

Rocket League Championship Series - 2026 Season Official Rules

These are the Official Rules (“**Rules**”) for the Rocket League Championship Series for 2026 (“**RLCS**” or “**Event**” or “**Tournament**”), 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.

Last Updated: 16 March 2026

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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 Session or Match in the Event, or by clicking to accept these Rules during Registration (as defined in [Section 3.8.10](#)), 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 eighteen (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 Teams

These Rules also apply to each Team (as defined in [Section 3.8](#)) that has been authorized to participate in the Tournament and its Owner(s) (“**Owner**”), Manager (as defined in [Section 3.8.2](#)), and Coach (as defined in [Section 3.8.2](#)). The Owner(s) of a Team may be individuals or a legal entity, and these Rules apply equally to both. Participation in any Tournament by a Team is conditioned on the acceptance of these Rules by the Players(s), Manager, and Coach of the Team.

1.5 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://www.rocketleague.com/en/competitive/rules>. 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](#) and Countries eligible in accordance with the Majority Residency Roster Restrictions (as defined in [Section 3.8.3](#)) can be found in [Attachment C](#).

“Best-of-X”: means a Match that has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, 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 Team wins two (2) Games, that Team will immediately be declared the winner of that Match.

“Buchholz Score”: means the sum of the previous Teams’ Swiss round Match wins of all opponents that a Team has faced.

“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.

“Cabined Account” means an Epic Games Cabined Account.

“EU”: means Europe. This Region will be hosted on Servers as described in [Section 4.2.3](#) and Countries eligible in accordance with the Majority Residency Roster Restrictions (as defined in [Section 3.8.3](#)) can be found in [Attachment C](#).

“Epic” means Epic Games Inc.

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

“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.

“Major 1 Hybrid Elimination Bracket” means a bracket of eight (8) Teams that consists of four (4) rounds of Matches.

“Major 2 Hybrid Elimination Bracket” means a bracket of twelve (12) Teams that consists of five (5) rounds of Matches.

“Match”: means Tournament play between two (2) Teams 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](#) and Countries eligible in accordance with the Majority Residency Roster Restrictions (as defined in [Section 3.8.3](#)) can be found in [Attachment C](#).

“NA”: means North America. This Region will be hosted on Servers as described in [Section 4.2.3](#) and Countries eligible in accordance with the Majority Residency Roster Restrictions (as defined in [Section 3.8.3](#)) can be found in [Attachment C](#).

“OCE” means Oceania. This Region will be hosted on Servers as described in [Section 4.2.3](#) and Countries eligible in accordance with the Majority Residency Roster Restrictions (as defined in [Section 3.8.3](#)) can be found in [Attachment C](#).

“Open Double Elimination Bracket” means a bracket with all registered Teams where a Team plays other Teams. A Team will be eliminated from the Open Double Elimination Bracket if the Team loses two (2) Matches.

“Open GSL Stage” means two (2) brackets of eight (8) Teams that each consist of two (2) rounds of Matches. A Team will advance from the Open GSL Stage if the Team wins two (2) Matches. A Team will be eliminated from the Open GSL Stage if the Team loses two (2) Matches.

“Open Hybrid Elimination Bracket” means a bracket of (8) Teams that consists of four (4) rounds of Matches.

“Open Swiss Stage” means two (2) brackets of thirty-two (32) Teams that each consist of five (5) rounds of Matches. A Match is determined by each Team’s Buchholz Score and each Team’s Open Swiss Stage win record. A Team will advance from the Open Swiss Stage if the Team wins three (3) Matches. A Team will be eliminated from the Open Swiss Stage if the Team loses three (3) Matches.

“Player”: means an eligible participant of the event that is a registered part of a team

“Prize Restricted Region”: means Russia and Turkey.

“Region”: means the geographical area (as defined in [Attachment C](#)) in which an eligible Player or Team elects to compete in.

“Region Slot”: means a Region’s X-ranked Team on the RLCS Points leaderboard for that Region prior to a Major or World Championship, or the Region’s X-best-placing team at such event. Region Slots are dynamically assigned to Teams based on standings or results, and do not permanently belong to a specific Team.

For example, “NA5” may mean:

- The fifth-ranked North American Team on the RLCS Points leaderboard before Major 1, or;
- The fifth-best-placing North American Team at Major 1, depending on context.

“**Registration Website**”: means the website (<https://www.start.gg/hub/rlcs-2026>) or any subsequent URL which may replace it from time to time.

“**RLCS**”: means Rocket League Championship Series.

“**RLCS Points**”: means the points awarded to a Team based on its finishing position in an Open or a Major (each as defined below).

“**Roster**”: means the three (3) or four (4) Players (as applicable) who are registered under a Team.

“**Roster Change**”: means the addition of a new Player (including Starters, Reserve, Coach, and Manager) to an existing Roster. Note that a Player departing a Roster will not be considered a Roster Change, provided the Team maintains a minimum of three (3) Players.

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

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

“**SAM**”: means South America. This Region will be hosted on Servers as described in [Section 4.2.3](#) and Countries eligible in accordance with the Majority Residency Roster Restrictions (as defined in [Section 3.8.3](#)) can be found in [Attachment C](#).

“**SSA**”: means Sub-Saharan Africa. This Region will be hosted on Servers as described in [Section 4.2.3](#) and Countries eligible in accordance with the Majority Residency Roster Restrictions (as defined in [Section 3.8.3](#)) can be found in [Attachment C](#).

“**Substitution**”: means changing the Player line-up after a Match has started.

