

ROCKET LEAGUE CHAMPIONSHIP SERIES OFFICIAL TOURNAMENT TERMS AND CONDITIONS

Last updated October 21, 2016

1. Introduction

These are the Official Tournament Terms and Conditions (“Official Rules”) governing the “Rocket League Championship Series” (“Tournament” or “RLCS”) brought to you by Twitch Interactive, Inc. (“Twitch”) and Psyonix, Inc. (“Psyonix”). These Official Rules set forth the terms and conditions for participating in the Tournament, including the official gameplay rules for Rocket League, as outlined in Section 13, below. All Players, as defined below, must comply with the rules and restrictions described in these Official Rules, and shall be subject to its terms, including, without limitation, the Code of Conduct and the Player Release.

Please review these Official Rules, including the Tournament Rules, before registering for the Tournament, and again immediately prior to your first Game. Please be advised that these terms are subject to change, as determined by the Tournament Organizers in their sole discretion. In the event of changes to the Official Rules or Tournament Rules, updates will be provided via the Tournament website, and as otherwise communicated by the Tournament Organizers.

The Tournament is a competitive eSports gaming tournament featuring Rocket League (“Video Game”) from Psyonix. The Tournament shall consist of two (2) Competitions, one in North America, and the other in Europe. In each Competition, there will be an Open Qualifier, followed by League Play and a Regional Playoffs. Winners from each Competition will qualify for the Grand Finals. There will also be a Midseason Mayhem event featuring League Teams. Operation of each Competition shall be the same, as provided more fully below.

2. Season Format

2.1. Schedule

All dates are in 2016.

2.1.1. North American Region

- Open Qualifier - Week 1 (September 10)
- Open Qualifier - Week 2 (September 17)
- League Play - Week 1 (September 24)
- League Play - Week 2 (October 1)
- Midseason Mayhem (October 8)
- League Play - Week 3 (October 15)
- League Play - Week 4 (October 22)
- North America Regional Playoffs - Week 1 (November 5)
- North America Regional Playoffs - Week 2 (November 12)
- Grand Finals (December 3-4)

2.1.2. European Region

- Open Qualifier - Week 1 (September 11)
- Open Qualifier - Week 2 (September 18)
- League Play - Week 1 (September 25)
- League Play - Week 2 (October 2)
- Midseason Mayhem (October 9)
- League Play - Week 3 (October 16)
- League Play - Week 4 (October 23)
- Europe Regional Playoffs - Week 1 (November 6)
- Europe Regional Playoffs - Week 2 (November 13)
- Grand Finals (December 3-4)

2.2. Open Qualifier

Tournament Teams will first be entered into the Open Qualifier stage, which is comprised a “double elimination” bracket; meaning, that a Team will cease to be eligible to win the Competition if they lose two (2) matches in the bracket. The top eight (8) Teams qualify to participate in League Play. Week 1 of the Open Qualifier will have Best-of-Three matches. Week 2 of the Open Qualifier will have Best-of-Five matches.

2.3. League Play

League Play is an eight (8)-team “Round Robin” format; meaning that each League Team will play one match against every other League Team, and Teams will be ranked on the results of those matches. All League Play matches will be Best-of-Five. The standings of the League will be determined by comparing the total number of match wins achieved by each League Team. If a Team is given a match disqualification from an administrator, the match will be recorded as a 3-0 in favor of the opposing Team.

2.3.1. League Play Tiebreakers

If two or more Teams achieve the same number of match wins, ties will be resolved by applying the following tiebreaking mechanisms.

2.3.1.1. Tie Between 2 Teams

The higher rank is awarded to the Team that won the match from League Play between the tied Teams.

2.3.1.2. Tie Between 3 or More Teams

If at least 3 Teams are tied, the rank of the Teams shall be decided by applying the following tiebreakers listed in order of application. If only two Teams remain tied after application of any of these steps, the remaining tie is resolved by 2.3.1.1.

1. Game win percentage in League Play, defined as total number of games won divided by total number of games played.

2. Total number of match wins in League Play between tied Teams.

3. Apply tiebreaker 2 to tied Teams plus the highest ranked Team outside the tied Teams. If still tied, then the same process will be used, including the second highest ranked team outside of the tied Teams, and then the third highest ranked Team outside the tied Teams, etc.
4. Highest total goal differential, defined as total goals scored minus total goals allowed, in all League Play games.
5. Highest total goal differential in matches between tied Teams.
6. Apply tiebreaker 5 to tied Teams plus the highest ranked Team outside the tied Teams. If still tied, then the same process will be used, including the second highest ranked team outside of the tied Teams, and then the third highest ranked Team outside the tied Teams, etc.
7. If none of the tiebreakers can resolve the tie, then the tie will be resolved by a drawing by lots.

