



# **ELITE SERIES**

ROCKET LEAGUE

## **Official Rulebook**

### **Elite Series: Rocket League**

### **2023**



# Rocket Benelux 2023 circuit Official Rules

## 1. Introduction and Acceptance

### 1.1. Introduction

These Rocket Benelux 2023 circuit Official Rules (“**Rules**”) govern all stages of the Rocket Benelux 2023 season (“**Tournament**”). Provided by **Rocket Benelux**.

### 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 6 (“**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.

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

Rocket Benelux 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 7.

### 1.4. Amendments

Rocket Benelux 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

“**Benelux**”: means Belgium, Netherlands and Luxembourg.

“**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.

“**Circuit**”: means a collection of all events happening in the Rocket Benelux 2023 season.

“**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.

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

“**Round Robin**”: means a phase of the Tournament where each Team plays against every other Team.

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

“**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 5.

“**Tournament Administrator**”: means any Rocket Benelux 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.

“**Game Differential**”: is the total number of Games won by a Team minus the total number of Games lost by such Team.

## **2.2. Tournament Dates**

### **2.2.1. Tournament Period**

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

### **2.2.2. Rescheduling**

Rocket Benelux 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, Rocket Benelux will inform all Players at its earliest convenience.

### **2.2.3. Rocket Benelux Master Series - Winter**

#### **2.2.3.1. Rocket Benelux Master Series - Winter: Regional 1: Open Qualifiers**

- Open Qualifier 1 (January 9, 2023)
- Open Qualifier 2 (January 12, 2023)
- Open Qualifier 3 (January 16, 2023)
- Open Qualifier 4 (January 19, 2023)

#### **2.2.3.2. Rocket Benelux Master Series - Winter: Regional 1: Playoffs**

- Playoffs Day 1 - Swiss Stage (January 23, 2023)
- Playoffs Day 2 - Bracket Top 8 (January 30, 2023)
- Playoffs Day 3 - Bracket Top 4 (January 31, 2023)

#### **2.2.3.3. Rocket Benelux Master Series - Winter: Regional 2: Open Qualifiers**

- Open Qualifier 1 (February 6, 2023)
- Open Qualifier 2 (February 9, 2023)
- Open Qualifier 3 (February 13, 2023)
- Open Qualifier 4 (February 16, 2023)

#### **2.2.3.4. Rocket Benelux Master Series - Winter: Regional 2: Playoffs**

- Playoffs Day 1 - Swiss Stage (February 20, 2023)
- Playoffs Day 2 - Bracket Top 8 (February 27, 2023)
- Playoffs Day 3 - Bracket Top 4 (February 28, 2023)

#### **2.2.3.5. Rocket Benelux Master Series - Winter: Regional 3: Open Qualifiers**

- Open Qualifier 1 (March 6, 2023)
- Open Qualifier 2 (March 9, 2023)
- Open Qualifier 3 (March 13, 2023)
- Open Qualifier 4 (March 16, 2023)

#### **2.2.3.6. Rocket Benelux Master Series - Winter: Regional 3: Playoffs**

- Playoffs Day 1 - Swiss Stage (March 20, 2023)
- Playoffs Day 2 - Bracket Top 8 (March 27, 2023)
- Playoffs Day 3 - Bracket Top 4 (March 28, 2023)

#### **2.2.4. Rocket Benelux Elite Series - Spring**

##### **2.2.4.1. Rocket Benelux Elite Series - Spring: League Play**

- Week 1 (April 17, 2023)
- Week 2 (April 24, 2023)
- Week 3 (May 1, 2023)
- Week 4 (May 8, 2023)
- Week 5 (May 15, 2023)
- Week 6 (May 22, 2023)
- Week 7 (May 29, 2023)

##### **2.2.4.2. Rocket Benelux Elite Series - Spring: Playoffs**

- Playoffs bracket (June 4, 2023)

#### **2.2.5. Rocket Benelux Master Series - Summer**

Exact dates to be determined.

