 **Punctuality**

All Teams must have three Players physically present or in the online Match lobby by the designated Match start time. Teams that do not have three Players ready to play after five (5) minutes of the Match start time are subject to penalties including a possible Match forfeiture. During Main Event matches, the Team Captain 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.

3.4.2 **Forfeits**

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators

and, even with authorization, are subject to further penalties for forfeiting.

3.4.3 Communications

Teams will communicate with their opponents and Tournament Administrators 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.

3.5 Match Disruptions

3.5.1 Disconnects

3.5.1.1 Open Qualifier

If a disconnect occurs in the Open Qualifier, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five 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 series, the Player's Team may substitute another Player from their roster if this is the first disconnect for the Team during the series.

3.5.1.2 Open Qualifiers, Main Event

If a disconnect occurs during any stage of the Tournament, except for the Open Qualifier, the shorthanded Team will immediately notify the Tournament Administrators in the designated chatroom. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion.

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

If the Player does not rejoin during the same Game in which they disconnected, the Player will have three additional minutes following the Game to rejoin before the next Game of the Match series begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster (subject to the Substitution rules set forth in Section 3.2.5). For spectated / broadcasted Matches, if Tournament Administrators identify that a Player has disconnected without being notified, they may pause a Match to allow the Player to reconnect.

Each Team is allowed a maximum of one pause request per Match. Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have 30 seconds to confirm with Tournament

Administrators that each Team is ready to unpause. Once each Team has confirmed its readiness, the Game will resume from a neutral kickoff or from continuation of play as determined by the Tournament Administrators.

If a Team cannot field a full team of three (3) Players to continue play, it will forfeit the Game. If a Team cannot field a full team of three (3) Players in the subsequent eight minutes of Game forfeiture, they will forfeit the Match.

3.5.2 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 may not communicate with other Players until the Game or Match is resumed.

3.5.3 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.

3.5.4 Log Submission

If a Player or Team makes a complaint that results in a Game or Match restart, they will be expected to provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and Tournament Administrators will issue penalties if they determine that the restart was requested in error.

4. Prizes

4.1 Regional Prizes

The following prizes will be awarded to each Team based on its placement at the conclusion of Split 1 of each Regional (North America and Europe):

Split 1		
Place	Teams Total	Prize
1st	1	\$30,000
2nd	1	\$15,000
T-3rd	2	\$8,000
T-5th	4	\$4,000
T-9th	3	\$2,000
T-12th	3	\$1,500
T-15th	2	\$1,150
T-17th	6	\$900
T-23rd	6	\$600

T-29th	4	\$300
Total Prize		\$100,000

More information on the prizes for Split 2 and Split 3 of each Regional will be announced at a later date.

4.2 RLCS Major Prizes

More information on the prizes for Majors will be announced at a later date.

4.3 Oceania Competition Series Prizes

The following prizes will be awarded to each Team based on its placement at the conclusion of Split 1 of the Oceania Competition Series:

Split 1 – Competition Series Event(s)		
Place	Teams Total	Prize
1st	1	\$10,000
2nd	1	\$6,000
3rd	1	\$4,000
4th	1	\$2,000
5th-6th	2	\$1,000
7th-8th	2	\$500
Total Prize		\$25,000

More information on the prizes for Split 2 and Split 3 of the Oceania Competition Series will be announced at a later date.

4.4 South America Competition Series Prizes (Split 1)

The following prizes will be awarded to each Team based on its placement at the conclusion of Split 1 of the South America Competition Series:

1.1.1 Grand Series Prizes

Split 1		
Place	Teams total	Prize
1	1	\$10,000.00
2	1	\$5,000.00
3	1	\$3,200.00
4	1	\$2,200.00
T-8th	4	\$1,300.00

T-11th	3	\$700.00
T-14th	3	\$500.00
T-16th	2	\$400.00
Total Prize		\$30,000.00

More information on the prizes for Split 2 and Split 3 of the Grand Series will be announced at a later date.

