

Rocket League Championship Series (1v1) - 2025 Season Official Rules

These are the Official Rules (“**Rules**”) for the Rocket League Championship Series for 2025 (“**RLCS**” or “**Event**”), which is hosted by or on behalf of Psyonix, LLC (“**Psyonix**”). These Rules are a legal agreement between you and Psyonix for your participation in the Event.

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1. Introduction and Acceptance.

1.1 Introduction.

These Rules are designed to protect the Event, and are intended to help ensure that it is fun, fair, and free from Toxic Behavior (as defined in [Section 7.1](#)).

1.2 Acceptance of these Rules.

By participating in the Event, including by joining any Match in the Event, or by clicking to accept these Rules, you agree to these Rules. References to “**you**,” “**your**,” and “**each player**” mean you and, if you are a Minor (as defined in [Section 1.3](#)), your parent or legal guardian, as the case may be.

1.3 Minors.

If you are under 18 years of age (or the age of majority as defined in your country of residence) (a “Minor”), you must have permission from your parent or legal guardian to agree to these Rules and to participate in the Event. In addition, if you are a Minor, your parent or legal guardian must also agree to these Rules on behalf of themselves and your behalf. If you’re the parent or guardian of a Minor, you need to accept the Rules. If you accept the Rules as the parent or guardian of a Minor, you confirm you’re the Minor’s parent or legal guardian and you agree to supervise and be fully responsible for their participation in the Event, including compliance with these Rules.

1.4 Changes to the Rules.

Psyonix may change these Rules from time to time by notifying you of such changes by any reasonable means, including by posting revised Rules online at <https://competitive.rocketleague.com/rules/pdf>. By continuing to participate in the Event, you are agreeing to the updated Rules. If you do not agree to the updated Rules, you must withdraw your participation in the Event.

2. Event Structure.

2.1 Key Terms.

“**APAC**”: means Asia Pacific. This Region will be hosted on servers as described in [Section 4.2.3](#).

“**Best-of-X**”: means a Match that has X number of Games, and the player that wins a majority of the Games is declared the winner. Once a player wins the number of Games needed to reach the requisite majority, then that player will be declared the winner of the Match, and any Games

that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a player wins two (2) Games, that player will immediately be declared the winner of that Match.

“Buchholz”: The Buchholz system is a tiebreaking method. It calculates a player's score by summing the scores of their opponents.

“Cabined Account” means an Epic Games Cabined Account.

“Epic”: means Epic Games, Inc.

“EU”: means Europe. This Region will be hosted on servers as described in [Section 4.2.3](#).

“Game”: means a single instance of competition between two (2) players that is played until the in-game timer reaches 0:00 or overtime is resolved by the first goal scored.

“Match”: means Tournament play between two (2) players that may involve multiple Games, as described in [Section 2.2](#).

“MENA”: means Middle East and North Africa. This Region will be hosted on servers as described in [Section 4.2.3](#).

“NA”: means North America. This Region will be hosted on servers as described in [Section 4.2.3](#).

“OCE”: means Oceania. This Region will be hosted on servers as described in [Section 4.2.3](#).

“Prize Restricted Region”: means Russia and Turkey.

“Region”: means the RLCS server region in which an eligible player elects to compete in.

“Registration Website”: means the website (<https://www.start.gg/hub/rlcs-2025-1v1>) or any subsequent URL which may replace it from time to time.

“RLCS”: means Rocket League Championship Series.

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

“SSA”: means Sub-Saharan Africa. This Region will be hosted on servers as described in [Section 4.2.3](#).

“SAM”: means South America. This Region will be hosted on servers as described in [Section 4.2.3](#).

“Swiss”: means a stage of the Tournament with multiple rounds where players may not necessarily play against every other player. Players will be matchmade using their head to head results and win/loss ratios, facing opposing players with similar or the same win/loss ratios.

“Tournament Administrator”: means any Psyonix employee or member of the admin team, broadcast team, production team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Tournament (including, without limitation, BLAST ApS (“BLAST”)).

“Tournament Entities”: means Psyonix, the Tournament Administrators, any official sponsors of the Tournament, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

“Winning Player”: means any player who (a) does not otherwise reside in a Prize Restricted Region and (b) is officially declared a Winning Player by Psyonix as set forth in [Section 2.6.3](#).

2.2 Event Format.

2.2.1 Format Summary.

The RLCS 2025 1v1 season will feature three (3) main events: Birmingham Major 1v1 Final, Raleigh Major 1v1 Final and World Championship 1v1 Final. Each major will be preceded by an Open for a set number of regions. The Birmingham Major will have Opens in EU, SAM & APAC, with the winners of the EU and SAM Opens qualifying to the Birmingham Major 1v1 Final. The Raleigh Major will have Opens in NA, MENA, OCE & SSA, with the winners of the NA and MENA Opens qualifying to the Raleigh Major 1v1 Final. The winner of each Major 1v1 Final will qualify for the World Championship 1v1 Final at the end of the season.

2.2.2 Open 1 and Open 2 1v1 Format – Opens [All Regions].

For each Open (**“RLCS Open 1v1”**) in each Region, players will compete in a Double Elimination Bracket (**“Double Elimination Bracket”**), meaning that a player will not be eligible to advance if a player loses two (2) Matches in the Double Elimination Bracket before the Swiss Stage. Seeding and Match schedules for each day of an Open will be determined by Psyonix and/or Tournament Administrators as outlined in [Section 2.3.1](#). Each Match in the Double Elimination Bracket, before the Top 192 players are determined, will be Best-of-Three Games, and all Matches from the Top 192 onwards will be Best-of-Five Games.

The Double Elimination Bracket will consist of up to two (2) days of Matches and will continue until there are thirty-two (32) remaining players in the Double Elimination Bracket. The top thirty-two (32) players will advance to the Swiss Stage (**“Open 1v1 Swiss Stage”**).

The Open 1v1 Swiss Stage will consist of thirty-two (32) players split across two (2) groups competing in Best-of-Five Swiss Matches against other qualified players. If a player wins three (3) Matches during the Open 1v1 Swiss Stage, they will advance to the applicable GSL Stage (**“Open 1v1 GSL Stage”**). If a player loses three (3) Matches during the Open 1v1 Swiss Stage, they will be eliminated from the tournament and be awarded prizes as outlined in [Section 2.6](#).