#### **2.2.6. Rocket Benelux Elite Series - Fall**

Exact dates to be determined.

## **2.3. Tournament Format**

### **2.3.1. Rocket Benelux Master Series - Winter**

#### **2.3.1.1. Rocket Benelux Master Series - Winter Open Qualifiers**

Teams will first be entered into one (or multiple) of the four (4) open qualifiers in which they registered. The qualifier consists of a double elimination bracket, meaning that a Team will not be eligible to advance if it loses two Matches in the bracket. The top four (4) Teams will advance to the **Rocket Benelux Master Series - Winter Playoffs**.

**Rocket Benelux** has the authority to invite teams directly to the **Rocket Benelux Master Series Playoffs**. This will result in less spots that are available through the open qualifier. This means that the four (4) spots mentioned above can be altered.

#### **2.3.1.2. Rocket Benelux Master Series - Winter Playoffs**

In the Master Series Winter - Playoffs, sixteen (16) Teams will compete across a total of two (2) stages.

The first stage of the Masters Series Winter Playoffs 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 second stage. If a Team loses three (3) Matches during this stage, it will be eliminated from the Tournament.

All Matches for the first stage of the Masters Series Winter Playoffs will be Best-of-Five.

The second stage of the Masters Series Winter Playoffs will consist of an eight (8) Team Single Elimination Bracket. All Matches for the second stage will be Best-of-Seven.

### **Points Structure**

<b>Place</b>	<b>Team Total</b>	<b>Master Series Points</b>
1 <sup>st</sup>	1	16
2 <sup>nd</sup>	1	12
T-3 <sup>rd</sup>	2	9
T-5 <sup>th</sup>	4	6
T-9 <sup>th</sup>	3	4
T-12 <sup>th</sup>	3	3

T-15 <sup>th</sup>	2	2
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### **2.3.2. Rocket Benelux Elite Series - Spring**

#### **2.3.2.1. Rocket Benelux Elite Series - Spring League Play**

The Rocket Benelux Elite Series Spring is a Round Robin stage containing eight (8) teams. Six (6) of which were invited by the Tournament Organizers, two (2) are promoted from the Rocket Benelux Master Series - Winter based on Master Series Points.

The teams will play one (1) Best-of-Five Match against every other Team. Rankings will be determined by comparing the total number of Match wins received by a Team during the League Play. If a team is disqualified from a Match by the Tournament Organizer, the Match will be recorded as a 3-0 win in favor of the opposing Team.

All Matches for the League Play of the Elite Series Spring will be Best-of-Five.

The top six (6) Teams will advance to the **Rocket Benelux Elite Series - Spring Playoffs**.

#### **Tiebreaker rules for Rocket Benelux Elite Series - Spring League Play**

If two (2) or more Teams achieve the same number of Match wins, resulting in a tie, the tie(s) will be resolved by applying the following tiebreaking mechanisms, in order of application. All calculations involve only Games from the Rocket Benelux Elite Series - Spring League Play.

1. Game Differential in Games **between tied Teams**, meaning only the games played between tied teams count towards the game differential.
2. Game Differential in Games **between all Teams**..
3. Highest Total Goal Differential in Games **between tied Teams**. "Highest Total Goal Differential" is the total goals scored by a Team minus total goals allowed by such Team.
4. If none of the tiebreakers can resolve the tie, then the Teams will draw lots. If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

#### **2.3.2.2. Rocket Benelux Elite Series - Spring Playoffs**

In the Elite Series - Spring Playoffs, six (6) Teams will compete in a Single Elimination bracket. The top two (2) seeds will be slotted in the **Semi-Finals**, whilst the remaining four (4) teams will be placed in the **Quarter-Finals**.

All Matches for the Playoffs of the Elite Series Spring will be Best-of-seven.

### **2.3.3. Rocket Benelux Master Series - Summer**

Exact format to be determined.

### **2.3.4. Rocket Benelux Elite Series - Fall**

Exact format to be determined.

## **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, Nintendo Switch, 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 Rocket Benelux.