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

“Team”: means a group of Players who compete in the Tournament together as a unit. A Team can be made up of a Roster (including a Reserve, if applicable), a Manager, and a Coach. A description of Team requirements is provided in [Section 3](#).

“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.

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

“World Championship Group Stage” means four (4) groups of four (4) Teams that each play all other Teams in their groups.

“World Championship Hybrid Elimination Bracket” means a bracket of twelve (12) Teams that consists of five (5) rounds of Matches.

“World Championship GSL Play-In Stage” means one (1) bracket of eight (8) Teams that consists of two (2) rounds of Matches. A Team will advance from the World Championship GSL Play-In Stage if the Team wins two (2) Matches. A Team will be eliminated from the World Championship GSL Play-In Stage if the Team loses two (2) Matches.

“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 2026 Season will feature four (4) main events: RLCS 2026 Split 1, RLCS 2026 Split 2, RLCS 2026 Last Chance Qualifier, and the Rocket League World Championship 2026. Each Split ("**Split**") will include three (3) online Open regional qualification tournaments ("**Open**" or "**Opens**") and one (1) in-person Major global tournament ("**Major**").

The Opens for each Split will award RLCS Points, which will determine qualification for the respective in-person Major. The Majors for each Split will award RLCS Points. Each Split will differ in the number of RLCS Points that are awarded across the Opens and Majors. RLCS Points will determine qualification for sixteen (16) out of twenty (20) Teams for the Rocket League World Championship 2026.

The Last Chance Qualifiers ("**Last Chance Qualifiers**") will be allocated to the four (4) top-performing Regions based on Major results from RLCS 2026, as described in [Section 2.2.8.5](#). The Last Chance Qualifiers will determine qualification for four (4) Teams to the Rocket League World Championship 2026.

2.2.2 Open Format

Opens will consist of an Open Double Elimination Bracket, Open Swiss Stage, Open GSL Stage, and Open Hybrid Elimination Bracket, with Teams progressing from each based on the format and their performance.

At the end of each set of three (3) Opens, Teams will advance to the applicable in-person Major as outlined in [Sections 2.2.8.3](#) and [Sections 2.2.8.4](#).

2.2.2.1 Open 1 and 4 Format

For Opens 1 and 4 in each Region, registered Teams will compete in an Open Double Elimination Bracket. Seeding and Match schedules for each day of an Open will be determined by Tournament Administrators as outlined in [Section 2.3.1](#) and [Section 2.3.3](#). Each Match in the Double Elimination Bracket, before the top one hundred ninety-two (192) Teams are determined, will be Best-of-Three, and all Matches from the top one hundred ninety-two (192) onwards will be Best-of-Five.

For Opens 1 and 4 in each Region, the Open Double Elimination Bracket will consist of up to two (2) days of Matches and will continue until there are thirty-two (32) remaining Teams in the Open Double Elimination Bracket. If there are one hundred ninety-two (192) Teams or fewer that register for an Open, then the Open Double Elimination Bracket will consist of one (1) day of Matches and will continue until there are thirty-two (32) remaining Teams in the Open Double Elimination Bracket. If a Team loses two (2) Matches during the Open Double Elimination Bracket, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For Opens 1 and 4, the top thirty-two (32) Teams from the Open Double Elimination Bracket will progress to the Open Swiss Stage.

For Opens 1 and 4 in each Region, the Open Swiss Stage will consist of thirty-two (32) Teams split across two (2) groups competing in Best-of-Five Swiss Matches against other qualified Teams. If a Team wins three (3) Matches during the Open Swiss Stage, it will advance to the Open GSL Stage. If a Team loses three (3) Matches during the Open Swiss Stage, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For Opens 1 and 4 in each Region, the Open GSL Stage will consist of sixteen (16) Teams split across two (2) brackets (“**GSL Groups**”) competing in Best-of-Five Matches against other qualified Teams. If a Team loses two (2) Matches during the Open GSL Stage, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The top four (4) Teams from each GSL Group will progress to the Open Hybrid Elimination Bracket.

For Opens 1 and 4 in each Region, the Open Hybrid Elimination Bracket will consist of the top eight (8) Teams from the Open GSL Stage, placed into two (2) groups based on each Team’s progression through the Open GSL Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this Open Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Open Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the Open Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

2.2.2.2 Open 2, 3, 5 and 6 Format

For Opens 2, 3, 5 and 6 in each Region, registered Teams will compete in an Open Double Elimination Bracket. Seeding and Match schedules for each day of an Open will be determined by Tournament Administrators as outlined in [Section 2.3.2](#) and [Section 2.3.4](#). Each Match in the Double Elimination Bracket, before the top one hundred ninety-two (192) Teams are determined, will be Best-of-Three, and all Matches from the top one hundred ninety-two (192) onwards will be Best-of-Five.

For Opens 2, 3, 5, and 6 in each Region, the Open Double Elimination Bracket will consist of up to two (2) days of Matches and will continue until there are twenty-four (24) remaining Teams in the Open Double Elimination Bracket. If there are one hundred ninety-two (192) Teams or fewer that register for an Open, then the Open Double Elimination Bracket will consist of one (1) day of Matches and will continue until there are twenty-four (24) remaining Teams in the Open Double Elimination Bracket. If a Team loses two (2) Matches during the Open Double Elimination Bracket, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For Opens 2, 3, 5, and 6 in each Region, the top eight (8) seeded teams as defined in [Section 2.3.2.1](#) and [Section 2.3.4.1](#) and the top twenty-four (24) Teams from the Open Double Elimination Bracket will progress to the Open Swiss Stage.