2.4. Regional Playoffs

The six (6) Teams that advance from League Play will be placed in the “Regional Playoffs” The Teams ranked 3 through 6 will be placed in a double elimination bracket with Best-of-Five matches. The final remaining Team in the upper bracket (the Team with no match losses) and the final remaining Team in the lower bracket (the Team with one match loss) will join the Teams ranked 1 and 2 from League Play in a single elimination bracket with Best-of-Seven matches. The two (2) Teams that lose in the Semi-Final round of will play in a Best-of-Seven Third Place Match, and the winners will play a Best-of-Seven match to determine the season winner. The Winners of the Regional Playoffs will be awarded the Prizes outlined in Section 8, below.

2.5. Grand Finals

The four (4) top Teams from each Regional Playoffs (Europe and North America) will advance to the Grand Finals. The Grand Finals is a double elimination bracket comprised of Best-of-Five matches. The matches between the top two (2) Teams in Upper Bracket (“Upper Finals”), the top two (2) Teams in Lower Bracket (“Lower Finals”), and the last two remaining teams (“Finals”) will be Best-of-Seven matches. In the Finals match, the Team that advanced from Lower Finals must win two Best-of-Seven matches to be awarded 1st place in the Grand Finals.

2.6. Midseason Mayhem

Midseason Mayhem is an exhibition showcase operating separately in both Europe and North America featuring all League Teams. The results of Midseason Mayhem do not influence other components of the RLCS. Midseason Mayhem will be ran as a single elimination bracket with seeding determined by a random drawing. All matches are Best-of-Five and abide by the same rules outlined in Section 13, with the following exceptions:

- The arenas for games 1 and 2 are determined by a public poll operated by Tournament Organizers.
- The arenas for games 3 and 4 will be chosen by Tournament Organizers from the list in section 13.1.3. Additionally, there will be a public vote operated by Tournament Organizers to determine a Mutator set to be used during each game.
- The arena for game 5 will be chosen by Tournament Organizers from the list in section 13.1.3 and it will be played in Rumble Mode.

2.6.1. Public Polling

Public polling for games 1 through 4 will be operated using Strawpoll and will involve active viewers in the official broadcast. The poll will include the following arenas for games 1 and 2:

- Cosmic
- Double Goal
- Neo Tokyo
- Octagon
- Pillars
- Utopia Retro
- Wasteland

The poll will include the following Mutators sets for games 3 and 4:

- “Bouncy Ball”
 - o Ball Size: Small
 - o Ball Bounciness: High
- “Fisticuffs”
 - o Rumble: Civilized
- “Mayhem!”
 - o Ball Speed: Super Fast
 - o Ball Weight: Super Light
 - o Ball Bounciness: High
 - o Boost Amount: Unlimited
- “Rebound”
 - o Ball Speed: Super Fast
 - o Ball Bounciness: High
 - o Boost Amount: Unlimited
- “Cubic Pinball”
 - o Ball Type: Cube
 - o Ball Size: Small

- o Ball Bounciness: High
 - o Ball Weight: Light
 - o Ball Max Speed: Fast
- “Friendly Fire!”
 - o Demos on Contact (Friendly Fire)
- “Ricochet”
 - o Ball Bounciness: High
 - o Ball Size: Default
- “Pinball”
 - o Ball Max Speed: Fast
 - o Ball Weight: Light
 - o Ball Size: Small
 - o Ball Bounciness: High
- “Super Cubic”
 - o Ball Type: Cube
 - o Ball Bounciness: Super High

3. Definitions

Best-of-X - means a match has X number of games and the Team that wins a majority of the games is declared the winner. Once a Team obtains the minimum number of game wins to determine the winner the match immediately ends and any remaining games are not played. For example, if a Team wins 2 games in a Best-of-Three match that Team is immediately declared the winner.

Competition - a category of competitive gameplay for the Video Game, as described in Section 1, above.

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

Game - a single game play event, a number of which shall constitute a match between Players, as described in Section 13, below.

League Teams - the Teams who qualify for the League Play portion of the season.

North America - The Bahamas, Canada, Costa Rica, Dominica, Jamaica, Mexico, the United States of America (including Puerto Rico, and the US Virgin Islands).

Player - each individual who is eligible for the Tournament, and elects to participate in the Tournament. All references to "Player" shall include the Player's parent or legal guardian if the Player is a Minor.

Team - a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in the Eligibility provision, below.

Tournament - the Rocket League Championship Series, also referred to as the "RLCS."

Tournament Entities - Twitch, Psyonix, their respective parents, subsidiaries, affiliates, vendors, agents, representatives, and the employees, officers, and directors of each such entity or organization.

Tournament Organizers - Twitch Interactive Inc., and its agents and representatives managing the Tournament.

Winner - the Teams who place in first through fourth position in the Tournament's Competition.

Other terms are capitalized within the document, and each capitalized term shall have the meanings ascribed to them in such provisions.

4. Eligibility

The Tournament is open to all legal residents of North America and Europe 15 years old and older as of September 9, 2016. All Players who are at least 15 years old, but under the age of majority in the jurisdiction in which they live (a "Minor") (i) must have the permission of a parent or legal guardian to register for and participate in the Tournament, and (ii) must be accompanied by a parent or legal guardian at the Tournament in which he or she participates. If the Minor qualifies for League Play or the Grand Finals, additional proof of parental consent may be required.