#### **3.1.3. Arenas**

In the Open Qualifier, all Games are played on DFH Stadium. In all other stages of the Tournament, the map rotation will be chosen from the standard arenas, chosen by Tournament Administrators at their sole discretion. For broadcasted Matches, Teams may request to avoid an 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 arena.

### **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 and Swiss, Teams will be instructed how to host the Match. One (1) match per swiss round, during the round robin and in the final bracket 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 the round robin or playoffs, before either (a) a goal has been scored or (b) sixty (60) 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 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. Game Start**

In Open Qualifier and Swiss Matches, Players may not join their designated side until three Players from each Team have joined the Game. For broadcasted matches, Players may not join their designated side until instructed by a Tournament Administrator.

### **3.2.4. Substitutions**

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

#### **3.2.4.1. Qualifiers**

Substitutions are not allowed during a single qualifier.

#### **3.2.4.2. Round Robin and Playoffs**

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.

### **3.2.5. 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. Saving the replay file of the Match is required in case of disputed results. If a Team disputes a Match claiming a win and submits proof of its claim, the other Team must submit proof of its claim to avoid an automatic forfeit of the Match. Any Teams or Players found to have submitted false or doctored results will be subject to disciplinary action as further described in Section 7.2.

### **3.2.6. Observers**

Observers are allowed in the open qualifiers if both teams mutually agree to this. A written confirmation is required for observers to be allowed to the lobby.

Players are free to stream live coverage of his/her/its Gameplay during the open qualifier and swiss stage of the playoffs.

For round robins and playoffs, 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 7.2.

### **3.2.7. Technical Issues**

Due to the nature and scale of online competition, except as otherwise determined by Tournament Administrators in their sole discretion, Matches will not be restarted or made null due to bugs, intentional disconnections, server crashes, or unintentional disconnections. Except as otherwise determined by Tournament Administrators in their sole discretion, any technical issues or bug encounters must be played through. If a Team calls for a rematch due to a technical issue or bug encounter, such Team 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.

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 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 Rocket Benelux relating to such Player's involvement in a multiplatform competition, including any alleged competitive advantage of any other platform.

## **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 or 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 at least three (3) Players, but no more than four (4) (i.e., three (3) starting Players and one (1) 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.

In a whole Roster only one (1) Player is allowed to be from outside the Benelux region according to Section 4.2.

### **3.3.3. Roster Submission**

Starting Rosters for each Round Robin Tournament day must be submitted to Tournament Administrators by 18h00 on the day of their Match.

Teams are still able to change their roster after this deadline but must be approved by Tournament Administrators.

### **3.3.4. Player or Team Names**

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

### **3.3.5. Roster Continuity**

A “**Roster**” is the three (3) or four (4) Players (as applicable) who are registered under a Team. If a Team has three (3) Players, all three (3) Players will be considered “Starters”. If a Team has four (4) Players, three (3) Players will be considered “Starters,” and one (1) Player will be considered “Exempt” or a “Substitute” (as applicable).

### **3.3.6. Roster requirements for Elite Series**

For the Elite Series, when a split has commenced (after the roster lock) a team can make the addition of one (1) Player to their roster if their roster does not contain 4 Players yet.

A player can only be added to the roster if the Player hasn't been on a roster for another Elite Series Rocket League team regardless if the Player has played any matches, and is such considered a Free Agent.

For the Elite Series Playoffs, a Player is only eligible to play if the Player was signed up before the roster lock or has played at least 2 series during the Round Robin.

### **3.3.7. Roster requirements for Master Series**

During the Master Series Open Qualifiers Teams will have to sign up with 3 Players. These Players will need to play out the complete Open Qualifier, substitutes will not be allowed during the whole Open Qualifier stage.

Over the course of the Master Series, Teams will be able to earn points. These points are assigned to the Team. Meaning if the Players split up into different teams, that specific team will lose all their points.