For Opens 2, 3, 5, and 6 in each Region, the Open Swiss Stage will consist of thirty-two (32) Teams split across two (2) groups competing in Best-of-Five Swiss Matches against other qualified Teams. If a Team wins three (3) Matches during the Open Swiss Stage, it will advance to the Open GSL Stage. If a Team loses three (3) Matches during the Open Swiss Stage, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For Opens 2, 3, 5, and 6 in each Region, the Open GSL Stage will consist of sixteen (16) Teams split across two (2) brackets (“**GSL Groups**”) competing in Best-of-Five Matches against other qualified Teams. If a Team loses two (2) Matches during the Open GSL Stage, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The top four (4) Teams from each GSL Group will progress to the Open Hybrid Elimination Bracket.

For Opens 2, 3, 5, and 6 in each Region, the Open Hybrid Elimination Bracket will consist of the top eight (8) Teams from the Open GSL Stage, placed into two (2) groups based on each Team’s progression through the Open GSL Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this Open Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Open Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the Open Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section](#)

[2.6](#). The Bracket will continue until a winning Team is determined, and RLCS Points and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

2.2.3 Kick-Off Tournament Format

The top four (4) Teams from NA Open 1 and the top four (4) Teams from EU Open 1 will compete in an eight (8) Team Single Elimination Bracket (“**Single Elimination Bracket**”), meaning that a Team will not be eligible to advance if it loses one (1) Match in the bracket.

Teams will be placed into the Single Elimination Bracket as follows:

Round	Teams		Match Format
Round 1 Match A	EU4	NA3	Best-of-Five
Round 1 Match B	NA4	EU3	Best-of-Five
Quarterfinal 1	EU2	<i>Winner of Round 1 Match A</i>	Best-of-Five
Quarterfinal 2	NA2	<i>Winner of Round 1 Match B</i>	Best-of-Five
Semifinal 1	NA1	<i>Winner of Quarterfinal 1</i>	Best-of-Seven
Semifinal 2	EU1	<i>Winner of Quarterfinal 2</i>	Best-of-Seven
Grand Final	<i>Winner of Semifinal 1</i>	<i>Winner of Semifinal 2</i>	Best-of-Seven

The bracket will continue until a winning Team is determined, and that winning Team's Region will be awarded one (1) additional qualification slot at the Split 1 Major, Split 2 Major, and Rocket League World Championship 2026.

The winning Team from the Kick-Off Tournament will automatically qualify for the Split 1 Major.

2.2.4 Major 1 Format

For Major 1, the Major 1 Group Stage will consist of sixteen (16) Teams split across four (4) groups (“**Round Robin Groups**”) competing in Best-of-Five Matches against all other Teams in their Round Robin Group. The top two (2) Teams from each Round Robin Group will progress to the Major 1 Hybrid Elimination Bracket. The bottom two (2) Teams from each Round Robin Group will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For Major 1, the Major 1 Hybrid Elimination Bracket will consist of the top eight (8) Teams from the Major 1 Group Stage, placed into two (2) groups based on each Team's progression through the Major 1 Group Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this Major 1 Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Major 1 Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to the Lower Bracket Quarterfinals.

In the Lower Group in the Major 1 Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to the Lower Bracket Quarterfinals. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The bracket will continue until a winning Team is determined, and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

2.2.5 Major 2 Format

For Major 2, the Major 2 Group Stage will consist of sixteen (16) Teams split across four (4) groups (“**Round Robin Groups**”) competing in Best-of-Five Matches against all other Teams in their Round Robin Group. The top three (3) Teams from each Round Robin Group will progress to the Major 2 Hybrid Elimination Bracket. The bottom one (1) Team from each Round Robin Group will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For Major 2, the Major 2 Hybrid Elimination Bracket will consist of the top twelve (12) Teams from the Major 2 Group Stage, placed into two (2) groups based on each Team’s progression through the Major 2 Group Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 12th will be designated as the Lower Group. All Matches for this Major 2 Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Major 2 Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to the Lower Bracket Quarterfinals.

In the Lower Group in the Major 2 Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #11, Seed #6 will play a Match against Seed #12, Seed #7 will play a Match against Seed #9, and Seed #8 will play a Match against Seed #10. The Teams who win their Lower Group Match will advance directly to the Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section](#)

[2.6](#). The bracket will continue until a winning Team is determined, and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

2.2.6 Last Chance Qualifier Format

After the conclusion of Split 2 Major, the top four (4) performing Regions across the two (2) LAN events will earn a Last Chance Qualifier (“**Last Chance Qualifier**”) event. The structure of the Last Chance Qualifiers will be as follows:

Each applicable Region's Last Chance Qualifier will consist of an Open Double Elimination Bracket, Open Swiss Stage, Open GSL Stage, and Open Hybrid Elimination Bracket, with Teams progressing from each based on the format and their performance.

At the end of each applicable Region's Last Chance Qualifier, Teams will advance to the Rocket League World Championship as outlined in [Section 2.2.8.5](#).

For the Last Chance Qualifier in each applicable Region, registered Teams will compete in an Open Double Elimination Bracket. Seeding and Match schedules for each day of an Open will be determined by Tournament Administrators as outlined in [Section 2.3.7](#). Each Match in the Double Elimination Bracket, before the top one hundred ninety-two (192) Teams are determined, will be Best-of-Three, and all Matches from the top one hundred ninety-two (192) onwards will be Best-of-Five.