Individuals must be resident in one of the official countries in their specific region (Europe or North America), and all Teams must be comprised of Players from official countries in that region (Europe or North America, as the case may be). All Players and Teams must be able to provide proof of eligibility (including proof of residency, and tax form information), as reasonably requested by Tournament Organizers.

Twitch and Psyonix together with the other Tournament Organizer companies, and their respective employees, directors and officers, and their immediate families (spouses and siblings, parents and children and their spouses) and those of their respective parents, subsidiaries, affiliates, vendors, agents, representatives and any entity involved in the implementation, execution, prizing and prize fulfillment of the Tournament, are not eligible to participate in the Tournament, nor are governmental officials of any of the qualifying nations.

The Tournament is comprised entirely of Teams. Individuals may only participate in 1 Team throughout the Tournament. No Player or Team may take more than one position in the brackets for the Live Finals. Individual Players must also supply their own equipment (whether personal computer or game console), internet connectivity, and any and all permissions to access the Video Game, including, without limitation, a validly acquired copy of the Video Game, and appropriate access levels to the PlayStation® Network, as applicable.

5. How To Register for the Tournament

To register, please go to rocketleagueesports.com/register. Certain information about you, as a Player, will be recorded for the purpose of administering and fulfilling the Tournament, and such information may be disclosed to third parties (including Psyonix, and other Tournament Organizers, fulfillment houses, etc.) as reasonably required to do so. This information will be stored and used in accordance with the Twitch Interactive, Inc. [Terms of Use](#) and [Privacy Policy](#). Please review these terms for further information.

6. Player Participation Releases

By participating in a Tournament, Player hereby grants to Twitch and its Tournament Organizers permission to record, videotape and photograph the Player's voice, name (including Player name, username, avatar, gamertag or equivalent), image, likeness and to use such recordings, images and information, as well as Player's biographical information ("Player Information"), for all purposes in connection with the Tournament, including, without limitation, recording and exhibiting Tournament gameplay, presenting and/or otherwise displaying Tournament results on the Tournament website, Twitch.tv, and other online and offline destinations; recording, tabulating, presenting and/or otherwise displaying gameplay information pertaining to Player and Player's Team's performance.

All Player Information, including images, audio recordings, databases of information, bracket information, etc., made in connection with the Tournament will be owned by Twitch, which it may use, license, transfer or assign, including to Psyonix, in its sole discretion. Player grants to Twitch and each of its designees, the right to use, edit, adapt, post, stream, copy, display, perform, transmit, broadcast, and otherwise exploit Player Images and the Player Information, including any names, likenesses, voice, conversation, biography and any other attributes of Player's personality and appearance, individually or with others, in whole or in part, alone or in conjunction with other material, in any and all media now known or hereafter devised, in perpetuity (except for residents of France, which will expire within 5 years from date of participation) throughout the world, for the purpose of trade, advertising, promotion or any other lawful purpose whatsoever, without additional compensation, consideration, notification or permission, except where prohibited by law.

7. Agreement to the Official Rules

By participating in the Tournament, Player fully and unconditionally agrees to and accepts these Official Rules (including the Tournament Rules, which are the rules of gameplay for the Tournament itself), which are final and binding in all matters related to the Tournament. Receipt of any Prize is contingent upon Player's compliance with all of these Official Rules and satisfactory completion of any and all documentation necessary to effectuate payment (including tax forms or equivalent, as required by law). VOID WHERE PROHIBITED.

8. Code of Conduct

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament staff, including Twitch, Psyonix, Tournament Organizers, their staff, agents and representatives, and spectators. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Tournament Rules), may be immediately disqualified from the Tournament and forfeit all potential Prizes. Inappropriate behavior includes, but is not limited to, the following:

- Swearing, screaming or threats
- Harassment
- Violence
- Collusion
- Cheating of any sort through any means
- Intentionally delaying or slowing gameplay
- Any other known or unknown manner of tampering with gameplay
- Offensive, vulgar or obscene usernames, avatars or Team names
- Sexism, ageism, racism or any other form of prejudice or bigotry
- Engaging in any activity which is deemed by Tournament Organizers to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- Any other type of conduct deemed inappropriate at Twitch's sole discretion

Players agree to be bound by the decisions of the Tournament Organizers, which shall be final and binding in all respects. The Tournament Organizers reserve the right, at their sole discretion, to disqualify any individual it finds to be tampering with the type, process, or operation of the Tournament, or to be acting in violation of these Official Rules. Further, the Tournament Organizers reserve the right, at their sole discretion, to ban infringing players from any future tournament event organized by Tournament Organizers, if deemed necessary.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT, TAMPER WITH THE ENTRY PROCESS, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH INDIVIDUAL(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO IT TO THE FULLEST EXTENT PERMITTED BY LAW.