The Open 1v1 GSL Stage will consist of sixteen (16) players split across two (2) groups competing in Best-of-Five Matches against other qualified players. If a player loses two (2) Matches during the Open 1v1 GSL Stage, they will be eliminated from the tournament and be awarded prizes as outlined in [Section 2.6](#). The Top 4 players from each GSL group will progress to the Hybrid Elimination Bracket (**“Open 1v1 Hybrid Elimination Bracket”**).

The Open 1v1 Hybrid Elimination Bracket will consist of the Top 8 players from the Open 1v1 GSL Stage, sorted into two starting groups based on each player’s progression through the Open 1v1 GSL Stage. Players seeded 1st - 4th will be designated as the Upper Group, and players seeded 5th - 8th will be designated as the Lower Group. All Matches for this Hybrid Elimination Bracket will be Best-of-Seven.

For the Hybrid Elimination Bracket, the Upper Group will begin by playing Matches among themselves. Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The players who win their Upper Group Match will advance directly to the Top 4 Semi-Finals of the Bracket. The players who lose their Upper Group Match will have a second chance and advance to the Top 6 Quarter-Finals.

For the Hybrid Elimination Bracket, the Lower Group will begin by playing Matches among themselves. Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The players who win their Lower Group Match will advance directly to the Top 6 Quarter-Finals of the Bracket. The players who lose their Lower Group Match will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

From the Top 6 Quarter-Finals onward, if a player loses a Match during the Bracket, it will be eliminated from the tournament and be awarded prizes as outlined in [Section 2.6](#). The Bracket will continue until a winning player is determined, and prizes will also be awarded to this winning player as outlined in [Section 2.6](#).

2.2.3 Birmingham Major 1v1 Final In-Person Event Format.

The Birmingham Major 1v1 Final will consist of a Best-of-Seven Match between the winners of the EU and SAM regional Opens. The winning player will qualify for the World Championship 1v1 Final and both players will be awarded prizes as set out in [Section 2.6](#).

2.2.4 Raleigh Major 1v1 Final In-Person Event Format.

The Raleigh Major 1v1 Final will consist of a Best-of-Seven Match between the winners of the NA and MENA regional Opens. The winning player will qualify for the World Championship 1v1 Final and both players will be awarded prizes as set out in [Section 2.6](#).

2.2.5 Rocket League 1v1 World Championship Format.

The World Championship 1v1 Final will consist of a Best-of-Seven Match between the winners of the Birmingham Major and Major 2 1v1 Finals. Both players will be awarded prizes as set out in [Section 2.6](#).

2.2.6 RLCS Birmingham Major Advancements.

<u>Region</u>	<u>Teams Qualified to Birmingham Major 1v1 Final</u>
Europe (EU):	Top one (1) player
South America (SAM):	Top one (1) player

2.2.7 RLCS Raleigh Major Advancements.

<u>Region</u>	<u>Teams Qualified to Raleigh Major 1v1 Final</u>
North America (NA):	Top one (1) player
Middle East & North Africa (MENA):	Top one (1) player

2.2.8 Rocket League World Championship Advancements.

The players who win the Birmingham Major 1v1 Final and the Raleigh Major 1v1 Final will progress to the Rocket League World Championship 1v1 Final.

2.2.9 Alternate Player Advancement.

If a player declines or is otherwise unable to participate in a RLCS Major 1v1 Final or the Rocket League World Championship 1v1 Final, their advancement spot will be awarded to the next best placed player from that region.

2.2.10 Platforms.

Players acknowledge and agree that the Event is cross-platform, other players may participate in the Event on different platforms (PC or console (as applicable)), and that 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. Epic makes no adjustments in the Event to accommodate different platforms, and it is each player's responsibility to select the platform they use to participate in the Event.

2.3 Seeding.

2.3.1 Seeding for RLCS Open 1 1v1.

For seeding purposes in the Open 1 1v1 Double Elimination Bracket, players will be organized by the following parameters:

1. Player's "Ranked 1v1 Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

<u>Event</u>	<u>Leaderboard Snapshot</u>
Open 1 1v1	11:59 PM PT on February 24th, 2025

For seeding purposes in the RLCS Open 1 1v1 Swiss Stage, players will be organized for Round 1 by the following parameters:

1. Final Placement from Open 1 1v1 Double Elimination Bracket
2. Initial Seed from Open 1 1v1 Double Elimination Bracket

For Final Placement in the RLCS Open 1 1v1 Swiss Stage, Teams will be organized by the following parameters:

1. Series Differential from the Open 1 1v1 Swiss Stage
2. Buchholz Score
3. Initial Seed from the Open 1 1v1 Swiss Stage

For seeding purposes in the RLCS Open 1 1v1 GSL Stage, Teams will be organized by the following parameters:

GSL Group A

1. Swiss Group A First Place
2. Swiss Group B Second Place
3. Swiss Group A Third Place
4. Swiss Group B Fourth Place
5. Swiss Group A Fifth Place
6. Swiss Group B Sixth Place
7. Swiss Group A Seventh Place
8. Swiss Group B Eighth Place

GSL Group B

1. Swiss Group B First Place
2. Swiss Group A Second Place

3. Swiss Group B Third Place
4. Swiss Group A Fourth Place
5. Swiss Group B Fifth Place
6. Swiss Group A Sixth Place
7. Swiss Group B Seventh Place
8. Swiss Group A Eighth Place

1.