For the Last Chance Qualifier in each applicable Region, the Open Double Elimination Bracket will consist of up to two (2) days of Matches and will continue until there are thirty-two (32) remaining Teams in the Open Double Elimination Bracket. If there are one hundred ninety-two (192) Teams or fewer that register for a Last Chance Qualifier, then the Open Double Elimination Bracket will consist of one (1) day of Matches and will continue until there are thirty-two (32) remaining Teams in the Open Double Elimination Bracket. If a Team loses two (2) Matches during the Open Double Elimination Bracket, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For the Last Chance Qualifier in each applicable Region, the top thirty-two (32) Teams from the Open Double Elimination Bracket will progress to the Open Swiss Stage.

For the Last Chance Qualifier in each applicable Region, the Open Swiss Stage will consist of thirty-two (32) Teams split across two (2) groups competing in Best-of-Five Swiss Matches against other qualified Teams. If a Team wins three (3) Matches during the Open Swiss Stage, it will advance to the Open GSL Stage. If a Team loses three (3) Matches during the Open Swiss Stage, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For the Last Chance Qualifier in each applicable Region, the Open GSL Stage will consist of sixteen (16) Teams split across two (2) brackets (“**GSL Groups**”) competing in Best-of-Five Matches against other qualified Teams. If a Team loses two (2) Matches during the Open GSL

Stage, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The top four (4) Teams from each GSL Group will progress to the Open Hybrid Elimination Bracket.

For the Last Chance Qualifier in each applicable Region, the Open Hybrid Elimination Bracket will consist of the top eight (8) Teams from the Open GSL Stage, placed into two (2) groups based on each Team's progression through the Open GSL Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 8th will be designated as the Lower Group. All Matches for this Open Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the Open Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Round 2.

In the Lower Group in the Open Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #8, and Seed #6 will play a Match against Seed #7. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament.

From Lower Bracket Round 2 onward, if a Team loses a Match during the bracket, it will be eliminated from the tournament. The Bracket will continue until a winning Team is determined.

2.2.7 Rocket League World Championship Format

The Rocket League World Championship 2026 will consist of a World Championship GSL Play-In Stage, World Championship Group Stage, and World Championship Hybrid Elimination Bracket, with Teams progressing from each based on the format and their performance.

For the Rocket League World Championship 2026, the World Championship GSL Play-In Stage will consist of eight (8) Teams competing in Best-of-Five Matches against other qualified Teams. If a Team loses two (2) Matches during the World Championship GSL Play-In Stage, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#). The top four (4) Teams from the World Championship GSL Play-In Stage will progress to the World Championship GSL Group Stage.

For the Rocket League World Championship 2026, the World Championship Group Stage will consist of sixteen (16) Teams split across four (4) groups ("**Round Robin Groups**") competing in Best-of-Five Matches against all other Teams in their Round Robin Group. The top three (3) Teams from each Round Robin Group will progress to the World Championship Hybrid Elimination Bracket. The bottom one (1) Team from each Round Robin Group will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

For the Rocket League World Championship, the World Championship Hybrid Elimination Bracket will consist of the top twelve (12) Teams from the World Championship Group Stage, placed into two (2) groups based on each Team's progression through the World Championship

GSL Group Stage. Teams seeded 1st to 4th will be designated as the Upper Group, and Teams seeded 5th to 12th will be designated as the Lower Group. All Matches for this World Championship Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the World Championship Hybrid Elimination Bracket, Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. The Teams who win their Upper Group Match will advance directly to the Semifinals of the Bracket. The Teams who lose their Upper Group Match will advance to Lower Bracket Quarterfinals.

In the Lower Group in the World Championship Hybrid Elimination Bracket, Seed #5 will play a Match against Seed #11, Seed #6 will play a Match against Seed #12, Seed #7 will play a Match against Seed #9, and Seed #8 will play a Match against Seed #10. The Teams who win their Lower Group Match will advance directly to Lower Bracket Round 2. The Teams who lose their Lower Group Match will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#).

From Lower Bracket Round 2 onward, if a Team loses a Match during the bracket, it will be eliminated from the tournament and be awarded RLCS Points and Prizes as outlined in [Section 2.6](#). The bracket will continue until a winning Team is determined, and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

2.2.8 Advancements

2.2.8.1 Kick-Off Tournament Advancements

The top four (4) Teams from NA Open 1 and the top four (4) Teams from EU Open 1 will advance to the Kick-Off Tournament.

2.2.8.2 Open 2, 3, 5, 6 Advancements

Subject to [Section 2.6.2](#), for Opens 2, 3, 5, and 6 in each Region, the top eight (8) seeded teams as defined in [Section 2.3.2.1](#) and [Section 2.3.4.1](#) for the applicable Open advance to the applicable Open Swiss Stage.

2.2.8.3 Split 1 Major Advancements

Subject to [Section 2.6.2](#), the highest cumulative RLCS Points-scoring Teams across Open 1, Open 2, and Open 3 after the conclusion of Open 3 will advance to the Split 1 Major for each Region, as specified below:

<u>Region</u>	<u>Teams Qualified to Split 1 Major</u>
Europe (EU):	Top four (4) Teams
North America (NA):	Top four (4) Teams
Middle East & North Africa (MENA):	Top two (2) Teams
South America (SAM):	Top two (2) Teams
Oceania (OCE):	Top one (1) Team
Asia-Pacific (APAC):	Top one (1) Team
Sub-Saharan Africa (SSA):	Top one (1) Team

The winner of the Kick-Off Tournament will also advance to the Split 1 Major. In the case of this Team also qualifying via the advancements listed above, the next highest cumulative RLCS Points-scoring Team from that Region will also advance to the Split 1 Major.

