

Red Bull Three 2 One Tournament Rules

1. Introduction and Acceptance

1.1. Introduction

The Red Bull Three 2 One Tournament Rules (“**Rules**”) govern all stages of the Red Bull Three 2 One Tournament (“**Tournament**”). Provided by **Red Bull Netherlands and Red Bull Belgium**.

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. By participating in any Game or Match (each as defined below) 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.

References to “**you**,” “**your**,” and “**each Player**” mean you and, if you are a Minor (as defined in Section 1.2), your parent or legal guardian, as the case may be.

These Rules also apply to each Team that has been authorized to participate in the Tournament and its owner(s) (“**Owner**”), manager (“**Manager**”), and coach (“**Coach**”). The Owner(s) of a Team may be individuals or a legal entity, and these Rules apply equally to both. Participation in any Tournament by a Team is conditioned on the acceptance of these Rules by the Owner(s), Manager, and Coach of the Team.

1.3. Enforcement

Tournament Officials will have primary responsibility for enforcing these Rules and may impose sanctions on Players, Owners, Managers, Coaches, and Teams for violations of these Rules, as further described in Section 8.

1.4. Amendments

Tournament Officials may update, revise, change, or modify these Rules from time to time. Participation in the Tournament after any update, revision, change, or modification to these Rules will be deemed acceptance 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. 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. The last remaining Game of the Best-of-Three Match, will not be played anymore.

“3vs2vs1 Format”: means a Match format in which Teams compete across multiple Game Modes (3v3, 2v2, and 1v1) within a single Match. The specific Game Mode order and pick rules are described in Section 2.4.

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

“Game Mode”: means the team size configuration for a Game: 1v1, 2v2, or 3v3.

“Match”: means Tournament play between two Teams that may involve multiple Games.

“Registration Website”: means the website start.gg or any subsequent URL which may replace it from time to time.

“Team”: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 5.

“Tournament Official”: means any 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.

2.2. Tournament Dates

2.2.1. Tournament Period

The schedule that corresponds to each Tournament stage is outlined in this Section. All dates and times are shown in the time zone of Europe/Amsterdam.

2.2.2. Rescheduling

Tournament Officials 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, Tournament Officials will inform all Players at its earliest convenience.

2.2.3. Tournament Schedule

Stage	Date	Game Mode
Open Qualifier 1	Wednesday, April 1, 2026	Standard 3v3
Open Qualifier 2	Saturday, April 4, 2026	Standard 3v3
Open Qualifier 3	Thursday, April 9, 2026	Standard 3v3
Open Qualifier 4	Sunday, April 12, 2026	Standard 3v3
Closed Qualifier (BE)	Wednesday, April 15, 2026	3vs2vs1 Format
Closed Qualifier (NL)	Thursday, April 16, 2026	3vs2vs1 Format
LAN Playoffs (BE)	Friday, May 1, 2026	3vs2vs1 Format
LAN Playoffs (NL)	Sunday, May 3, 2026	3vs2vs1 Format

2.3. Tournament Format

2.3.1. Open Qualifiers

Four (4) Open Qualifiers will be held online. Belgium and Netherlands qualifiers run simultaneously on each qualifier day. Teams that have already qualified for the Closed Qualifier through a previous Open Qualifier may not participate in subsequent Open Qualifiers.

Teams will compete in a **Standard 3v3, Single Elimination bracket**. All Matches in the Open Qualifiers will be **Best-of-3**.

The top eight (8) Teams per qualifier per country will advance to the **Closed Qualifier** for their respective country, for a total of thirty-two (32) qualified Teams per country.

2.3.2. Closed Qualifiers

Thirty-two (32) qualified Teams per country will compete in a **Double Elimination bracket** using the **3vs2vs1 Format**. All Matches in the Closed Qualifiers will be **Best-of-5**.

The bracket will be played until six (6) Teams remain. These six (6) Teams will advance to the LAN Playoffs for their respective country. The top two (2) Teams from the upper bracket will be seeded directly into the Semi-Finals at the LAN Playoffs. The remaining four (4) Teams will be seeded into the Quarter-Finals.

2.3.3. LAN Playoffs

Six (6) qualified Teams per country will compete in a **Single Elimination bracket** using the **3vs2vs1 Format**. The top two (2) seeds will enter at the Semi-Finals. The remaining four (4) seeds will compete in the Quarter-Finals.

All Matches will be **Best-of-5**, with the exception of the **Grand Final** which will be **Best-of-7**.