4.4.2 Prime Series Prizes

Split 1		
Place	Teams total	Prize
1	1	\$1,500.00
2	1	\$750.00
3	1	\$250.00
Total Prize		\$2,500.00

More information on the prizes for Split 2 and Split 3 of the Prime Series will be announced at a later date.

1.2 World Championship Prizes

More information on the prizes for the World Championship will be announced at a later date.

1.3 The Grid Prizes

The following prizes will be awarded to each Team in the applicable region (North America and Europe) based on its placement at the conclusion of each week of Split 1 of The Grid:

Place	Teams Total	Prize
1st	1	\$4,500
2nd	1	\$2,500
T-3rd	2	\$1,500

More information on the prizes for Split 2 and Split 3 of The Grid will be announced at a later date.

1.4 Prizing Information

In the event cash prizes are not permitted in any Winning Player's jurisdiction of residence, Psonix reserves the right to provide a gift card of equivalent value in lieu of cash.

For clarity, 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. Terms and conditions may apply to acceptance and use of a prize.

Upon formal notification from Psyonix, a potential Winning Player shall have 45 days from the date such notice was emailed to respond and provide any information or materials requested by Psyonix, including the Release (as defined below) for purposes of verification of eligibility pursuant to Section 5. 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. In addition, a potential Winning Player must keep the Epic Account (as defined below) that he or she provided to Psyonix pursuant to Section 5.3 active throughout the verification of eligibility process.

The date of receipt by Psyonix shall be decisive for a potential Winning Player’s compliance with the deadlines set forth in this Section 4.7. The failure by any such Player to (a) keep the Epic Account that he or she provided to Psyonix pursuant to Section 5.3 active throughout the verification of eligibility process or (b) timely respond to any notification or request for materials or information will result in the disqualification of such Player, and such Player shall not be entitled to win any prizes in connection with the Tournament. 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 tournament or (z) donate 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 HIS OR HER LOCAL TAX ADVISOR TO DETERMINE WHICH TAXES APPLY TO HIM OR HER 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 his or her capacity as an individual (or, if a Minor, to the Winning Player’s parent or legal guardian). 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 4.7.

2. Player Eligibility

2.1 Player Age

2.1.1 To be eligible to participate in the Tournament, a Player must be at least 15 years old (or such other age, if greater, as may be required in such Player's country of residence). If a Player is under 18 years of age or the age of majority as defined in such Player's country of residence (a "**Minor**"), such Player must have permission from a parent or legal guardian in order to participate in the Tournament.

2.1.2 Ineligible Players who mislead or attempt to mislead Tournament Administrators by providing false eligibility information or, if a Minor, a forged parental consent will be subject to disciplinary actions as further described in Section 8.2.

2.2 Rocket League EULA

Each Player must follow the Rocket League End User License Agreement ("**Rocket League EULA**") (<https://www.psyonix.com/eula/>). These Rules add to, and do not replace, the Rocket League EULA.

2.3 Epic Account

In order to facilitate the prize payment process set forth in Section 4.7, 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.

2.4 Psyonix Affiliation

Employees, officers, directors, agents, and representatives of Psyonix (including the legal, promotion, and advertising agencies of Psyonix) 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 Tournament, and each parent company, affiliate, subsidiary, agent and representative of Psyonix are not eligible to participate or win.

2.5 Team and Player Names, Logos, Avatars, and Branding Restrictions

2.5.1 All Team and individual Player names must follow the Code of Conduct in Section 7. Psyonix and the Tournament Administrators each may restrict or change Team and individual Player tags or screen names for any reason.

2.5.2 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 Psyonix.

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

2.5.4 Prior to the start of the Tournament, Psyonix and/or Tournament Administrators will work directly with all invited Teams and Players to determine a suitable display name for use in connection with the Tournament. Teams and Players must use this agreed upon identifier for the duration of the Tournament.

2.5.5 Teams that qualify for the Main Event, the Majors, and/or the World Championship are required to provide Tournament Administrators a logo in .png, .psd, or .ai format (with the latter highly preferred). If a logo is not provided, or is rejected, Tournament Administrators will replace the logo with a standard Tournament logo. Tournament Administrators reserve the right to reject logos submitted after RLCS X begins.