2.2.8.4 Split 2 Major Advancements

Subject to [Section 2.6.2](#), the highest cumulative RLCS Points-scoring Teams across Open 4, Open 5, and Open 6 after the conclusion of Open 6 will advance to the Split 2 Major for each Region, as specified below:

<u>Region</u>	<u>Teams Qualified to Split 2 Major</u>
Europe (EU):	Top five (5) Teams
North America (NA):	Top four (4) Teams
Middle East & North Africa (MENA):	Top two (2) Teams
South America (SAM):	Top two (2) Teams
Oceania (OCE):	Top one (1) Team
Asia-Pacific (APAC):	Top one (1) Team
Sub-Saharan Africa (SSA):	Top one (1) Team

2.2.8.5 Rocket League World Championship Advancements

Subject to [Section 2.6.2](#), the top Teams in each Region's RLCS Points Standings after the conclusion of Split 2 Major will advance to the Rocket League World Championship 2026, as specified below:

<u>Region</u>	<u>Teams Qualified to World Championship</u>
Europe (EU):	Top five (5) Teams
North America (NA):	Top four (4) Teams
Middle East & North Africa (MENA):	Top two (2) Teams
South America (SAM):	Top two (2) Teams
Oceania (OCE):	Top one (1) Team
Asia-Pacific (APAC):	Top one (1) Team
Sub-Saharan Africa (SSA):	Top one (1) Team

The remaining four (4) Teams to qualify for the Rocket League World Championship will advance from the Last Chance Qualifiers. After the conclusion of Split 2 Major, the four (4) Regions with the strongest Split 1 Major and Split 2 Major performances will earn a Last Chance Qualifier for their Region. The four (4) Regions that will have a Last Chance Qualifier will be determined according to the following criteria:

1. A Region's mean RLCS Points earned by that Region at Split 1 Major and Split 2 Major.
2. A Region's cumulative RLCS Points earned by the best placement from that Region at Split 1 Major and Split 2 Major.

The four (4) Teams that win each Region's Last Chance Qualifier will qualify for the Rocket League World Championship 2026.

2.2.8.6 Alternate Team Advancement

If a Team declines or is otherwise unable to participate in a Major or the Rocket League World Championship 2026, their advancement spot will be awarded to the next-highest Points-scoring Team on the applicable RLCS Points Leaderboard.

In the case where no other Team from that Region is able to attend, the advancement slot will be awarded to the next highest-scoring Team in the strongest Region's RLCS Points Leaderboard. The strongest Region is calculated using a Region's mean RLCS Points earned by that Region at Split 1 Major and Split 2 Major and taking the highest Region.

If this scenario happens before Split 1 Major, the strongest Region will be calculated based on Major and World Championship performances during the RLCS 2025 Season.

2.2.9 Tiebreakers

In the event of a tie for a Major or World Championship qualification spot, a bracket will be made to accommodate the number of tied Teams with Teams receiving "byes" in accordance with the seeding system set out in [Section 2.3.9](#) (each such bracket, a "**Qualification Spot Bracket**"). All Matches in a Qualification Spot Bracket will be Best-of-Seven. Qualification Spot Brackets will be a Single Elimination Bracket, with higher seeds receiving byes in the bracket (as applicable). Qualification Spot Brackets will be confirmed by Event Administrators before the Qualification Spot Bracket begins. See [Attachment E](#) for the Qualification Spot Bracket Table.

If three (3) or less Matches need to be played in a Qualification Spot Bracket to break a tie, then the Qualification Spot Bracket will be played after the conclusion of the applicable Region's Open Hybrid Elimination Bracket. If four (4) or more Matches need to be played in a Qualification Spot Bracket to break a tie, then the Qualification Spot Bracket will be played during the respective Region's tiebreaker day as defined in the Schedule ([Attachment B](#)).

In the event of a tie between Teams within the same Region that have already qualified for a Major or World Championship spot, Teams will be seeded in accordance with the seeding system set out in [Section 2.3.5](#), [Section 2.3.6](#), and [Section 2.3.8](#) (as applicable). In this scenario, a Qualification Spot Bracket will not be played.

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 Open 1

2.3.1.1 Open Double Elimination Bracket

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

1. The mean of each Starter's final placement in the Rocket League World Championship 2025 where the Player was a Starter.
 - a. Each Player's final placement will only be considered if the Player is Registered for the same Region that they represented at the Rocket League World Championship 2025.
2. All three (3) Starter's mean RLCS 2025 seeding score
 - a. Each Starter's RLCS 2025 seeding score is determined by adding 66% of RLCS Points earned in 2025's Major 1 Open Qualifiers and the Birmingham Major, and 100% of RLCS Points earned in 2025's Major 2 Open Qualifiers and the Raleigh Major. RLCS 2025 Season points only apply to Starters on RLCS 2025 Teams, and do not apply to Reserves, Coaches, or Managers on those RLCS 2025 Teams
 - b. For each Starter, if the Starter is Registered for a different Region than the Region they represented in 2025's Major 1 Open Qualifiers, Birmingham Major, Major 2 Open Qualifiers, and Raleigh Major then an additional 50% deduction for the applicable stage will be applied to the Starter's seeding score.
3. The mean of each player's highest placement reached in the RLCS 2025 Raleigh Major Open Qualifiers or Raleigh Major, that awarded RLCS Points or Prizing, for each Starter.
4. All three (3) Starting Player's mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closes.