Tournament Officials reserve the right to change the Best-of for any individual Match in the interest of the Tournament. Tournament Officials will inform all Players at the earliest convenience.

2.4. 3vs2vs1 Format Rules

2.4.1. Best-of-3

Game	Game Mode	Rules
Game 1	3v3	
Game 2	1v1 or 2v2	The losing Team of Game 1 selects the Game Mode.
Game 3	3v3	

2.4.2. Best-of-5

Game	Game Mode	Rules
Game 1	3v3	
Game 2	1v1 or 2v2	The losing Team of Game 1 selects the Game Mode.
Game 3	3v3	
Game 4	1v1 or 2v2	The Game Mode not selected in Game 2 is played. Players who participated in Game 2 may not participate in Game 4.
Game 5	3v3	

2.4.3. Best-of-7

Game	Game Mode	Rules
Game 1	3v3	
Game 2	1v1 or 2v2	The losing Team of Game 1 selects the Game Mode.
Game 3	3v3	
Game 4	1v1 or 2v2	The Game Mode not selected in Game 2 is played. Players who participated in Game 2 may not participate in Game 4.
Game 5	3v3	
Game 6	1v1 or 2v2	The losing Team of Game 5 selects the Game Mode. All player restrictions are reset; any Player on the Roster may participate.
Game 7	3v3	

2.4.4. Game Mode Selection

The Team that selects the Game Mode must communicate their selection **in the in-game chat** after the Game has concluded. The selection should be communicated **as soon as possible**. Once a Game Mode selection has been communicated, it cannot be changed.

2.4.5. Player Participation

Players who are not participating in a Game **must leave the Match** before the next Game begins. Spectating a Game in which a Player is not participating **is not allowed**. Any Player found spectating a Game they are not participating in may be subject to disciplinary action as described in Section 8.2.

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: Epic Games Store, PlayStation, Steam, or Xbox
- Server: Europe

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 in-person Tournament events. At any in-person Tournament event, all controllers are subject to approval from Tournament Officials.

3.1.3. Arenas

For non-broadcasted Matches, all Games are played on DFH Stadium. For the broadcasted Matches, the map rotation will be chosen from the standard arenas, chosen by Tournament Officials at their sole discretion. Teams may request to avoid an arena due to performance issues and are required to submit a detailed request to Tournament Officials no less than 24 hours prior to the Tournament start time. The Tournament Officials reserve the right to reject for any reason, in their sole discretion, any request made by Teams to avoid an arena.

3.2. Match Procedures

3.2.1. Hosting and Team Colors

Tournament Officials will specify which Team is blue and which Team is orange. For non-broadcasted Matches, Teams will be instructed on how to host the Match. One (1) match per round a Tournament Official 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. Before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), Teams may request to cancel the current Game of the Match and re-host the Match with approval from Tournament Officials. Tournament Officials reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

3.2.3. Game Start

For non-broadcasted Matches, Players may not join their designated side until all participating Players for that Game have joined. For broadcasted Matches, Players may not join their designated side until instructed by a Tournament Official.

3.2.4. Substitutions

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

3.2.4.1. Substitutions in Qualifiers and Playoffs

Substitutions are not allowed throughout the whole Tournament.

3.2.4.2. Emergency Substitutions

In exceptional circumstances (e.g., medical emergency, family emergency, or other unforeseen situations beyond a Player's control), a Team may request an emergency substitution. Emergency substitutions require prior approval from Tournament Officials and are granted solely at their discretion.

If an emergency substitution is approved:

- The substitute Player must meet all eligibility requirements set forth in Section 4.
- The substituted Player is permanently removed from the Team's Roster and may not participate in any remaining Matches of the Tournament.
- The emergency substitution must be completed before the Team's next Match begins.

Emergency substitutions are not intended as a standard roster management tool. Teams found to be misusing the emergency substitution process may be subject to disciplinary action as described in Section 8.2.

3.2.5. Reporting Scores

After a Match is completed, the winning Team must submit the Match result to Tournament Officials in a designated chatroom. The losing Team must then confirm the Match result. Saving the replay files of the Match is required in case of disputed results. If a Team disputes a Match claiming a win and submits proof of its claim, the other Team must submit proof of its claim to avoid an automatic forfeit of the Match. Any Teams or Players found to have submitted false or doctored results will be subject to disciplinary action as further described in Section 8.2.

Both Teams are required to save screenshots of the post-game scoreboard for each Game in the Match and retain them for a minimum of fourteen (14) days after the Match. The winning Team must upload a screenshot of the final result to the designated match room on request by Tournament Officials.