Teams are able to do one (1) roster move during the Master Series, this roster move needs to be communicated to Tournament Administrators. Once a team exceeds more than one (1) roster move during the Master Series, they will lose all their points they have accumulated to that point. Even if the team did not qualify for the Playoffs.

Adding a fourth (4th) player to the roster when the Team only contains three (3) players does not count as a roster move.

## **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 after five (5) minutes of the Match start time, will be subject to disciplinary actions as further described in Section 7.2. During Round Robin or Playoff matches, the Team Captain must be responsive in the designated chat room at least fifteen (15) minutes prior to the designated Match start time. Match start times may be adjusted by Rocket Benelux, 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. Notwithstanding the foregoing, even with such authorization, such Teams will be subject to disciplinary actions as further described in Section 7.2

### **3.4.3. Communications**

Teams will communicate with their Coaches, opponents, and Tournament Administrators (as applicable) in a designated chatroom during all online stages of the Tournament. For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match (including, without limitation, Coaches) is strictly prohibited and may result in immediate disqualification of the Player(s) or Team. Rocket Benelux will notify Players of the designated chatroom prior to the start of each stage of the Tournament.

### **3.4.4. Player Cameras**

#### **3.4.4.1. Elite Series**

All Players and Coaches shall have a player cam during the League Play and Playoffs. They will be provided with a link so the broadcast can use the camera feed during the broadcast. All players and Coaches shall be expected to keep their camera feed up, until instructed otherwise by Tournament Administrators.

#### **3.4.4.2. Master Series**

Player Cameras will only be used during the Master Series Playoffs Single Elimination Bracket. During this stage, all Players shall have a player cam. They will be provided with a link so the broadcast can use the camera feed during the broadcast. All players shall be expected to keep their camera feed up, until instructed otherwise by Tournament Administrators.

#### **3.4.4.3. Behavior**

Players and Coaches shall expect themselves to be live broadcasted at all times they are broadcasting their camera feed. As such, they will not show behavior that is hurtful towards their organization or the tournament organizers. Any products on screen will be according to the Psyonix Rocket League Terms Of Service.

### **3.5. Match Disruptions**

#### **3.5.1. Disconnects**

##### **3.5.1.1. Qualifiers**

If a disconnect occurs in the Open Qualifier, 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 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 Team will have to forfeit that match.

##### **3.5.1.2. All Other Stages**

If a disconnect occurs during any stage of the Tournament, except for the Open Qualifier, the Game can be restarted before either (a) a goal has been scored or (b) sixty (60) seconds have elapsed (whichever is sooner). If the Game is eligible for a restart the shorthanded Team must immediately notify the Tournament Administrators in the designated chatroom. Upon Tournament Administrators approval the game will be recreated.

Once the Game has been recreated, the disconnected Player will have seven (7) minutes to rejoin before the Game resumes. In the event of multiple recreations for disconnections, the total time will be counted towards the seven (7) minutes of reconnection time. If the Player cannot rejoin within that time, the shorthanded Team will forfeit the single Game within the Match series.

If the Game was not eligible for recreation and 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 must substitute another Player from their roster (subject to the Substitution rules set forth in Section 3.2.4) or forfeit the Match.

If a Team cannot field a full team of three (3) Players in the subsequent Game, 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. Timeouts**

For any Best-of-Seven series, Teams may request one (1) timeout (each, a “**Timeout**”) between Games during such series.

Each Timeout will last for two (2) minutes. A Team must notify a Tournament Administrator before the 45-second mark after the conclusion of a Game if it elects to use a Timeout. Tournament Administrators reserve the right to deny a Team a Timeout if such Team fails to make its election in accordance with the deadlines set forth in this Section 3.5.3. At the conclusion of the Timeout, Tournament Administrators will confirm that each Team is ready to continue the series before Gameplay can resume.

For clarity, Timeouts cannot be used in Open Qualifiers or during Gameplay. In addition, Timeouts cannot be used to extend or circumvent disqualification timers as set forth in Section 3.5.1.2.