2.6 Good Standing

Players must be in good standing with respect to any Psyonix accounts registered by said Player, with no undisclosed violations. Players / Teams must also be free of or served fully any penalties from previously breaking any official Psyonix rules.

2.7 Additional Restrictions

The Tournament in all parts is open to eligible Players who reside in the Eligibility Area but is void wherever restricted or prohibited by applicable law or in any country disallowed by U.S. law. Without limitation of the foregoing, the Tournament is not open to individuals in Belarus, the Central African Republic, the Crimea region, the Democratic Republic of the Congo, Cuba, Eritrea, Guinea-Bissau, Iran, Iraq, Lebanon, Liberia, Libya, Myanmar (Burma), North Korea, Somalia, South Sudan, Sudan and Syria.

3. Team Formation Rules

6.1 The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of four individual Players.

6.1.1 If multiple countries or geographic regions are included in the Eligibility Area, each Team must be comprised of Players from the same region within the Eligibility Area.

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

6.1.3 Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register on the Registration Website 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 Captain.

6.1.4 All members of a Team that fall within the prizing thresholds set forth in Section 4 must successfully pass the verification of eligibility process described in Section 4.7 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.

6.1.5 Each member of the Team, including the Team Captain, shall be deemed to have jointly and severally made and entered into all of the representations, warranties, and agreements contained herein and shall be jointly and severally obligated and bound thereby. 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 right of disqualification may be exercised either as to such individual member of the Team, or to the Team as a whole, as the Tournament Administrators may elect in their sole discretion. If the Tournament Administrators elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Rules, and if permitted in the sole discretion of the Tournament Administrators, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Captain) with a new eligible Player and continue to compete under the same Team Name if each disqualified Player promptly signs any writing deemed necessary by Tournament Administrators to permit his/her former Team member(s) to continue to participate in the Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Administrators. Any Team member who elects to end his/her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to participate in the Tournament in any capacity at the sole discretion of the Tournament Administrator.

6.2 Team Relationships

The Rules do not govern Team relationships. 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.

6.3 Team Ownership

6.3.1 No Team owner or Manager, or if a Team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one Team within the Eligibility Area in the Tournament.

6.3.2 Teams that Psonix, 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 are not eligible to participate in the Tournament.

4. 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, 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 the Game 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 Any violation of these Rules may expose a Player to disciplinary action as further described in Section 8.2, 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 the Game 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 (e.g., any agreement between two or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match), match fixing, 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 Game, Match, or Tournament.
- Hacking or otherwise modifying the intended behavior of the Game client.
- Playing or allowing another Player to play on a Psyonix 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 Game client.

- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a Match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (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.
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- Making any modification to the Game that has not been disclosed to and authorized by the Tournament Administrators.
- Using any Tournament facilities, services, or equipment provided or made available by the Tournament Entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.
- Disconnecting from the In-Game Lobby before being dismissed by Tournament Administrators.
- Changing In-Game Player or User Name to a name other than Player's registered User Name.
- Otherwise violating these Rules.

7.3 **Wagering**

Players 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**

7.4.1 Players 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.

7.4.2 Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints reported pursuant to this Section 7.4.2 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.

7.5 Confidentiality

A Player may not disclose to any third party any confidential information provided by the Tournament Administrators, Psyonix, or its parent or affiliates concerning the Game, the Tournament, Psyonix, or its parent or affiliates, by any method of communication, including by posting on social media channels.

7.6 Illegal Conduct

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

5. Rules and Conduct Violations

8.1 Investigation and Compliance

8.1.1 Players agree to fully cooperate with Psyonix and/or a Tournament Administrator (as applicable) in the investigation of possible violations of these Rules. If Psyonix and/or a Tournament Administrator contacts a Player to discuss the investigation, the Player must be truthful in the information that he or she provides to Psyonix and/or a Tournament Administrator. Any Player 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 8.2.