3.2.6. Technical Issues

Due to the nature and scale of online competition, except as otherwise determined by Tournament Officials in their sole discretion, Matches will not be restarted or made null due to bugs, intentional disconnections, server crashes, or unintentional disconnections. Except as otherwise determined by Tournament Officials in their sole discretion, any technical issues or bug encounters must be played through. If a Team calls for a rematch due to a technical issue or bug encounter, such Team must save the replay and submit it to the Tournament Officials for review. During a broadcasted Match, Tournament Officials may halt Gameplay to review and subsequently restart the Game if deemed necessary by Tournament Officials in their sole discretion.

In addition, Players acknowledge and agree that in participating in a Rocket League competitive event the individual Player solely determines which platform to use (i.e., PC or console (as applicable)) and understands that he/she may face Players competing on a different platform. Additionally, Players acknowledge that the different platforms may offer features, such as controllers, Player interface, and/or the ability to individualize certain game settings/sensitivities, etc., which may arguably provide a competitive advantage to one platform over another. Players acknowledge their sole competitive platform choice and agree and waive any responsibility or liability of Tournament Officials relating to such Player's involvement in a multiplatform competition, including any alleged competitive advantage of any other platform.

3.2.7. Match Admin Functionality

During all stages of the Tournament, Players are prohibited from using the in-game "Match Admin" functionality. Players must not pause the Game, change the Game time, or change the Game score. Any use of Match Admin functionality without prior approval from Tournament Officials may result in disciplinary action as described in Section 8.2.

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.

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 three (3) Players in their Roster. An individual may not simultaneously be part of more than one Roster at a time.

All Players on the Roster must be from either Belgium/Luxembourg or the Netherlands, refer to Section 4.2 for residency clarity.

3.3.3. Player or Team Names

Players or Teams may not change their User Names, in-game names, or Team Names without approval from Tournament Officials. All such names must comply with these Rules (including, without limitation, Section 4) and Tournament Officials 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.

3.4. Match Obligations

3.4.1. Punctuality

All Teams must have three (3) Players physically present or in the online Match lobby by the designated Match start time. Teams that do not have three (3) Players ready to play by at least ten (10) minutes after Match start time will be subject to a Game forfeit.

3.4.2. Forfeits

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Officials. Notwithstanding the foregoing, even with such authorization, such Teams will be subject to disciplinary actions as further described in Section 8.2.

3.4.3. Communications

Teams will communicate with their opponents and Tournament Officials 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 (including, without limitation, Coaches) is strictly prohibited and may result in immediate disqualification of the Player(s) or Team. Tournament Officials will notify Players of the designated chatroom prior to the start of each stage of the Tournament.

3.5. LAN Playoffs Rules

3.5.1. Device Restriction

During all Matches at the LAN Playoffs, Players will not be permitted to have any electronic device (e.g., mobile phones, smart watches, earbuds) on their person and will not be permitted to access the internet without prior approval from Tournament Officials. All personal devices must be stored in a designated area before entering the competition area. Failure to comply may result in disciplinary action as described in Section 8.2.

3.5.2. Match Call Time

All participating Players are required to be physically present at the competition area by the designated Match call time. The Match call time will be communicated by Tournament Officials prior to each Match. Players are not permitted to leave the competition area after the designated Match call time without explicit permission from Tournament Officials. Players that are not present at the designated Match call time will be subject to disciplinary action as described in Section 8.2.

3.6. Match Disruptions

3.6.1. Disconnects

If a disconnect occurs, the shorthanded Team must 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. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five (5) minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Team will have to forfeit that Match.

3.6.2. Stoppage of Play

Tournament Officials 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.

3.6.3. Restarts

Tournament Officials 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.

3.6.4. Log Submission

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Officials with log files from the Game or Match. These log files will be subject to investigation, and if Tournament Officials determine that the restart was falsely requested, such Player or Team will be subject to disciplinary actions as further described in Section 8.2.

4. Player Eligibility

4.1. Player Age

To be eligible to participate in the Tournament, a Player must be at least **16** years old. If a Player is under 18 years of age (a “Minor”), such Player must have permission from a parent or legal guardian in order to participate in the Tournament.

Ineligible Players who mislead or attempt to mislead Tournament Officials 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.

4.2. Player Residency

To be eligible to participate in a Tournament, all Players on a Team's Roster must be registered at a residential address in the corresponding region for the full duration of the Tournament:

- **Netherlands Tournament:** All Players must reside in the Netherlands.
- **Belgium Tournament:** All Players must reside in Belgium or Luxembourg.