9. Prizes

The Tournament will award Two Hundred Thirty One Thousand US Dollars (\$231,000 USD) collectively for League Play in each region (i.e., each of Europe and North America), Regional Playoffs in each region, and the Grand Finals. Midseason Mayhem will award an additional cash prize awarded to a Winner shall be collectively referred to as a “Prize” or “Prizes”. The Prizes will be awarded directly by Twitch, subject to Twitch’s receipt of satisfactory documentation (described below) to enable payment.

9.1. League Play

The Tournament will award Twenty Eight Thousand US Dollars (\$28,000) for each League Play per region. After League Play, League Teams will each be awarded Five Hundred US Dollars (\$500) per match played as a prize for qualifying at that level, for a total prize per League Team of Three Thousand Five Hundred US Dollars (\$3,500).

9.2. Regional Playoffs

The Tournament will award Twenty Five Thousand US Dollars (\$25,000 USD) for each Regional Playoffs per region, shared among the top placements, as provided below.

Standing	Prize Money (USD)
1st	\$10,000
2nd	\$6,500
3rd	\$4,000
4th	\$2,000
5th	\$1,500
6th	\$1,000

9.3. Grand Finals

The Tournament will award One Hundred Twenty Five Thousand US Dollars (\$125,000 USD), shared among the top placements, as provided below.

Standing	Prize Money (USD)
1st	\$50,000
2nd	\$25,000
3rd	\$15,000
4th	\$10,000
5th (two Teams)	\$7,500 per Team
7th (two Teams)	\$5,000 per Team

9.4. Midseason Mayhem

Midseason Mayhem will award an additional Twenty Thousand US Dollars (\$20,000 USD) collectively between North America and Europe, with each region receiving Ten Thousand US Dollars (\$10,000 USD). The Prizes will be shared as provided below.

Standing	Prize Money (USD)
1st	\$4,000
2nd	\$2,500
3rd (two Teams)	\$1,250 per Team
5th (four Teams)	\$250 per Team

10. General Prize Restrictions

A Player may qualify only for one spot on a Team starting at the Open Qualifier, and one Team may qualify for only one Competition in the Tournament. Winners shall be required to execute an Affidavit of Eligibility, Liability/Publicity Release and any required payment information and tax forms ("Winner Forms") in order to receive payment. Within thirty (30) days of receiving an executed copy of the Winner Forms, Twitch shall deliver to Winner the applicable Prize(s). Failure to take delivery of any Prize may result in forfeiture, and such prize awarded to an alternate Winner. Prizes may not be transferred or assigned until after a Winner has complied with all his or her obligations under these Official Rules. No substitutions may be made for Prize(s), except by Twitch, who reserves the right to substitute a Prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by Twitch in its sole discretion.

By participating in a Tournament, Winner acknowledges that Tournament Entities have not and will not obtain or provide insurance of any kind relating to the Prizes. Winner will be responsible for all taxes (including but not limited to federal, state, local and/or income) on any Prize won and on the value of any items or value transferred to the Player by Twitch, and will be required to provide his/her Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information for tax reporting purposes (at a time to be determined in Twitch's sole discretion, and which may be prior to participation is a particular round or prior to receipt of any Prize by Player). Twitch will file an IRS Form 1099 or equivalent tax withholding documentation for the retail value of any Prize or other items of value transferred to the Player by Twitch in accordance with IRS requirements, and Twitch may also share such documentation with a state or local government agency as required by law. Refusal or failure of a Winner to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms (including Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information), as determined by Twitch in its sole discretion, will result in the Winner forfeiting the Prize(s) and an alternate Winner being selected in accordance with these Official Rules. Twitch will award Prizes subject to any applicable withholding taxes, and the amount of the Prize transferred, as reduced by any applicable withholding taxes, will constitute full payment of the Prize. Winners who do not claim the Prize, or satisfy the information or

documentation requirements within 6 months of the close of the Tournament or such earlier time as designated by Twitch, are void, and the Tournament Organizers shall have no further liability or responsibility to such Player(s) in connection with the Prizes.

11. Limitations of Liability

TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE VIDEOGAME SOFTWARE, EQUIPMENT, OPERATION OF THE TOURNAMENT, OR PRIZING, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

Tournament Entities shall not be responsible for any of the following:

- (i) incorrect or inaccurate information whether caused by users or by any of the equipment or programming associated with or utilized in a Tournament or by any technical or human error which may occur in the processing of a Player's registration or gameplay;
- (ii) any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction, or unauthorized access which may result in alteration of gameplay or game results;
- (iii) any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player resulting from participation in a Tournament;
- (iv) injuries or losses to Player's person or property arising or resulting from participation in a Tournament;
- (v) any acts or omissions by Tournament Entities or their employees, whether negligent or willful, in the conduct of the Tournament;
- (vi) any equipment or software malfunction; or
- (vii) the inability to complete a Game due to any technical malfunction.