2.3.1.2 Open Swiss Stage

For seeding purposes in the Open Swiss Stage of Open 1, Teams will be organized by the following parameters:

1. Final Placement from the Open Double Elimination Bracket.
2. Initial Seed as determined in [Section 2.3.1.1](#).

2.3.1.3 Open GSL Stage

For seeding purposes in the Open GSL Stage of Open 1, 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

Ties between Team's final placement will be broken by the following parameters:

1. Buchholz Score.
2. Initial Seed as determined in [Section 2.3.1.2](#).

2.3.1.4 Open Hybrid Elimination Bracket

For seeding purposes in the Open Hybrid Elimination Bracket of Open 1, Teams will be organized by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place

4. GSL Group B Second Place
5. GSL Group A Third Place
6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

Ties between Team's final placement will be broken by Initial Seed as determined in [Section 2.3.1.3](#).

2.3.2 Seeding for Opens 2 and 3

2.3.2.1 Open Double Elimination Bracket

For seeding purposes in the Open Double Elimination Bracket of Open 2 and Open 3, Teams will be organized by the following parameters:

1. Split 1 Cumulative RLCS Points.
2. 2026 Cumulative RLCS Points.
3. The mean of each Starting Player's mean final placement that awarded Prizing in the last three (3) Opens that have taken place where that Player was a Starter in RLCS 2026.
 - a. For each Starting Player, where the Player did not participate or earn Prizing, the final placement is treated as the placement that awards the lowest non-zero amount of Prizing for that Open, plus one.
4. The mean of each Starting Player's highest placement that awarded Prizing where that Player was a Starter in RLCS 2026.
5. All three (3) Starting Player's mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closes.

2.3.2.2 Open Swiss Stage

For seeding purposes in the Open Swiss Stage of Open 2 and Open 3, Teams will be organized by the following parameters:

1. Final Placement from the Open Double Elimination Bracket.
2. Initial Seed as determined in [Section 2.3.2.1](#).

2.3.2.3 Open GSL Stage

For seeding purposes in the Open GSL Stage of Open 2 and Open 3, 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

Ties between Team's final placement will be broken by the following parameters:

1. Buchholz Score.
2. Initial Seed as determined in [Section 2.3.2.2](#).

2.3.2.4 Open Hybrid Elimination Bracket

For seeding purposes in the Open Hybrid Elimination Bracket of Open 2 and 3, Teams will be organized by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place
4. GSL Group B Second Place
5. GSL Group A Third Place
6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

Ties between Team's final placement will be broken by Initial Seed as determined in [Section 2.3.2.3](#).

2.3.3 Seeding for Open 4

2.3.3.1 Open Double Elimination Bracket

For seeding purposes in the Open Double Elimination Bracket of Open 4, Teams will be organized by the following parameters:

1. 2026 Cumulative RLCS Points.
2. The mean of each Starting Player's mean final placement that awarded Prizing in the last three (3) Opens that have taken place where that Player was a Starter in RLCS 2026.
 - a. For each Starting Player, where the Player did not participate or earn Prizing, the final placement is treated as the placement that awards the lowest non-zero amount of Prizing for that Open, plus one.
3. The mean of each Starting Player's highest placement that awarded Prizing where that Player was a Starter in RLCS 2026.
4. All three (3) Starting Player's mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closes.

2.3.3.2 Open Swiss Stage

For seeding purposes in the Open Swiss Stage of Open 4, Teams will be organized by the following parameters:

1. Final Placement from the Open Double Elimination Bracket.
2. Initial Seed as determined in [Section 2.3.3.1](#).

2.3.3.3 Open GSL Stage

For seeding purposes in the Open GSL Stage of Open 4, 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

Ties between Team's final placement will be broken by the following parameters:

1. Buchholz Score.
2. Initial Seed as determined in [Section 2.3.3.2](#).

2.3.3.4 Open Hybrid Elimination Bracket

For seeding purposes in the Open Hybrid Elimination Bracket of Open 4, Teams will be organized by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place
4. GSL Group B Second Place
5. GSL Group A Third Place
6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

Ties between Team's final placement will be broken by Initial Seed as determined in [Section 2.3.3.3](#).

2.3.4 Seeding for Opens 5 and 6

2.3.4.1 Open Double Elimination Bracket

For seeding purposes in the Open Double Elimination Bracket of Open 5 and Open 6, Teams will be organized by the following parameters:

1. Split 2 Cumulative RLCS Points.
2. 2026 Cumulative RLCS Points.
3. The mean of each Starting Player's mean final placement that awarded Prizing in the last three (3) Opens where that Player was a Starter in RLCS 2026.
 - a. For each Starting Player, where the Player did not participate or earn Prizing, the final placement is treated as the placement that awards the lowest non-zero amount of Prizing for that Open, plus one.
4. The mean of each Starting Player's highest placement that awarded Prizing where that Player was a Starter in RLCS 2026.
5. All three (3) Starting Player's mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closes.

2.3.4.2 Open Swiss Stage

For seeding purposes in the Open Swiss Stage of Open 5 and Open 6, Teams will be organized by the following parameters:

1. Final Placement from the Open Double Elimination Bracket.
2. Initial Seed as determined in [Section 2.3.4.1](#).

2.3.4.3 Open GSL Stage

For seeding purposes in the Open GSL Stage of Open 5 and Open 6, 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

Ties between Team's final placement will be broken by the following parameters:

1. Buchholz Score.
2. Initial Seed as determined in [Section 2.3.4.2](#).

2.3.4.4 Open Hybrid Elimination Bracket

For seeding purposes in the Open Hybrid Elimination Bracket of Open 5 and 6, Teams will be organized by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place

4. GSL Group B Second Place
5. GSL Group A Third Place
6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

Ties between Team's final placement will be broken by Initial Seed as determined in [Section 2.3.4.3](#).