Tournament Officials may request proof of residency at any time. Players who are unable to provide proof of residency upon request will be subject to disciplinary action as described in Section 8.2.

4.3. 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 End User License Agreement.

4.4. Rocket League Account

Each Player must play on a valid copy of Rocket League. During the registration process, each Player must define their account to be able to be identified. Guest accounts are thereby not allowed.

Playing on an alternate account is not allowed except if the Player has received permission from Tournament Officials. Any attempts will be subject to disciplinary actions as further described in Section 8.2.

4.5. Team and Player Names, Logos, Avatars, and Branding Restrictions

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

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.

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

Tournament Officials reserves the right to prohibit or restrict the use of any in-game item during Tournament Gameplay (including, without limitation, prohibiting the use of any third-party copyrighted materials in a manner that indicates, suggests, or could be interpreted as representing association or affiliation with such third party).

4.6. Team Sponsorship Restrictions

Participating Teams may not display or accept sponsorships from the following categories:

- Alcoholic products (including non-alcoholic versions of eponymous beers)
- Beverage products and brands
- Tobacco, cigarettes, or electronic cigarettes and related paraphernalia
- Firearms, ammunition, replicas, or airsoft products
- Gambling or betting websites, including fantasy esports operators
- Pornography or mature materials
- Prescription or regulated medicinal substances
- Political campaigns
- Any esports or video game tournament, league, or event
- Any entity deemed detrimental to Red Bull's business or reputation (including key sellers, hacking/botting services, account selling, or in-game currency/item selling services)

Additional restrictions may apply in later stages of the Tournament

5. Team Formation, Operations, and Conduct

The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of exactly three (3) individual Players.

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

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 an invitation. In the event a Team progresses to further rounds of the Tournament, the Tournament Officials will attempt to notify the Team through its Team Captain.

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 Officials' 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 Officials may elect in their sole discretion. If the Tournament Officials 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 Officials, 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 Officials 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 Officials. 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 Tournament Officials.

5.1. Responsibilities of Team Owners, Managers and Coaches

No Team (including its agents, officers, employees, and subcontractors), Owner, Manager, or Coach may engage in collusion, Match fixing, the bribery of a referee or Match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.

No Owner of a Team in the Closed Qualifier or Playoffs shall serve as the Coach or Manager of another Team or otherwise be involved in or have any power to determine or influence the management or administration of another Team.

No Managers, Coaches, or other persons having supervisory or managerial responsibility for a Team in the Closed Qualifier or Playoffs (collectively, "**Control Persons**") shall: (a) be a Control Person of another Team; or (b) either directly or indirectly be involved in or have any power to determine the management or administration of another Team or influence the performance of another Team in any Game, Match, or Tournament.

6. Prizing

6.1. Prize Pool

The prize pool for the Tournament is as follows, provided per Team. It is solely the Team's responsibility to divide the prize among its Players.

1st Place: €1,500 cash prize + 3x AOC 25G4KUR monitor

2nd Place: €750 cash prize

3rd-4th Place: €375 cash prize

5th-6th Place: €150 cash prize

6.2. Prize Distribution

All National Finalists will be invited to the offline LAN event, where they will compete to determine final placement. Prize distribution will occur after the conclusion of the LAN Playoffs.

7. Code of Conduct

7.1. Personal Conduct; No Toxic Behavior

All Players and Control Persons must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 7 ("**Code of Conduct**") and (b) the general principles of personal integrity, honesty, good sportsmanship, and sound health and safety.

Players and Control Persons must be respectful of other Players, Tournament Officials, spectators, and sponsors (as applicable).

Players and Control Persons shall not behave in a manner (a) which violates these Rules, (b) that is disruptive, unsafe, or destructive, or (c) that is otherwise harmful to the enjoyment of Rocket League by other users as intended by Psyonix (as decided by Psyonix). In particular, Players and Control Persons shall not engage in harassing or disrespectful conduct, use of abusive or offensive language, Game sabotage, spamming, social engineering, scamming, or any unlawful activity ("Toxic Behavior").