Tournament Organizers, at their sole discretion, may require the replaying of any Game, match, or Competition, or declare any of the foregoing null and void by reason of any technical or other system error. If for any reason the Tournament or any portion thereof is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure, or any other causes beyond the control of Tournament Organizers, which corrupt or affect the administration, security, fairness, integrity, or proper conduct of the Tournament or any portion thereof, Tournament Organizers reserve the right, at their sole discretion, to cancel, terminate, modify, or suspend the Tournament or any portion thereof. Without limiting the generality of the foregoing, in the event that Tournament Organizers determine, at their sole discretion, that any individual game, match, Competition or Tournament, has been tampered with or that the validity of any game, match, Competition or Tournament has been compromised for any reason, it may eliminate that game, match, Competition or the Tournament, and may conduct the Tournament on the basis of the remaining game, match, Competition and/or Tournament. In the event that any individual is adversely

affected in a game, match, Competition or Tournament by any technical or equipment malfunction, Tournament Organizers reserve the right to schedule special game, match, Competition or Tournament among any such competitors so adversely affected. In the event of any cancellation, termination, modification or suspension of the Tournament or any portion thereof, Tournament Organizers will post a notice promptly on the Tournament website.

BY ENTERING AND PARTICIPATING IN A TOURNAMENT, PLAYER AGREES TO INDEMNIFY, DEFEND, RELEASE AND HOLD HARMLESS ALL TOURNAMENT ENTITIES, AND THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES, AGENTS AND REPRESENTATIVES FROM ANY AND ALL CLAIMS, DEMANDS, DAMAGES, EXPENSES, COSTS (INCLUDING REASONABLE ATTORNEYS' FEES) AND LIABILITIES (INCLUDING SETTLEMENTS) FOR ANY INJURIES, INCLUDING BUT NOT LIMITED TO PERSONAL INJURY OR DEATH, OR LOSS OR DAMAGE OF ANY KIND, ARISING FROM OR IN CONNECTION WITH THE TOURNAMENT, ATTENDANCE AT ANY TOURNAMENT, OR ANY PRIZE. OR ANY OTHER MATTER OR ACTIVITY DIRECTLY OR INDIRECTLY RELATED TO THE TOURNAMENT, INCLUDING BUT NOT LIMITED TO LIBEL, SLANDER, DISPARAGEMENT, DEFAMATION, COPYRIGHT INFRINGEMENT, INVASION OF PRIVACY, OR INFRINGEMENT OF ANY PATENT, COPYRIGHT, TRADEMARK, TRADE SECRET OR OTHER INTELLECTUAL PROPERTY RIGHT OF ANY THIRD PARTY. THIS OBLIGATION SHALL CONTINUE BEYOND THE TERM OF THE TOURNAMENT.

12. Privacy

Player acknowledges and agrees that Twitch may collect, store, share and otherwise use any personally identifiable information provided to Twitch throughout the Tournament, including, but not limited to, Player Information, , and email address. Sponsor will use this information in accordance with its Privacy Policy located at http://www.twitch.tv/user/legal?page=privacy_policy, including for administering the Tournament and verifying a Player's identity, postal address and email address in the event a Player qualifies for a Prize. Player's information, including Player Information, may also be transferred to countries outside the country of Player's residence, including the United States of America. Such other countries may not have privacy laws and regulations similar to those of the country of Player's residence. Player has the right to request access, review, rectification or deletion of any personal data held by Twitch in connection with the Tournament by writing to Twitch at admin@rocketleagueesports.com.

13. Disputes

These Official Rules are governed by the state and federal laws that apply to the State of California, United States of America. Any dispute or claim relating in any way to this RLCS Tournament Participation Terms, the Rocket League Championship Series that arises between Player and the Tournament Entities ("Parties") will be resolved by binding arbitration as described in this paragraph, rather than in court, in the City and County of San Francisco, California, except that (a) Player may assert claims in a small claims court if your claims qualify, and (b) either Party may bring suit by submitting to the courts in the aforementioned jurisdiction and waiving

such Party's respective rights to any other jurisdiction to enjoin infringement or other misuse of intellectual property rights. **There is no judge or jury in arbitration, and court review of an arbitration award is limited. However, an arbitrator can award on an individual basis the same damages and relief as a court (including injunctive and declaratory relief or statutory damages), and must follow the terms of this Agreement as a court would.** For Player to begin an arbitration proceeding, Player must send a letter requesting arbitration and describing the claim to Twitch's registered agent, Corporation Service Company, 2710 Gateway Oaks Drive, Suite 150N, Sacramento CA 95833. Arbitration shall be conducted by the American Arbitration Association ("**AAA**") under its rules, including the AAA's Supplementary Procedures for Consumer-Related Disputes. Payment of all filing, administration, and arbitrator fees will be governed by the AAA's rules. Twitch will reimburse those fees for claims totally less than \$10,000 unless the arbiter determines the claims are frivolous. Likewise, Twitch will not seek attorneys' fees and costs from Player in arbitration unless the arbitrator determines the claims are frivolous. Player may choose to have the arbitration conducted by telephone, based on submissions, or in person in the county in which Player is located, or the agreed upon jurisdiction described above. **The Parties agree that any dispute resolution proceedings will be conducted only on an individual basis and not in a class, consolidated or representative action.** If for any reason a claim proceeds in court rather than in arbitration, **the Parties each waive any right to a jury trial.**