2.3.2 Seeding for RLCS Open 2 1v1.

For seeding purposes in the Open 2 1v1 Double Elimination Bracket, players will be organized by the following parameters:

1. Player's "Ranked 1v1 Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:

<u>Event</u>	<u>Leaderboard Snapshot</u>
Open 2 1v1	11:59 PM PT on May 26th, 2025

For seeding purposes in the RLCS Open 2 1v1 Swiss Stage, players will be organized for Round 1 by the following parameters:

1. Final Placement from Open 2 1v1 Double Elimination Bracket
2. Initial Seed from Open 2 1v1 Double Elimination Bracket

For Final Placement in the RLCS Open 2 1v1 Swiss Stage, Teams will be organized by the following parameters:

1. Series Differential from the Open 2 1v1 Swiss Stage
2. Buchholz Score
3. Initial Seed from the Open 1 1v1 Swiss Stage

For seeding purposes in the RLCS Open 2 1v1 GSL Stage, Teams will be organized by the following parameters:

GSL Group A

1. Swiss Group A First Place
2. Swiss Group B Second Place
3. Swiss Group A Third Place
4. Swiss Group B Fourth Place
5. Swiss Group A Fifth Place
6. Swiss Group B Sixth Place
7. Swiss Group A Seventh Place

8. Swiss Group B Eighth Place

GSL Group B

1. Swiss Group B First Place
2. Swiss Group A Second Place
3. Swiss Group B Third Place
4. Swiss Group A Fourth Place
5. Swiss Group B Fifth Place
6. Swiss Group A Sixth Place
7. Swiss Group B Seventh Place
8. Swiss Group A Eighth Place

1.

2.4 Schedule.

The tentative schedule and dates for Events are set forth in [Attachment A](#). Dates may be changed; final dates and times will be displayed on Start.gg.

2.5 Rescheduling.

Psyonix may, in its sole discretion, change the schedule, the date and/or the time for any Match of the Event. However, Tournament Administrators will inform players of any changes at its earliest convenience.

2.6 Prizes.

2.6.1 Opens, Birmingham Major, Raleigh Major, and Rocket League World Championship.

Subject to [Section 2.6.2](#), prizes will be awarded to each player based on their final standing at the conclusion of each Open, Major, and World Championship. The specific prize awards are set forth in [Attachment B](#).

2.6.2 Prize Restricted Regions.

NOTWITHSTANDING THE FOREGOING OR ANY OTHER PROVISION OF THESE RULES TO THE CONTRARY, IF YOU ARE AN INDIVIDUAL RESIDING IN TURKEY OR RUSSIA (EACH, A “PRIZE RESTRICTED REGION”), YOU ACKNOWLEDGE AND AGREE THAT YOU ARE NOT ELIGIBLE FOR NOR ENTITLED TO WIN ANY PRIZES IN CONNECTION WITH THE EVENT.

2.6.3 Prizing Information.

Only eligible, ranked players who do not reside in a Prize Restricted Region (as determined by Psyonix in its sole discretion) will be eligible to receive the applicable prizes set forth in [Section 2.6.1](#) (“**Winning Players**”). No other player will be entitled to win any prizes in connection with the Event.

Prizes are awarded “as is” with no warranty or guarantee, either express or implied. Prizes are not transferable or assignable and cannot be transferred by Winning Players. Non-cash prizes (if any) cannot be redeemed for cash. All prize details are at the sole discretion of Psyonix. Winning Players are not entitled to any surplus between actual retail value of prize and approximate retail value, and any difference between approximate and actual value of the prize will not be awarded. Winning Players are responsible for any costs and expenses associated with prize acceptance and use not specified herein as being provided. Winning Players may not substitute a prize, but Psyonix reserves the right, at its sole discretion, in case of justified reasons, to substitute a prize (or portion thereof) with one of comparable or greater value. Additional terms and conditions may apply to acceptance and use of a prize.

Potential Winning Players will be notified by Psyonix of their status as a potential Winning Player at the email address associated with such players’ Epic Games Account (“**Epic Account**”) within sixty (60) days of completion of the applicable Event, or such other time as reasonably required by Psyonix for such notification, and will be subject to verification of eligibility pursuant to [Section 3](#) and compliance with these Rules. Potential Winning Players must keep the Epic Account that they used to compete in the Event active throughout the verification of eligibility process.

Upon formal notification from Psyonix, a potential Winning Player shall have forty five (45) days from the date such notice was emailed to respond and provide (1) any information or materials requested by Psyonix for purposes of verification of eligibility pursuant to [Section 3](#) and (2) the Release (as defined below). Such response from a potential Winning Player must be delivered to the email address from which Psyonix’s notification was sent or, at Psyonix’s sole option, another email address specified in the notification. The date of receipt by Psyonix shall be decisive for a potential Winning Player’s compliance with the deadlines set forth in this Section 2.6.3.

In the event of (a) the failure by any such player to (i) keep the Epic Account that such player used to compete in the Event active throughout the verification of eligibility process or (ii) timely respond to any notification or request for materials or information; or (b) any such player being unable to accept or receive the prize for any reason (including for failure to satisfy eligibility requirements at all times throughout participation in the Event up until the receipt of prize, or for failure to provide the necessary tax and payment information through Psyonix’s approved tax and payment processing vendors), or (c) finding the player has violated the Competitive Integrity rules (or any equivalent rules as the case may be) for any past event (“**Past Event**”) organized by Epic, if the prizes for such Past Event have not yet been paid to such player, then such

player shall be disqualified as a potential Winning Player, and such player shall not be entitled to win any prizes in connection with the Event or Past Events. In such cases, no alternate Winning Player will be named, and Psyonix shall have the right, in its sole and absolute discretion, to (y) award any prize amounts that would have otherwise been awarded to such disqualified player as part of a future Game competitive event or (z) award any such prize amounts to non-profit causes and efforts. A Winning Player will only be announced once the verification of eligibility process has been completed by Psyonix pursuant to these Rules.

Winning Players will also be required to provide certain payment information to Psyonix, including any required tax information forms, in order to receive the prizes. Psyonix may withhold payment of the prizes if the Winning Player fails to provide the applicable payment forms to Psyonix in a timely manner.

PRIZES ARE SUBJECT TO APPLICABLE INTERNATIONAL, FEDERAL, STATE, AND LOCAL TAXES (INCLUDING, BUT NOT LIMITED TO, INCOME AND WITHHOLDING TAXES) AND IT IS THE RESPONSIBILITY OF EACH WINNING PLAYER TO (I) CHECK WITH SUCH WINNING PLAYER'S LOCAL TAX ADVISOR TO DETERMINE WHICH TAXES APPLY TO SUCH WINNING PLAYER AND (II) PAY SUCH TAXES TO THE APPROPRIATE TAX AUTHORITY. It is Psyonix's policy to withhold tax at the backup withholding rates in effect for US and non-US residents. Prize income and tax withholding will be reported on forms (y) 1099-MISC for US residents and 1042-S for non-US residents, and (z) any other relevant tax forms as may be required by applicable law.