Any violation of these Rules may expose a Player, a Control Person, or an entire Team to disciplinary action as further described in Section 8.2, whether or not that violation was committed intentionally

7.2. Competitive Integrity

Each Player is expected to play within the spirit of Rocket League and these Rules at all times during any Game or Match. Any form of unfair play is prohibited by these Rules and may result in disciplinary action. Examples of unfair play include the following:

- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to predetermine 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 Rocket League game client.
- Playing or allowing another Player to play on a Tournament 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 Tournament Officials in order to gain a competitive advantage
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Rocket League game client
- Using macro keys or similar methods to automate in-game actions.
- 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 Rocket League (e.g., services designed to throw or fix a Match or Game).
- Interfering with the operation of the Tournament, the Registration Website, or any website owned or operated by Tournament Officials.
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- Making any modification to Rocket League that has not been disclosed to and authorized by the Tournament Officials
- Using any Tournament facilities, services, or equipment provided or made available by the Tournament Officials to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.
- Changing in-game Player or user name to a name other than the Player's registered user name.
- Otherwise violating these Rules.

7.3. Wagering

Players and Control Persons shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

7.4. Harassment

Players and Control Persons 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 Player or Control Person who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify Tournament Officials. All complaints reported pursuant to this Section will be promptly investigated and appropriate action will be taken. Retaliation against any Player or Control Person who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

7.5. Confidentiality

A Player or Control Person may not disclose to any third party any confidential information provided by Tournament Officials, by any method of communication, including by posting on social media channels.

7.6. Illegal Conduct

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

8. Rules and Conduct Violations

8.1. Investigation and Compliance

Players and Control Persons agree to fully cooperate with Tournament Officials in the investigation of possible violations of these Rules. If Tournament Officials contacts a Player or Control Person to discuss the investigation, the Player or Control Person must be truthful in the information that he or she provides to Tournament Officials. Any Player or Control Person found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Tournament Officials during an investigation, will be subject to disciplinary action as further described in Section 8.2.

Players and Control Persons understand and agree that Tournament Officials has the right, in its sole discretion, to remove a Player or Control Person from, or restrict such Player's or Control Person's participation in, any Tournament event as part of any investigation conducted by Tournament Officials pursuant to Section 8.1.

8.2. Disciplinary Action

If Tournament Officials decides that a Player or Control Person has violated the Code of Conduct or any term of the Rules, Tournament Officials 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 or Control Person;
- Loss of all or any part of the prizes previously awarded to the Player or Team;
- Disqualify the Player or Control Person from participating in one or more Matches and/or Games at the Tournament; or
- Prevent the Player or Control Person from participating in one or more future competitions

For clarity, the nature and extent of the disciplinary action taken by Tournament Officials pursuant to Section 8.2 will be in the sole and absolute discretion of Tournament Officials. Tournament Officials reserves the right to seek damages and other remedies from such Player or Control Person to the fullest extent permitted by applicable law. The enforcement of any applicable disciplinary action by Tournament Officials shall not provide a Player or Control Person with grounds for claims against Tournament Officials under any theory of law, or otherwise be considered a liability on the part of Tournament Officials to such Player or Control Person.

If Tournament Officials decides that there have been repeated breaches of these Rules by a Player or Control Person, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play.

A final decision by Tournament Officials as to the appropriate disciplinary action will be final and binding on the applicable Players and Control Persons.

8.3. Rule Disputes

Tournament Officials has final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, or interpretation thereof.

9. 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 Tournament Officials 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 Tournament Officials 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. Tournament Officials 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. Tournament Officials reserves the right to cancel or suspend the Tournament in its sole discretion or due to circumstances beyond its control, including natural disasters. Tournament Officials 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 Tournament Officials representatives. Tournament Officials 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 Tournament Officials 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, Tournament Officials 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 national and local laws.

10. Name, Image, and Likeness; Team Representatives

Each Player, Coach and any other person appearing on-camera on behalf of a Team ("**Participant**") hereby grants to Tournament Officials a royalty-free, fully paid-up, non-exclusive, worldwide right and license (with the right to grant sublicenses) to (a) interview, photograph, record, tape, and/or film him/her, and (b) use his/her name, image, likeness, avatar, voice, backstory and/or activities captured or recorded during this Tournament and related esports events ("NIL") for the purpose of marketing, sponsorship, and promoting, this Tournament and related esports productions, including in Tournament Officials print and online advertising, and in its streams, broadcasts, websites, blogs, and social media channels. The license to capture and record a Participant's NIL shall expire at the end of each season, provided that if any of the

Participant's NIL are integrated into media or materials that are captured or recorded during the season, the license survives with respect to those media and materials and any derivatives, compilations or adaptations of them made during or after the season (e.g., season highlights clips and videos).

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THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS EVENT IS BEING PROVIDED TO EVENT ORGANIZER AND NOT TO EPIC GAMES, INC.

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.