2.3.5 Seeding for Major 1

2.3.5.1 Major 1 Group Stage

For seeding purposes, Region Slots will be organized by the following preset Region Slot ranking order:

1. NA1
2. MENA1
3. EU1
4. EU2
5. NA2
6. EU3
7. SAM1
8. OCE1
9. NA3
10. EU4
11. MENA2
12. SAM2
13. NA4
14. EU5
15. APAC1
16. SSA1

Teams will be organized into Round Robin Groups as follows:

- Group A: Seed 1, Seed 8, Seed 9, Seed 16
Group B: Seed 2, Seed 7, Seed 10, Seed 15
Group C: Seed 3, Seed 6, Seed 11, Seed 14
Group D: Seed 4, Seed 5, Seed 12, Seed 13

Round Robin Groups will be adjusted to avoid multiple Teams that represent the same Region being organized into the same Round Robin Group.

- For Regions with five (5) Team representatives, exactly one (1) Round Robin Group will contain two (2) Teams representing that Region. The remaining Round Robin Groups will contain one (1) Team representing that region.

- For Regions with four (4) or fewer Team representatives, no Round Robin Group will contain more than one (1) Team representing that Region.

Swaps of Teams between Round Robin Groups will be made by Tournament Administrators according to the following criteria:

- Seeds 1-4 are locked and will not swap Groups.
- Consider Seeds 5-8, Seeds 9-12, Seeds 13-16 bands of Seeds that are only eligible to make swaps between each other.
- Prioritise adjusting Seed bands in the following order.
 - Seeds 16, 15, 14, 13.
 - Seeds 12, 11, 10, 9.
 - Seeds 8, 7, 6, 5.
- Prioritise minimal individual movement of Seeds (for example, prioritising moving two (2) Seeds two (2) Groups apart rather than moving one (1) Seed three (3) Groups apart).

For clarity, swaps of Teams between Round Robin Groups do not change a Team's Initial Seed as determined in this Section 2.3.5.1.

Teams that qualify to the RLCS Major 1 will be placed in the above Region Slots based on the Region they qualified from and the following criteria:

1. 2026 Cumulative RLCS Points.
2. Final placement from an Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Opens remain.
3. Final placement in the most recent Open, followed by the next most recent Open until a tie is broken or no Opens remain. The priority of Opens will be as follows:
 - a. Open 3
 - b. Open 2
 - c. Open 1
4. All three (3) Starters' mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closed for Open 3.

2.3.5.2 Major 1 Hybrid Elimination Bracket

For seeding purposes in the Major 1 Hybrid Elimination Bracket, Teams will be organized by the following parameters:

1. Group A First Place
2. Group B First Place
3. Group C First Place
4. Group D First Place
5. Group C Second Place

6. Group D Second Place
7. Group A Second Place
8. Group B Second Place

Placement ties between Teams in the same Round Robin Group will be broken by the following parameters:

1. Match record from the Group Stage against tied Teams
2. Game differential from the Group Stage against tied Teams
3. Game differential from the Group Stage
4. Goal differential from the Group Stage against tied Teams
5. Goal differential from the Group Stage
6. Initial Seed as determined in [Section 2.3.5.1](#).

2.3.6 Seeding for Major 2

2.3.6.1 Major 2 Group Stage

For seeding purposes, Region Slots will be organized by the following parameters:

1. Region Slot seeding score.
 - a. A Region Slot's seeding score is determined by taking the mean of the Region Slot's final placement in the previous RLCS Major or World Championship and the Region Slot's seeding score as calculated at the start of the previous RLCS Major or World Championship.
 - i. The initial Region Slot seeding scores as calculated at the start of the RLCS 2026 Major 1 are the initial seeds of the Region Slots for the RLCS 2026 Major 1 Swiss Stage as determined in [Section 2.3.5.1](#).
2. Region Slot's final placement in the previous RLCS Major or World Championship.
3. Region Slot's initial seed in the previous RLCS Major or World Championship.

Teams will be organized into Round Robin Groups as follows:

Group A: Seed 1, Seed 8, Seed 9, Seed 16
Group B: Seed 2, Seed 7, Seed 10, Seed 15
Group C: Seed 3, Seed 6, Seed 11, Seed 14
Group D: Seed 4, Seed 5, Seed 12, Seed 13

Round Robin Groups will be adjusted to avoid multiple Teams that represent the same Region being organized into the same Round Robin Group.

- For Regions with five (5) Team representatives, exactly one (1) Round Robin Group will contain two (2) Teams representing that Region. The remaining Round Robin Groups will contain one (1) Team representing that region.
- For Regions with four (4) or fewer Team representatives, no Round Robin Group will contain more than one (1) Team representing that Region.

Swaps of Teams between Round Robin Groups will be made by Tournament Administrators according to the following criteria:

- Seeds 1-4 are locked and will not swap Groups.
- Consider Seeds 5-8, Seeds 9-12, Seeds 13-16 bands of Seeds that are only eligible to make swaps between each other.
- Prioritise adjusting Seed bands in the following order.
 - Seeds 16, 15, 14, 13.
 - Seeds 12, 11, 10, 9.
 - Seeds 8, 7, 6, 5.
- Prioritise minimal individual movement of Seeds (for example, prioritising moving two (2) Seeds two (2) Groups apart rather than moving one (1) Seed three (3) Groups apart).

For clarity, swaps of Teams between Round Robin Groups do not change a Team's Initial Seed as determined in this Section 2.3.6.1.