Psyonix will determine the payment method for the prizes in its sole discretion and, except as otherwise required by applicable law, all payments will be made directly to the Winning Player in such Winning Player's capacity as an individual (or, if a Minor, to the Winning Player's parent or legal guardian). No prize payments will be made by Psyonix to any organization, company, or other entity. Each Winning Player will be provided a Prize Acceptance and Release Form ("**Release**"). Unless restricted by applicable law, each Winning Player (or, if a Minor, such Winning Player's parent or legal guardian) will be required to complete and submit the Release in accordance with the deadlines set forth in this Section 2.6.3. In addition, by accepting a prize, the Winning Player agrees (or such Winning Player's parent or legal guardian agrees) to release Psyonix from any and all liability, loss, or damage arising from or in connection with awarding, receipt, and/or use or misuse of prize or participation in any prize-related activities.

3. Player Eligibility; Epic Account Status.

To be eligible to participate in any Event Match or receive any prizes in connection with an Event, you must meet the eligibility criteria in this Section.

3.1 Player Age; Cabined Accounts.

You must be at least 13 years old (or such other age, if greater, as may be required in your country of residence). You must ensure that your age information on your account is accurate. You cannot use a Cabined Account to participate in the Event.

3.2 Epic TOS and Rocket League EULA.

You must comply with Epic's Terms of Service ("**Epic TOS**") (<https://www.epicgames.com/site/en-US/tos>) and the Rocket League End User License Agreement ("**Rocket League EULA**") (<https://www.psyonix.com/eula>), including all rules, policies and other terms referenced in the Epic TOS and the Rocket League EULA. These Rules add to, and do not replace, the Rocket League EULA.

3.3 2FA.

You must enable (if not already enabled) Two-Factor Authentication ("**2FA**") on your Epic Account. To enable 2FA, please visit <https://epicgames.com/2FA>, log in to your Epic Accounts, and follow the onscreen instructions.

3.4 Psyonix/Epic Affiliation.

Employees, officers, directors, agents, and representatives of Psyonix and Epic (including the legal, promotion, and advertising agencies of Psyonix/Epic) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents, and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the Event, and each parent company, affiliate, subsidiary, agent and representative of Psyonix/Epic are not eligible to participate in the Event.

3.5 Player Names.

3.5.1 All player names must follow the Code of Conduct in Section 8. Epic and the Tournament Administrators each may restrict or change player tags or screen names for any reason.

3.5.2 The name used by a player may not include or make use of the terms Rocket League, Psyonix, or any other trademark, trade name, or logo owned by or licensed to Epic.

3.5.3 The name used by a player cannot be an impersonation of another player, streamer, celebrity, government official, Tournament Administrator, Psyonix or Epic employee, or any other person or entity.

3.5.4 Player names must consist only of alphanumeric symbols.

3.5.5 Players must use the same name for the duration of the entire Tournament.

3.5.6 Psyonix and/or Tournament Administrators each reserves the right to prohibit or restrict the use of any name 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).

3.5.7 Sponsor Prohibitions.

Player names, logos, and avatars may not consist of any sponsors or any branding referring to prohibited categories as listed in [Section 7.8.2](#).

All other sponsorships, endorsements, promotional activities, and Commercial Identifications listed in player names are subject to final approval by Event Administrators. Tournament Administrators and/or Psyonix reserves the right to prohibit or edit any player name.

3.6 Epic Account; Good Standing.

3.6.1 In order to facilitate seeding and the prize payment process set forth in [Section 2.6](#), each player must (a) have an active, valid Epic Games Account registered to such player ("**Epic Account**") and (b) provide such Epic Account to Psyonix as part of the Registration Process. To open an Epic Account, players can visit <https://www.epicgames.com/id/register/date-of-birth> and follow the onscreen instructions. For clarity, providing an Epic Account as part of the Registration Process does not guarantee that a player will receive a prize in connection with the Tournament. Only Winning Players will be eligible to receive prizes in connection with the Tournament.

3.6.2 The Epic Account you use in connection with the Event must be in good standing, with no undisclosed violations. This also means that your Epic Account must be registered in your name, and cannot have been previously purchased, gifted, or otherwise transferred from another player.

3.6.3. You (and your Epic Account) must be free of or have fully served any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules.

3.6.4 Epic may share tournament leaderboard standings information with Sony for any players participating on PlayStation 4 or PlayStation 5 devices.

3.7 Additional Restrictions.

3.7.1 The Event in all parts is open to players from across the world, except as otherwise provided in this Section. The Event is not open to individuals wherever restricted or prohibited

by applicable law or in any country where participation is prohibited by U.S. law (“**Prohibited Countries**”), including Cuba, Iran, Iraq, North Korea, Somalia, Sudan, Syria, and the regions of Crimea, Donetsk, and Luhansk.

3.7.2 During the entire Event, only a single player may play on a given game device. This means you cannot use the same device as other players during the Event.

3.7.3 You may only have one (1) entry (using one (1) Epic Account) into the Event for an Open. You are expressly prohibited from having additional Event entries using additional or secondary Epic Account(s).

3.7.4 You may only participate in one (1) Region (using one (1) Epic Account) throughout the course of the Event. For clarity, this means that once you participate in a Region in any Open Match, you will be locked to that Region and be unable to participate in any other Open 1v1 Region.

3.7.5 You must be in the Platinum Rank or higher in 1v1 Solo Duel by the Leaderboard Snapshot Period date (as listed in [Section 2.3.1](#)) prior to the start of an Open.

3.8 Registration.

Players must satisfy all eligibility requirements in these Rules, and players must register on the Registration Website (<https://www.start.gg/hub/rlds-2025-1v1>) before the close of the Registration Process in order to be considered eligible to play.

3.9 Player Qualification Non-Transfers.

Earned qualification spots to any new stage (as applicable) cannot be transferred, sold, traded, or gifted to any person or organization. This means that earned qualification spots will always be connected directly to the player.

4. Gameplay Rules.

This Section sets forth the “Gameplay Rules” governing play during the Tournament.