13. Tournament Gameplay Rules

13.1. Match Settings

13.1.1. Game Settings

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

13.1.2. Controllers

The following controllers are legal:

- Official Xbox One wired controllers
- Official Xbox One Elite wired controllers
- Official Xbox 360 wired controllers
- Official PlayStation 3 wired controllers
- Official PlayStation 4 wired controllers
- Scuf Gaming controllers
- Cinch Gaming controllers
- Mouse and Keyboard

- Any other compatible wired controller upon approval from Tournament Entities

Wireless controllers are not permitted at live events.

Thumbstick modifications such as Kontrol Freek are permitted.

13.1.3. Arenas

In the Open Qualifier, all games are played on DFH Stadium. In League Play, the first game is played on DFH Stadium. Each Team alternates selecting the arena for the next game in the series, with the first pick going to the Team that lost the first match. No arena may be repeated during the match. League Teams are required to submit an ordered list of their arena preferences to Tournament Organizers prior to the match start time. The following arenas may be selected:

- DFH Stadium (Stormy)
- Mannfield
- Mannfield (Stormy)
- Neo Tokyo
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Wasteland

13.2. Match Procedures

13.2.1. Hosting and Team Colors

Tournament Organizers will specify which Team is blue and which Team is orange. In the Open Qualifier, Teams will be instructed how to host the match. In all other stages of the tournament a Tournament Organizer representative will host the game.

13.2.2. Re-Hosts

Between games of a match, Teams may request that the match be re-hosted on the same server region due to connection issues. In League Play, Teams may mutually agree to cancel the current game of the match and re-host the match with administrator approval. Administrators reserve the right to suspend and invalidate the current game of the match for a re-host at any time.

13.2.3. Servers

In North America matches, "US-East" is the default server unless both Teams agree to play on "US-West." "Europe" servers will always be used for the European matches.

13.2.4. Game Start

Players may not join their designated side until 3 players from each Team have joined the game.

13.2.5. Substitutions

A substitution is defined as changing a line-up after a match has started. Substitutions may only occur in between games of a match, and are limited to one substitution per match. Substitutions are not allowed during the Open Qualifier except in the event of a disconnect.

13.2.6. Reporting Scores

After a match is completed, the winning Team must submit the match result to Tournament Organizers in a designated chatroom. The losing Team must also confirm the match count. Taking a screenshot of the results screen or replay of the match is strongly recommended in case of disputed results. If a Team disputes a match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the match. Any teams or players found to be submitting false or doctored results will be permanently banned from the RLCS.

13.2.7. Guest Accounts

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

13.3. Team Rosters

13.3.1. Rosters

Rosters must contain a minimum of 3 Players and up to 2 reserve Players which may be used as alternates. An individual may not simultaneously be part of more than one roster at a time.

13.3.2. Roster Submission

Starting line-ups for each match must be submitted to Tournament Organizers at least 24 hours before the upcoming match.

13.3.3. Roster Additions

If a Team qualifies for League Play, they may add players to their roster up to 24 hours before the first League Play match, provided their roster has less than five players and the players being added were not already registered for the Open Qualifier.

13.3.4. Roster Change Period

Team rosters may be changed any time prior to the lock-in date of the Open Qualifier of the Season, which is 7 September 2016 12:00 pm PDT .

13.3.5. Trades

All trades between Teams must be approved by Twitch and Psyonix and all involved Teams must be notified of the trade. Trades are only permitted outside of the Roster Lock period. A Player may not play for another Team more than once within a season. If a Player is traded more than once, the Player may be part of that Team's roster but may not play in any Tournament matches until the next season.

13.3.6. Team Names

Team names must adhere to the following guidelines:

- Team names shall not be offensive, obscene or vulgar, and shall not contain offensive, obscene or vulgar language (as determined by the Tournament Organizers in their sole discretion).
- Team names may not contain trademarks, tradenames, or equivalent third party intellectual property without approval, such as in the case of a sponsorship.
- Team names must remain consistent from the Open Qualifier through the Grand Finals, and may only be changed with approval from Tournament Entities.

RLCS administrators may ask players to change Team Names for any reason.

13.3.7. Player Names

Players may not change their nicknames or in-game names without approval from Tournament Organizers. Nicknames and in-game names must comply with all Tournament rules and Tournament Organizers may request that they be changed at any time. Specifically:

- A roster shall not contain duplicates of the same name, names that consist only of symbols, nor contain names that are very hard to distinguish from each other.
- Names shall not be offensive, obscene or vulgar, and shall not contain offensive, obscene or vulgar language (as determined by the Tournament Organizers in their sole discretion).
- Names may not contain trademarks, tradenames, or equivalent third party intellectual property without approval, such as in the case of a sponsorship.
- Names must remain consistent from the Open Qualifier through the Grand Finals.

