

ROCKET LEAGUE RULESET

1. Game Settings

1.1 Match Settings

Game Mode: Soccer

Default Arena: DFH Stadium

Team Size: 3v3

Bot Difficulty: No Bots

Region: US-East

Mutators: None

Match Time: 5 Minutes

Joinable By: Name/Password

1.2 Controllers

All standard controllers (Wireless Controllers Excluded), including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

1.3 Arenas

The first Match is played at DFH Stadium. All subsequent Matches will be played on an eligible arena, chosen by Tournament Administrators at their sole discretion. The following eligible arenas may be selected:

Aquadome

Champions Field

Champions Field (Day)

DFH Stadium (Day)

DFH Stadium

DFH Stadium (Stormy)

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)

2. Team Rosters

2.1 Team Captains

Each Team must declare one member of its 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.

2.2 Rosters

Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of three Players and up to one designated reserve Player who may be used as an alternate (the “Designated Reserve Player”). Rosters may also include a manager/coach who does not play in Tournament Matches. An individual may not simultaneously be part of more than one roster at a time. No more than 6 players on an individual roster.

2.3 Roster Submission

Starting rosters for each Match must be submitted to Tournament Administrators at least 24-hours before the applicable Match.

2.4 Substitutions

A “Substitution” is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one Substitution per Match.

3. Match Obligations

3.1 Punctuality

All Teams must have three Players ready at 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.

3.2 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.

4. Match Disruptions

4.1 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, it must save the replay and submit it to the Tournament Administrators for review.

4.2 Disconnects

If a disconnect occurs, 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.

4.3 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.

4.4 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.

4.5 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 Tournament Administrators will issue penalties if they determine that the restart was requested in error.

4.6 Remakes

In case of a dispute, the Higher Seed team must host the match lobby.
Observer will Host Lobby when one is present.

- i. Everyone must leave the game but stay in the party, the Host will restart the server.
- ii. Match may resume with the correct settings.

5. Player Eligibility

5.1 Eligibility

To be able to compete as a “Player,” in the Tournament you must:

A. Be in Good Standing with respect to any Game licenses or Game accounts registered in your

name, with no non-disclosed violations of the Game’s applicable License Agreement (s);

i. “Good standing” can be defined as being free of any suspensions, bans, or other incidents of account discipline lodged against any account registered in your name by the publisher of the Game during the Tournament, or during the six (6) months period preceding the commencement of the Tournament;

B. Be over the age of majority in your jurisdiction of residence;

i. If you are under the legal age of majority in your country of residence, but over the age of 13 (a “Minor”), you may still enter and be a Participant if you otherwise meet all of the eligibility criteria set forth herein and one of your parents or legal guardians read and agree to these Official Rules on your behalf;

C. Be a legal resident, or a temporary resident, of the United States or Canada (excluding Quebec);

D. Be currently enrolled during the tournament period as a student in an Eligible Institution.

i. An “Eligible Institution” is an institution of higher education that: (a) grants associate, baccalaureate, master’s or doctorate degrees; and (b) either is located in the United States and is accredited by an accreditor that is recognized by the Secretary of the U.S Department of Education, or is located in Canada.

E. Not be a director, officer, or employee of Psyonix or any entity which controls, is controlled by,
or is under common control with Psyonix;

F. Agree to be bound by these Official Rules.

5.2 Verification of Eligibility

Every member of a Team who plays in the Tournament may be required to provide proof of enrollment; otherwise the Team is ineligible to win a prize in this Tournament. In the event of a dispute as to the identity of the eligible Participant, entries will be declared made by the authorized account holder of the Game account submitted at time of entry. Tournament organizers reserve the right to verify an eligible Participant’s information, or any other facet of an eligible Participant’s entry if further investigation is deemed necessary. Limit one (1) entry per Participant.

5.3 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 EULA.

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

All Team and individual Player names must follow the Code of Conduct in Section 7.

The name used by a Team or Player may not include or make use of the terms Rocket League®

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

Prior to the start of the Tournament, 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.

Tournament Administrators each 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).

5.5 Good Standing

Players must be in good standing with respect to any 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 rules.

5.6 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.

6. Team Formation Rules

6.1 The Tournament is comprised entirely of Teams

Players must combine to form a Team consisting of at least three individual Players, but no more than four individual Players.

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.

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 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.

All members of a Team that fall within the Scholastic Award thresholds set forth in Section 4 must successfully pass the verification of eligibility process described in Section 4 in order to be eligible to receive such Scholastic Awards. 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 Scholastic Awards in connection with the Tournament.

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 and will not be eligible to receive any portion of a Scholastic Award won by the Player's Team 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.

7. Code of Conduct

7.1 Personal Conduct; No Toxic Behavior

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.

Players must be respectful of other Players, Tournament Administrators, and spectators.

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").

Any violation of these Rules may expose a Player to disciplinary action, whether or not that violation was committed intentionally.

7.2 Competitive Integrity

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

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.

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.

8. Rules and Conduct Violations

8.1 Investigation and Compliance

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.

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

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 Scholastic Awards 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.

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.

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/>).

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.

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 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. Tournament Entities 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 Scholastic Award or resulting from acceptance, possession, or use of a Scholastic Award, 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 Award 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 Indiana, 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, provincial, state and local laws.

10. 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, without any compensation or prior review unless specifically prohibited by law.

11. 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.

12. 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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