4.1 Match Settings.

4.1.1 Game Settings.

- Default Arena: DFH Stadium
- Team Size: 1v1
- 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: US-East/US-West (NA), Europe (EU), South America (SAM), Oceania (OCE), Middle-East (MENA), Asia-East or Asia-SE Maritime or Asia-SE Mainland (APAC), and South Africa (SSA)
- Team Colors: Default

4.1.2 Controllers.

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Overclocking controllers is 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 Psyonix and/or the Tournament Administrators.

4.1.3 Arenas.

In the Open 1v1 Double Elimination Bracket, Swiss Stage and GSL Stage, all Games are played on the default DFH Stadium. In all other stages of the Tournament, the map rotation will be the following standard arenas:

Best of 5:

1. Mannfield (Night)
2. Forbidden Temple
3. DFH Stadium
4. Utopia Coliseum (Dusk)
5. Champions Field

Best of 7:

1. Mannfield (Night)
2. Forbidden Temple
3. DFH Stadium
4. Utopia Coliseum (Dusk)
5. AquaDome (Salty Shallows)
6. Neo Tokyo
7. Champions Field

For broadcast Matches, players 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 players to avoid an arena.

4.2 Match Procedures.

4.2.1 Hosting and Team Colors.

Tournament Administrators will specify which player is blue and which player is orange. In the Open 1v1 Double Elimination Bracket and the Open 1v1 Swiss Stage, players will be instructed how to host the Match. In all other stages of the Tournament, a Tournament Administrator will host the Match.

4.2.2 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 any Match during all stages of the Tournament except Open 1v1 Double Elimination Brackets and Open 1v1 Swiss Stages, before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

4.2.3 Servers.

Open 1v1 Double Elimination, Open 1v1 Swiss Stage and Open 1v1 GSL Stage

- “US-East” will be the default server for North American Matches unless both Teams agree to play on “US-West” or “US-Central”.
- “Europe” servers will always be used for European Matches.
- “South America” servers will always be used for South American Matches.
- “Oceania” servers will always be used for Oceanic Matches.
- “Middle-East” servers will always be used for MENA Matches.
- “Asia-SE Mainland” will be the default server for APAC Matches unless both Teams agree to play on “Asia-East” or “Asia-SE Maritime.”
- “South Africa” servers will always be used for SSA Matches.

Open 1v1 Hybrid Elimination Stage, Majors, and Rocket League World Championship

- “RLCS USE-Ohio” will be the default server for North American Matches unless both Teams agree to play on another North American RLCS Server Region.
- “RLCS EU-Paris” will be the default server for European Matches unless both teams agree to play on another European RLCS Server Region.
- “RLCS SAM-SaoPaulo” will be the default server for South American Matches unless both Teams agree to play on another South American server.
- “RLCS OCE-Sydney” will be the default server for Oceanic Matches unless both Teams agree to play on another Oceania server.

- “RLCS ME-Bahrain” will be the default server for MENA Matches unless both Teams agree to play on another MENA server.
- “RLCS ASM-Asia Mainland” will be the default server for APAC Matches unless both Teams agree to play on another APAC server.
- “RLCS SAF-Cape-Town” will be the default server for SSA Matches unless both Teams agree to play on another SSA server.

4.2.4 Game Start.

In Open 1v1 Double Elimination Bracket and Open 1v1 Swiss Stage Matches, players may not join their designated side until both players have joined the Game. In all other Matches for all other stages of the Tournament, players may not join their designated side until instructed by a Tournament Administrator.

4.2.5 Reporting Scores.

After a Match is completed, the winning player must submit the Match result to Tournament Administrators in a designated chatroom. The losing player must also confirm the Match result. Taking a screenshot of the results screen or saving the replay file of the Match is required in case of disputed results. If a player disputes a Match claiming a win and submits proof of its claim, the other player must submit proof of its claim to avoid an automatic forfeit of the Match. Any players found to have submitted false or doctored results will be subject to disciplinary action as further described in [Section 8.3](#).

4.2.6 Observers.

For all Events, including Opens, Majors, and the World Championship, in-game observers are not allowed except for Tournament Administrators or previously authorized individuals. Players that are found to have shared lobby details for the purposes of allowing an unauthorized observer into the Match will be subject to disciplinary action as further described in Section 8.3. A player shall be permitted to stream live coverage of his/her/its Gameplay through an online streaming platform (e.g., Twitch, Kick, Tiktok, YouTube, etc.). Players may also submit a special request for a single “Team Stream” observer to be authorized to join any not-broadcasted Open 1v1 Double Elimination, Open 1v1 Swiss Stage and/or Open 1v1 GSL Stage Matches by filling out a Broadcast Application and receiving observer authorization a minimum of 24 hours before the start of the applicable tournament day. Broadcast Applications can be found via the applicable Discord support channel as listed in [Section 6.1](#).

An authorized observer may not join a specific side as a player at any time during the Match, or its associated team will be subject to disciplinary action as further described in [Section 8.3](#).

4.3 Match Obligations.

4.3.1 Punctuality.

Players must be physically present or in the online Match lobby by the designated Match start time. Players who are not ready to play after five (5) minutes of the Match start time will be subject to disciplinary actions as further described in Section 8.3. During all Matches, players must be responsive in the designated chat room at least ten (10) minutes prior to the designated Match start time. Match start times may be adjusted by Psyonix and/or Tournament Administrators, in their sole discretion, depending on any Tournament accelerations or delays.

4.3.2 Forfeits.

For broadcast Matches, Players may request to forfeit a Game within a Match after one hundred and fifty (150) seconds of gameplay has elapsed and by receiving authorization from Tournament Administrators via the in-game chat or any other designated chatroom as further described in [Section 6.2](#).

In all other stages of the Tournament, Players may forfeit a Game within a Match at any point by communicating with their opponent via the in-game chat and confirming the result in the designated chatroom as outlined in [Section 4.2.5](#).

5. Issues.

5.1 Definition of Terms.

“Bug” means an error, flaw, failure, fault or other technical issue that produces an incorrect or unexpected result, or otherwise causes Rocket League and/or a hardware device to behave in unintended ways.

“Intentional Disconnection” means a player losing connection to Rocket League due to the player’s actions or inaction. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

“Server Crash” means all players losing connection to Rocket League due to an issue with the game server.

“Unintentional Disconnection” means a player losing connection to Rocket League due to problems or issues with the game client, platform, network, or PC.