13.4. Match Obligations

13.4.1. Communications

Teams will communicate with their opponents and RLCS administrators in a designated chatroom during all online stages of the

tournament.

13.4.2. Punctuality

All Teams must have 3 players be physically present or in the online match lobby by the match start time. Teams that do not have 3 Players ready to play within 10 minutes of the match start time are subject to the penalties listed in Section 13.16.

13.4.3. Forfeits

Teams may not forfeit a match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

13.5. Match Disruptions

13.5.1. Disconnects

In the event of a player-side disconnect, the shorthanded Team will continue to play out the single game within the match. The disconnected Player may rejoin during the game that the disconnect occurred in or in between games of a match, but may not join in the middle of subsequent games. After a disconnect, if the Player does not rejoin during the same game, the Player will have three minutes to rejoin the match before the next game of the match starts. The Team that experienced the disconnect may also substitute a Player from their roster provided it is the first disconnect on their side during the match.

13.5.2. Restarts

Tournament Organizers may order a match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play, equipment provided by Tournament Organizers malfunctions, or the match is unable to finish.

13.5.3. Log Submission

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

13.6. Avatars

Avatars must adhere to the following guidelines:

- Avatars shall not be offensive, obscene or vulgar, and shall not contain offensive, obscene or vulgar language (as determined by the Tournament Organizers in their sole discretion).
- Avatars may not contain trademarks, tradenames, or equivalent third party intellectual property without approval, such as in the case of a

sponsorship.

RLCS administrators may ask players to change Avatars for any reason.

13.7. Broadcasting

Every Player is allowed to stream the game at any time. Broadcasts must be on Twitch. If an administrator requests that a match be streamed by an official RLCS channel, Teams will be given a room Name/Password and will also be told which colors to select. Teams are not allowed to decline having their match streamed on the RLCS channel.

13.8. Bugs & Glitches

In the event of a bug or glitch that affects gameplay, the full match should be played out. If a Team calls for a rematch due to the bug or glitch they must save the replay then submit it to an RLCS administrator for review.

13.9. Cheating

Using cheats or any third-party tools outside of Steam or PSN is forbidden. All Players and Teams must comply with the Code of Conduct described in the Official Rules.

13.10. Gambling

No Player, coach, team manager, administrator, broadcaster, or other staff of participating organizations may be involved with gambling or betting on any results of any RLCS match or competition. Betting or gambling against your own organization will result in an immediate disqualification of the organization from the current qualifier and a minimum 6-month ban of the offending Player from RLCS competition.

13.11. Collusion

Competitive integrity is critical to the successful operation of the competition. All Players and Teams are expected to have a vested interest in performing to the peak of their abilities during all tournament play. If a Player or Team is determined to be colluding or acting in a way to negatively affect or 'rig' a match, they may, at the sole discretion of Twitch and Psyonix, be barred from entry into the Tournament.

13.12. Observers

In-game observers are not allowed except for RLCS administrators or other Tournament Organizer personnel.

13.13. Team Ownership Restrictions

No owner or manager of a Team, or affiliate of an owner, may own or control, directly or indirectly, or have a direct or indirect financial interest, or be an employee or contractor of, more than one Team in the RLCS. Any buyback provision, right of first purchase, or similar interest in a Team shall be treated as a controlling interest in such Team for the purposes of enforcing ownership

restrictions.

13.14. Names, Logos, and Branding

13.14.1. Team Names

Team and Player names must adhere to the following guidelines:

- Names shall not be offensive, obscene or vulgar, and shall not contain offensive, obscene or vulgar language (as determined by the Tournament Organizers in their sole discretion).
- Names may not contain trademarks, tradenames, or equivalent third party intellectual property without approval, such as in the case of a sponsorship.
- Names must remain consistent throughout the Season, and may only be changed with approval from Tournament Entities.

Tournament Organizers may ask players to change Team or Player Names for any reason.

13.14.2. Player Names

Players may not change their nicknames or in-game names without approval from Tournament Organizers. Nicknames and in-game names must comply with all Tournament rules and Tournament Organizers may request that they be changed at any time. Specifically:

- A roster shall not contain duplicates of the same name, names that consist only of symbols, nor contain names that are very hard to distinguish from each other.
- Names shall not be offensive, obscene or vulgar, and shall not contain offensive, obscene or vulgar language (as determined by the Tournament Organizers in their sole discretion).
- Names may not contain trademarks, tradenames, or equivalent third party intellectual property without approval, such as in the case of a sponsorship.
- Names must remain consistent from the Open Qualifier through the Grand Finals.

13.14.3. Team Logos

Teams that qualify for League Play are required to provide Tournament Organizers a logo in .png, .psd, or .ai format (with the latter highly preferred). If a logo is not provided, or deemed not appropriate for broadcast, Tournament Organizers will replace the logo with a standard Rocket League logo. Tournament Organizers reserve the right to reject any logo for any reason.