8.1.2 Players understand and agree that Psyonix has the right, in its sole discretion, to remove a Player from or restrict such Player's participation in any Tournament event as part of any investigation conducted by Psyonix and/or a Tournament Administrator (as applicable) pursuant to Section 8.1.1.

8.2 Disciplinary Action

8.2.1 If Psyonix decides that a Player has violated the Code of Conduct or any term of the Rules, Psyonix may take the following disciplinary actions (as applicable):

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

8.2.2 For clarity, the nature and extent of the disciplinary action taken by Psyonix pursuant to this Section 8.2 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 punishment by Psyonix shall not provide such 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.

8.2.3 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 the Game. Psyonix may also enforce any applicable punishment specified in Psyonix's Terms of Use (<https://www.psyonix.com/tou/>) and/or the Rocket League EULA (<https://www.psyonix.com/eula/>).

8.2.4 A final decision by Psyonix as to the appropriate disciplinary action will be final and binding on all Players.

8.3 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.

6. Conditions

The Tournament is subject to these Rules. By participating, each Player agrees (or, if a Minor, such Player's parent or legal guardian agrees on such Player's behalf): (a) to be bound by these complete Rules (including the Code of Conduct) and the decisions of Psyonix which shall be final and binding; and (b) to waive any right to claim ambiguity in the Tournament or these Rules, except where prohibited by applicable law. By accepting a prize, the Winning Player and/or Team agrees (or, if a Minor, such Winning Player's parent or legal guardian agrees on such Winning Player's behalf) 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. Psyonix shall not be liable for: (i) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays, or transmission errors; (ii) data corruption, theft, destruction, and unauthorized access to or alteration of entry or other materials; (iii) 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 Tournament; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Tournament. Psyonix reserves the right to cancel or suspend the Tournament in its sole discretion or due to circumstances beyond its control, including natural disasters. Psyonix may disqualify any Player from participating in the Tournament or winning a prize if, in its sole discretion, it determines such Player is attempting to undermine the legitimate operation of the Tournament by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other Players or Psyonix's representatives. The internal laws of the State of North Carolina, without reference to any of its conflicts of laws principles, shall govern disputes regarding these Rules and/or the Tournament. Psyonix may, in its sole discretion, cancel, modify, or suspend the Tournament should a virus, bug, computer problem, unauthorized intervention, force majeure, or other cause beyond Psyonix's control corrupt the administration, security, or proper play of the Tournament. Any attempt to deliberately damage or undermine the legitimate operation of the Tournament may be in violation of criminal and civil laws and will result in disqualification from participation in the Tournament. Should such an attempt be made,

Psyonix reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution. The Tournament is subject to all applicable federal, state and local laws.

7. Publicity

Psyonix reserves the right to use the name, tag, likeness, audio, video, game play statistics, and/or Psyonix account ID of any Player, for publicity purposes prior to, during, or after the Tournament end date, in any media, throughout the world, in perpetuity, but only in connection with publicizing the Tournament or other Game events and programming (including, without limitation, The Grid), without any compensation or prior review unless specifically prohibited by law.

All Teams must select one Player at the start of this Tournament to serve as the representative of the Team for all scheduled interviews for this Season (the "**Team Representative**"). The Team Representative is not obligated to be the only member of the Team to give interviews during this Season. However, the Team Representative must be present for all scheduled interviews, unless the Team advises Psyonix or the Tournament Administrator that an alternate Player will attend the interview prior to the Match for which an interview is scheduled. At the sole discretion of Psyonix, a Coach (if any) may serve as the Team Representative in an interview.

Psyonix will try to provide the Team and Team Representative with 24 hours advance notice of the interviews, which shall be scheduled on the Team's Match day. If an acceptable Team Representative is not available for a scheduled interview, permitting for technical issues, Psyonix reserves to right to institute disciplinary action as outlined in Section 8.2.

8. Waiver of Jury Trial

Except as prohibited by applicable law and as a condition of participating in this Tournament, 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 Tournament, any document or agreement entered into in connection herewith, any prize available in connection herewith, and any of the transactions contemplated hereby or thereby.

9. 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.

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