5.2 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 and will not be cause for a remake. If a player calls for a rematch due to a technical issue or bug encounter, such player 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.

5.3 Match Disruptions.

5.3.1 Disconnects.

Open 1v1 Double Elimination Bracket, Open 1v1 Swiss Stage and Open 1v1 GSL Stage Matches

If a disconnect occurs in the Open 1v1 Double Elimination Bracket, the Game continues and 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 in the Match. After a disconnect, if the player cannot rejoin during the same Game, the player will have five (5) minutes to rejoin before the next Game of the Match begins.

Open 1v1 Hybrid Elimination Bracket, Majors, and World Championship Matches

If a disconnect occurs during any stage of the Tournament, except for the Open 1v1 Double Elimination Bracket, the disconnected player must immediately notify the Tournament Administrators in the designated chatroom. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion. For spectated / broadcasted Matches, if Tournament Administrators identify that a player has disconnected without being notified, they may pause a Match to allow the player to reconnect.

Once the Game has been paused, the disconnected player will have eight minutes to rejoin before the Game resumes. In the event of multiple pauses for disconnections, the total time will be counted towards the eight minutes of reconnection time. If the player cannot rejoin within that time, they will forfeit the single Game within the Match.

If the player does not rejoin during the same Game in which they disconnected, the player will have three additional minutes following the Game to rejoin before the next Game of the Match begins. The disconnected player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match but may not join in the middle of subsequent Games in the Match.

Once the disconnected player rejoins the Game or the allotted rejoin time has expired, both players have thirty (30) seconds to confirm with Tournament Administrators that each player is ready to unpause. Once each player has confirmed their readiness, the Game will resume from a neutral kickoff or from continuation of play as determined by the Tournament Administrators.

If a player cannot rejoin the Game within the allotted time, they will forfeit the Game. If a player cannot rejoin the Game in the subsequent eight (8) minutes of Game forfeiture, they will forfeit the Match.

5.3.2 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 stay attentive to Tournament Administrators instructions.

5.3.3 Timeouts.

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

Each Timeout will last for two (2) minutes. A player must notify a Tournament Administrator immediately after the conclusion of a Game if they elect to use a Timeout. Tournament Administrators reserve the right to deny a player a Timeout. At the conclusion of the Timeout, Tournament Administrators will confirm that each player is ready to continue the Match before Gameplay can resume. For clarity, Timeouts cannot be used in any Best-of-Three Match or Best-of-Five Match in the Open 1v1 or during Gameplay. In addition, Timeouts cannot be used to extend or circumvent disqualification timers as set forth in [Section 5.3.1](#).

5.3.4 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.

5.3.5 Log Submission.

If a player 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 will be subject to disciplinary actions as further described in [Section 8.3](#).

6 Communication.

6.1 Support Channel.

Tournament Administrators will be available to answer player-specific questions and provide additional assistance throughout the Event via the applicable Region's official player Support Channel found below. Any answers or comments provided online do not change these Rules.

- [Asia-Pacific \(APAC\)](#)
- [Europe \(EU\)](#)
- [Middle East & North Africa \(MENA\)](#)
- [North America \(NA\)](#)
- [Oceania \(OCE\)](#)
- [South America \(SAM\)](#)
- [Sub-Saharan Africa \(SSA\)](#)

6.2 Match Communications.

For each Match, players will communicate with their 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 is strictly prohibited and may result in immediate disqualification of the player. Psyonix and/or Tournament Administrators will notify players of the designated chatroom prior to the start of each stage of the Tournament.

7. Code of Conduct.

7.1 Personal Conduct; No Toxic Behavior.

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

7.1.2 Players must be respectful of other players, Tournament Administrators, observers, spectators, and sponsors (as applicable).

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

7.1.4 Players shall not (a) proclaim to be, or represent themselves as, a banned player or a cheater/rule breaker, or (b) glorify or otherwise endorse the breaking or violation of these Rules.

7.1.5 Any violation of these Rules may expose a player disciplinary action as further described in [Section 8.3](#), whether or not that violation was committed intentionally.

7.2 Competitive Integrity

7.2.1 Each player is expected to play within the spirit of 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 (as defined below), Match fixing or throwing, 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 Match or Event.
- Hacking or otherwise modifying the intended behavior of the Rocket League game client, including but not limited to making changes to game files.
- Playing or allowing another player to play on an Epic 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 Rocket League game client.
- Using macro keys or similar methods to automate in-game actions.
- 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).
- Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by Psyonix or the Tournament Administrators.
- 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.
- Disconnecting from the in-game lobby before being dismissed by Tournament Administrators.
- 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, including any of the foregoing based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

7.5 Confidentiality.

A player may not disclose to any third party any confidential information the player obtains in connection with the Event, including by posting on social media channels.

7.6 Illegal Conduct.

Players are required to comply with all applicable laws at all times. Any attempt to deliberately damage or undermine the legitimate operation of the Event may be in violation of criminal and civil laws and will result in disqualification from participation in the Event. If an attempt is made, Epic reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution.

7.7 Reporting.

Any player who witnesses or is subjected to conduct that the Code of Conduct should notify Psyonix or a Tournament Administrator. All complaints reported pursuant to this Section 7.7 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.

7.8 Dress Code.

During the Event, all players and Guardians must adhere to the dress code (the “**Dress Code**”). Without in any way limiting the foregoing, the Dress Code shall apply to all players and Guardians during the Event’s media day, walkouts, gameplay, and such other Event-related activities as may be designated by the Tournament Administrator.

7.8.1 Players and Guardians must present themselves in a manner that is appropriate for the audience of the Game and is consistent with the spirit and tone of the Event (as determined by the Tournament Administrator) (e.g., no shirtless players, swimwear, lingerie, etc.).