13.14.4. Sponsorships

Sponsorship acquisition by Teams is unrestricted in the RLCS. However, sponsors that fall under the following categories may not be

displayed by Teams or Players during any RLCS events or in RLCS-related content:

- Gambling websites or services
- Tobacco products.
- Firearm or ammunition providers
- Alcohol Products
- Pornography or 18+ oriented websites, products, and/or services
- Any other brands or content deemed inappropriate at the discretion of Tournament Organizers

13.15. Apparel

All players must wear appropriate apparel at live events. All starting players must have matching shirts/jerseys with their Team logo visible. Jerseys and all other apparel worn at live events are subject to the restrictions set forth in Section 13.13 above and may be reviewed at the discretion of Tournament Organizers.

13.16. Rule Violations

If a Player wishes to report a rule violation, it must be done prior to the game starting unless the violation occurred in the middle of a game. Tournament Organizers may report rule violations on behalf of Players. Violating rules of the RLCS may result in punishments for Teams and/or Players. Penalties are issued at the discretion of Tournament Organizers and may include (but are not limited to) the following:

- Match Restart
- Loss of Game
- Loss of Match
- Temporary Player Bans
- Permanent Player Bans
- Prize Forfeiture(s)

13.17. Right to Publish

Tournament Entities shall have the right to publish a statement declaring that a Team and/or Player has been penalized. Any Players and/or Team which may be referenced in such declaration hereby waives any right to legal action against the Rocket League Championship Series and/or Tournament Entities in connection with such announcement, including, without limitation, causes of action for breach, defamation and/or violations of rights of privacy or publicity.

13.18. Unforeseen Circumstances

These rules are an attempt to insure that the Tournament runs fairly and as smoothly as possible. However, unforeseen circumstances may require a special response, and for that reason the Tournament Organizer reserves the right to change any of the tournament rules or remove any Player at any time,

for any reason, at their sole discretion.

14. Change Log

Date	Version #	Changes Made
8/18/2016	1.0	Document Created
8/19/2016	1.1	Clarified eligibility rules (Section 4)
8/29/2016	1.2	Minor terminology corrections
9/21/2016	2.0	Added Midseason Mayhem Rules and Prizing; document formatting; appended penalty index to this document; moved Team ownership restrictions rule from Section 4 to Section 13.13.
10/21/2016	2.1	Added Grand Finals dates; added match log submission rules under 13.5.3; reorganized the Team names, Player names, and sponsorship rules under new section 13.14 and added new rules concerning logos; tiebreak clarification; minor text corrections



PUBLIC PENALTY INDEX

FALSE START

EXPLOITING A BUG

MINOR MISCONDUCT

MAJOR MISCONDUCT

BETTING ON MATCH RESULTS

OBSTRUCTION OF GAMEPLAY

ROSTER VIOLATION

SPONSOR VIOLATION

FAILURE TO FIELD 3 PLAYERS



IN-GAME PENALTIES

OFFENSE

FALSE START

A team begins the match before 3 players from the opposing team have joined.

PENALTY

Warning / Restart of game

OFFENSE

EXPLOITING A BUG

after being instructed by an official not to do so.

PENALTY

Minimum: Warning

Maximum: Loss of match

GENERAL PENALTIES

OFFENSE

MINOR MISCONDUCT

e.g. throwing equipment, excessive profanity, making an obscene gesture on camera.

PENALTY

Minimum: Warning

Maximum: Suspension of offending individual

OFFENSE

MAJOR MISCONDUCT

e.g. threatening another player, sexual harassment, discriminatory speech or actions, bribery, theft.

PENALTY

Suspension or expulsion of offending individual

OFFENSE

BETTING ON MATCH RESULTS

PENALTY

Minimum: Disqualification of team
Suspension of offending individual

Maximum: Expulsion of team and/or offending individual



GENERAL PENALTIES CONT.

OFFENSE

OBSTRUCTION OF GAMEPLAY

e.g. taking too long to join a match, using confusing in-game names, selecting an illegal Arena.

PENALTY

Minimum: Warning

Maximum: Loss of match

ADMINISTRATIVE PENALTIES

OFFENSE

ROSTER VIOLATION

e.g. illegal substitution, a player is found to be ineligible, a player uses an unapproved Steam or PSN account.

PENALTY

Minimum: Loss of match

Maximum: Expulsion of offending player

OFFENSE

SPONSOR VIOLATION

e.g. team displays a logo that falls under a restricted category.

PENALTY

Warning

OFFENSE

FAILURE TO FIELD 3 PLAYERS FOR A MATCH

PENALTY

Forfeiture of match and associated League Play prize money

NOTES

All participants, including players, coaches, and substitutes, are expected to abide to the rules of the RLCS and may be penalized for rule violations.

This is not an exhaustive list of possible offenses or penalties, but is meant to cover the most common cases. Deviations from these guidelines may be warranted for repeated offenses or extenuating circumstances and will be evaluated on a case-by-case basis.