### **3.5.4. Restarts**

Tournament Administrators may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player’s ability to play or the Game or Match is disrupted by a Force Majeure or other event.

### **3.5.5. Log Submission**

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and if Tournament Administrators determine that the restart was falsely requested, such Player or Team will be subject to disciplinary actions as further described in Section 7.2.



## **4. Player Eligibility**

### **4.1. Player Age**

To be eligible to participate in the Tournament, a Player must be at least 13 years old. 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.

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 7.2.

### **4.2. Player Residency**

A Player is considered to be from the Benelux region for roster requirements in any of the two (2) following scenarios:

- The player was born in either Belgium, the Netherlands or Luxembourg.
- The player is registered at an address in either Belgium, the Netherlands or Luxembourg for the full duration of the tournament.

### **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 Benelux rules.

### **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 Administrators. Any attempts will be subject to disciplinary actions as further described in Section 7.2.

### **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 6. Rocket Benelux 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, Rocket Benelux, or any other trademark, trade name, or logo owned by or licensed to Psyonix or Rocket Benelux.

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.

Prior to the start of the Tournament, Rocket Benelux 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.

Rocket Benelux 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).

Teams that qualify for the Playoffs or Elite Series 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 the Tournament begins.

## **5. *Team Formation, Operations and Conduct***

The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of at least three (3), but no more than four (4), 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 Administrators 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 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.

### **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 Playoffs or Round Robin 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 Playoffs or Round Robin (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. Code of Conduct**

### **6.1. 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 6 ("**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 Administrators, spectators, and sponsors (as applicable).

Players and Control Persons shall not behave in a manner (a) which violates these Rules, (b) which is disruptive, unsafe or destructive, or (c) which is otherwise harmful to the enjoyment of Rocket League by other users as intended by Psyonix (as decided by Psyonix). In particular,

Players 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 7.2, whether or not that violation was committed intentionally

## **6.2. *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 Rocket Benelux 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 Rules Website, or any website owned or operated by Rocket Benelux.
- 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 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.
- Changing in-game Player or user name to a name other than Player’s registered user name.
- Otherwise violating these Rules.

### **6.3. 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.

### **6.4. 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 a Tournament Administrator. 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.

### **6.5. Confidentiality**

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

### **6.6. Illegal Conduct**

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

## **7. Rules and Conduct Violations**

### **7.1. Investigation and Compliance**

Players and Control Persons agree to fully cooperate with Rocket Benelux in the investigation of possible violations of these Rules. If Rocket Benelux 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 Rocket Benelux. Any Player or Control Person found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Rocket Benelux during an investigation, will be subject to disciplinary action as further described in Section 7.2.

Players and Control Persons understand and agree that Rocket Benelux 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 Rocket Benelux pursuant to Section 7.1.

## **7.2. Disciplinary Action**

If Rocket Benelux decides that a Player or Control Person has violated the Code of Conduct or any term of the Rules, Rocket Benelux 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 hosted by Rocket Benelux

For clarity, the nature and extent of the disciplinary action taken by Rocket Benelux pursuant to this Section 7.2 will be in the sole and absolute discretion of Rocket Benelux. Rocket Benelux 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 Rocket Benelux shall not provide a Player or Control Person with grounds for claims against Rocket Benelux under any theory of law, or otherwise be considered a liability on the part of Rocket Benelux to such Player or Control Person.

If Rocket Benelux 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 Rocket Benelux as to the appropriate disciplinary action will be final and binding on the applicable Players and Control Persons

## **7.3. Rule Disputes**

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

## **8. 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 Rocket Benelux 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 Rocket Benelux 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. Rocket Benelux 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. Rocket Benelux reserves the right to cancel or suspend the Tournament in its sole discretion or due to circumstances beyond its control, including natural disasters. Rocket Benelux 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 Rocket Benelux's representatives. Rocket Benelux 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 Rocket Benelux'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, Rocket Benelux 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.

## **9. 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 Rocket Benelux 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 Rocket Benelux's 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).

**10. *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.