7.8.2 Restrictions.

Players and Guardians are prohibited from wearing visible logos, brand names, and/or insignias (collectively, “**Commercial Identification**”) of any of the entities, products, or services on the following (non-exhaustive) list:

- Drugs or drug paraphernalia.
- Tobacco or tobacco related products, including vaping products.
- Alcohol.
- Firearms.
- Pornography or any other adult-only materials.
- Cryptocurrencies, non-fungible tokens (NFTs), or any other blockchain-related product or service.
- Any business (a) whose content is discriminatory, harassing, or otherwise hateful in nature, or (b) whose practices are detrimental to the image of, or results in public criticism of or reflects badly on, Psyonix or Epic (as determined by Psyonix, Epic, or the Tournament Administrators).
- Any business that encourages illegal activities or violates applicable law.
- Gambling products (including fantasy sports betting), lotteries or illegal wagering.
- Any business that promotes (a) the use of in-game hacks, cheating, exploits, or in-game currency farming or selling, or (b) the sale, rental, licensing, distribution, or transfer of a game account.
- Video game logos, characters, developers or publishers that are not owned or otherwise affiliated with Psyonix or Epic.
- Political candidates.
- High toll phone services.

All sponsorships, endorsements, promotional activities, and Commercial Identifications worn by players and Guardians during, and in connection with, the Event are subject to approval by Tournament Administrators.

If a Tournament Administrator decides (in its sole discretion) that a player or Guardian has violated the Dress Code, such Tournament Administrator reserves the right to require such

player or Guardian to immediately change his or her attire in compliance with the Dress Code. Failure of such player or Guardian to comply may result in disciplinary action as further described in [Section 8.3](#).

8. Rules and Conduct Violations.

8.1 Enforcement.

Psyonix will have primary responsibility for enforcing these Rules for all players at the Event and may, working with the Tournament Administrators (as defined below), impose sanctions on players for violations of these Rules, as further described in Section 8.

8.2 Investigation and Compliance.

8.2.1 You and any control person must fully cooperate with Psyonix and/or an Tournament Administrator (as applicable) in the investigation of any violation or suspected violation of these Rules. If Psyonix and/or a Tournament Administrator contacts you to discuss the investigation, you must be truthful in the information that you provide to Psyonix and/or a Tournament Administrator. Any player or control person 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 8.3.

8.2.2 Psyonix has the right, in its sole discretion, to remove a player or control person from, or restrict such player or control person's participation in, any Event activity as part of any investigation conducted by Epic and/or an Event Administrator (as applicable) pursuant to Section 8.2.

8.3 Disciplinary Action.

8.3.1 If Psyonix decides that a player has violated the Code, Psyonix may take the following disciplinary actions (as applicable):

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

8.3.2 For clarity, the nature and extent of the disciplinary action taken by Psyonix pursuant to this Section 8.3 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 disciplinary action by Psyonix shall not provide a player with grounds for claims against Psyonix under any theory of law, or otherwise be considered a liability on the part of Psyonix to such player.

8.3.3 If Psyonix decides that there have been repeated breaches of these Rules by a player, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of Rocket League hosted or administered by or on behalf of Psyonix. Epic may also enforce any of its rights under Psyonix's Terms of Service and/or the Rocket League EULA in the event of a violation.

8.3.4 All Rules violations at the Event will be determined by Psyonix in its sole discretion and governed by the Psyonix Competitive Violation Matrix. A final decision by Psyonix as to the appropriate disciplinary action will be final and binding on all players.

8.4 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. Disclaimers.

TO THE MAXIMUM EXTENT ALLOWED BY LAW, PSYONIX AND ITS AFFILIATES AND THE EVENT ADMINISTRATORS WILL NOT BE LIABLE FOR (A) ANY TECHNICAL ISSUES OR OTHER DISRUPTIONS TO THE EVENT, INCLUDING ANY LOSS OR CORRUPTION OF DATA, (B) THE MISCONDUCT OF ANY PLAYERS OR OTHER THIRD PARTIES, (C) ANY INJURIES (INCLUDING DEATH) OR PROPERTY DAMAGE ARISING FROM ANY PRIZES OR PARTICIPATION IN THE EVENT, (D) ANY INDIRECT, CONSEQUENTIAL, INCIDENTAL OR SPECIAL DAMAGES, OR (E) ANY PRINTING, TYPOGRAPHICAL OR ADMINISTRATIVE ERRORS IN ANY MATERIALS ASSOCIATED WITH THE EVENT. PSYONIX RESERVES THE RIGHT TO SUSPEND, MODIFY OR CANCEL THE EVENT IN ITS SOLE DISCRETION SHOULD A VIRUS, BUG, OR OTHER TECHNICAL ISSUE, UNAUTHORIZED INTERVENTION, NATURAL DISASTER, OR OTHER CAUSE BEYOND PSYONIX'S CONTROL AFFECT THE ADMINISTRATION, SECURITY, OR PROPER PLAY OF THE EVENT, OR PSYONIX OTHERWISE BECOMES (AS DETERMINED IN ITS SOLE DISCRETION) INCAPABLE OF RUNNING THE EVENT AS ORIGINALLY PLANNED.

10. Publicity, Interview Consent.

10.1 Psyonix may use your name, tag, likeness, image, voice, gameplay statistics, and/or Epic Account ID or other biographical information, for publicity purposes before, during, and after the Event, in any manner and media, throughout the world, in perpetuity, but only in connection with publicizing the Event or other Rocket League events and programming, without any compensation or prior review.

10.2 If you are given an opportunity to participate in an interview in connection with the Event (each, an **"Interview"**), you consent to be recorded for the Interview, and you hereby grant to Psyonix a royalty-free, worldwide license (with the right to grant sublicenses) to use your statements and any audio/video footage from the Interview, as well as your name, tag, likeness, image, voice, gameplay statistics, Epic Account ID, and other biographical information (collectively, **"Interview Materials"**) in connection with the Interview. Your participation in an Interview is voluntary, and you are not entitled to compensation for an Interview or this license. Psyonix has no obligation to interview you or use Interview Materials. You can withdraw this license at any time by contacting a Tournament Administrator at tournaments@epicgames.com, however this will not affect any uses Psyonix has made of such license before the withdrawal.

10.3 Players must be present for all scheduled interviews. Psyonix will try to provide the player with 24 hours advance notice of the interviews, which shall be scheduled on the Team's Match day. If a player is not available for a scheduled interview, permitting for technical issues, Psyonix reserves the right to institute disciplinary action as outlined in Section 8.3.

11. Governing Law.

The internal laws of the State of North Carolina, without reference to any of its conflicts of laws principles, shall govern these Rules, including any disputes regarding these Rules and/or the Event.

12. Waiver of Jury Trial.

EXCEPT AS PROHIBITED BY APPLICABLE LAW AND AS A CONDITION OF PARTICIPATING IN THIS EVENT, 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 EVENT, ANY DOCUMENT OR AGREEMENT ENTERED INTO IN CONNECTION HERewith, ANY PRIZE AVAILABLE IN CONNECTION HERewith, AND ANY OF THE TRANSACTIONS CONTEMPLATED HEREBY OR THEREBY.

13. 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.

14. Health and Safety.

14.1 Compliance with Health Guidance.

All players shall comply with (a) any written guidance provided by Psyonix and/or Tournament Administrators from time to time relating to health and safety matters and COVID-19; and (b) applicable laws, ordinances, and public health authority orders regarding COVID-19. In the event of a conflict between any guidance or standards, the stricter requirement shall prevail.

14.2 Final Decisions Relating to Player Safety.

Notwithstanding the foregoing, the final decision relating to whether it is safe for players to participate in a Tournament will be made by all relevant parties in consultation with Psyonix and/or Tournament Administrators. Each player shall comply with local law and ordinances governing public meetings and public health. In the event of any uncertainty as to whether a gathering of players can be safely held, players should exercise his or her discretion in a way that provides the greatest level of protection and safety for players, fans, staff, and other participants in the Tournament.

14.3 Communication with Tournament Administrators.

It is important that players use their best efforts to remain connected to the chat system used by Psyonix and/or Tournament Administrators and follow all instructions given by Tournament Administrators during the entire process of a Tournament, including travel to and from the Tournament venue. Players shall follow the instructions of Tournament referees and cooperate with referees and other Tournament staff regarding masks and other protective measures instituted to ensure the health and safety of all involved in the Tournament.

14.4 Health Screening.

Prior to entering any Tournament venue, each player may be required to verify his or her identity with Tournament staff and to submit to a health screening by Tournament staff, which may include but is not limited to, a temperature screen. Health screenings may also be conducted at other times during a Tournament in the sole discretion of Psyonix and/or Tournament Administrators. If, at any time prior to or during a Tournament, Psyonix or Tournament Administrators determine that an individual has COVID-19 symptoms or otherwise may be infected with the COVID-19 virus or any other communicable disease, such individual will be required to leave the venue immediately.

If Psyonix or Tournament Administrators determine that a player should not participate in a Tournament for health reasons, the onsite referee may require the player to provide a substitute. If applicable law requires any additional or different health inspection, sanitation, or public safety procedures, Psyonix and/or Tournament Administrators will have full authority to implement those procedures, and all players must cooperate with Psyonix and/or Tournament Administrators in the implementation of those procedures.

14.5 Health Privacy.

All players agree to (a) the collection, storage and use of records and information about exposure to or symptoms of COVID-19, COVID-19 test results, or vaccination status as described in this Section, and (b) the use of such records and information to comply with local law, ordinances, and guidelines governing public meetings and public health and, when necessary, to protect fans and other members of the public from exposure to COVID-19. If a player has any questions about the ways in which such player's records and information is collected and used pursuant to this Section, or their choices and rights regarding such use, please see the BLAST Privacy Policy available at <https://blast.tv/privacy-policy>.

15 Other Languages.

These Rules may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Rules and the English version of these Rules, the English version shall prevail, govern and control.

Attachment A - Schedule

Birmingham Major

Open 1 1v1 - EU, SAM & APAC

February 28th: Open 1 1v1 Double Elimination Bracket Day 1

March 1st: Open 1 1v1 Double Elimination Bracket Day 2

March 2nd: Open 1 1v1 Swiss Stage

March 7th: Open 1 1v1 GSL Stage

March 8th: Open 1 1v1 Hybrid Elimination Bracket Day 1

March 9th: Open 1 1v1 Hybrid Elimination Bracket Day 2

Birmingham Major 1v1 Final

March 29th or 30th: Birmingham Major 1v1 Final [EU & SAM]

Raleigh Major

Open 2 1v1 - NA, MENA, OCE & SSA

May 29th: Open 2 1v1 Double Elimination Bracket Day 1 [MENA]

May 30th: Open 2 1v1 Double Elimination Bracket Day 1 [NA/OCE/SSA]

May 30th: Open 2 1v1 Swiss Stage [MENA]

May 31st: Open 2 1v1 Double Elimination Bracket Day 2 [NA/OCE/SSA]

May 31st: Open 2 1v1 Swiss Stage [MENA]

June 1st: Open 2 1v1 Swiss Stage [NA/OCE/SSA]

June 5th: Open 2 1v1 GSL Stage [MENA]

June 6th: Open 2 1v1 GSL Stage [NA/OCE/SSA]

June 6th: Open 2 1v1 Hybrid Elimination Bracket Day 1 [MENA]

June 7th: Open 2 1v1 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]

June 7th: Open 2 1v1 Hybrid Elimination Bracket Day 2 [MENA]

June 8th: Open 2 1v1 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

Raleigh Major 1v1 Final

June 29th: Raleigh Major 1v1 Final [NA & MENA]

Rocket League World Championship

TBD: World Championship 1v1 Final

Attachment B - Prizes

Event Prizes - Open 1v1 - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$10,000
2nd	\$7,500
3rd - 4th	\$5,000
5th - 6th	\$3,000
7th - 8th	\$2,500
9th - 12th	\$1,800
13th - 16th	\$1,400
17th - 32nd	\$1,000
33rd - 48th	\$500
49th - 64th	\$400
65th - 128th	\$300

Event Prizes - Open Qualifiers - South America, Oceania, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$6,000
2nd	\$4,000
3rd - 4th	\$3,000
5th - 6th	\$2,000
7th - 8th	\$1,500
9th - 12th	\$1,200
13th - 16th	\$800
17th - 48th	\$300
49th - 64th	\$100

Event Prizes - Open Qualifiers - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$5,000
2nd	\$3,000
3rd - 4th	\$2,000
5th - 6th	\$1,250
7th - 8th	\$1,000
9th - 12th	\$750
13th - 16th	\$500
17th - 24th	\$250
25th - 32nd	\$100

Event Prizes - Majors

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$15,000
2nd	\$5,000

Event Prizes - World Championship

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$35,000
2nd	\$10,000

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