Teams that qualify to the RLCS Major 2 will be placed into Region Slots based on the Region they qualified from and the following criteria:

1. Split 2 Cumulative RLCS Points.
2. 2026 Cumulative RLCS Points.
3. Final placement from a Major or Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Majors/Opens remain.
4. Final placement in the most recent Major/Open, followed by the next most recent Major/Open until a tie is broken or no Majors/Opens remain. The priority of Majors/Opens will be as follows:
 - a. Open 6
 - b. Open 5
 - c. Open 4
 - d. Major 1
 - e. Open 3
 - f. Open 2
 - g. Open 1
5. All three (3) Starters' mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closed for Open 6.

2.3.6.2 Major 2 Hybrid Elimination Bracket

For seeding purposes in the Major 2 Hybrid Elimination Bracket, Teams will be organized by the following parameters:

1. Group A First Place
2. Group B First Place
3. Group C First Place
4. Group D First Place
5. Group D Second Place

6. Group C Second Place
7. Group B Second Place
8. Group A Second Place
9. Group A Third Place
10. Group B Third Place
11. Group C Third Place
12. Group D Third Place

Placement ties between Teams in the same Round Robin Group will be broken by the following parameters:

1. Match record from the Group Stage against tied Teams
2. Game differential from the Group Stage against tied Teams
3. Game differential from the Group Stage
4. Goal differential from the Group Stage against tied Teams
5. Goal differential from the Group Stage
6. Initial Seed as determined in [Section 2.3.6.1](#).

2.3.7 Seeding for Last Chance Qualifier

2.3.7.1 Open Double Elimination Bracket

For seeding purposes in the Open Double Elimination Bracket of a Last Chance Qualifier, Teams will be organized by the following parameters:

1. All three (3) Starter's mean RLCS 2026 seeding score.
 - a. Each Starter's RLCS 2026 seeding score is determined by adding 66% of RLCS Points earned in Split 1, and 100% of RLCS Points earned in Split 2. RLCS 2026 Season points only apply to Starters on RLCS 2026 Teams, and do not apply to Reserves, Coaches, or Managers on those RLCS 2026 Teams
 - b. For each Starter, if the Starter is Registered for a different Region than the Region they represented in an RLCS 2026 event, then an additional 50% deduction for the applicable stage will be applied to the Starter's seeding score.
2. The mean of each Starting Player's mean final placement that awarded Prizing in the last three (3) Opens that have taken place where that Player was a Starter in RLCS 2026.
 - a. For each Starting Player, where the Player did not participate or earn Prizing, the final placement is treated as the placement that awards the lowest non-zero amount of Prizing for that Open, plus one.
3. The mean of each Starting Player's highest placement that awarded Prizing where that Player was a Starter in RLCS 2026.
4. All three (3) Starting Player's mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closes.

2.3.7.2 Open Swiss Stage

For seeding purposes in the Open Swiss Stage of a Last Chance Qualifier, Teams will be organized by the following parameters:

1. Final Placement from the Open Double Elimination Bracket.
2. Initial Seed as determined in [Section 2.3.7.1](#).

2.3.7.3 Open GSL Stage

For seeding purposes in the Open GSL Stage of a Last Chance Qualifier, 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

Ties between Team's final placement will be broken by the following parameters:

1. Buchholz Score.
2. Initial Seed as determined in [Section 2.3.7.2](#).

2.3.7.4 Open Hybrid Elimination Bracket

For seeding purposes in the Open Hybrid Elimination Bracket of a Last Chance Qualifier, Teams will be organized by the following parameters:

1. GSL Group A First Place
2. GSL Group B First Place
3. GSL Group A Second Place

4. GSL Group B Second Place
5. GSL Group A Third Place
6. GSL Group B Third Place
7. GSL Group A Fourth Place
8. GSL Group B Fourth Place

Ties between Team's final placement will be broken by Initial Seed as determined in [Section 2.3.7.3](#).

2.3.8 Seeding for RLCS 2026 World Championship

2.3.8.1 World Championship GSL Play-In Stage

For seeding purposes in the World Championship GSL Play-In Stage, Teams will be organized by the following parameters:

1. World Championship Region Slot Seed 13
2. World Championship Region Slot Seed 14
3. World Championship Region Slot Seed 15
4. World Championship Region Slot Seed 16
5. Team that qualified through the Last Chance Qualifier from the strongest Region (as defined in [Section 2.2.8.5](#))
6. Team that qualified through the Last Chance Qualifier from the second strongest Region (as defined in [Section 2.2.8.5](#))
7. Team that qualified through the Last Chance Qualifier from the third strongest Region (as defined in [Section 2.2.8.5](#))
8. Team that qualified through the Last Chance Qualifier from the fourth strongest Region (as defined in [Section 2.2.8.5](#))

For seeding purposes in the World Championship GSL Play-In Stage, Region Slots will be organized by the following parameters:

1. Region Slot seeding score
 - a. A Region Slot's seeding score is determined by taking the mean of the Region Slot's final placement in the previous RLCS Major or World Championship and the Region Slot's seeding score as calculated at the start of the previous RLCS Major or World Championship.
2. Region Slot's final placement in the previous RLCS Major or World Championship
3. Region Slot's initial seed in the previous RLCS Major or World Championship

Teams that qualify to the World Championship will be placed into Region Slots based on the Region they qualified from and the following criteria:

1. 2026 Cumulative RLCS Points

2. Final placement from a Major or Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Majors/Opens remain.
3. Final placement in the most recent Major/Open, followed by the next most recent Major/Open until a tie is broken or no Majors/Opens remain. The priority of Majors/Opens will be as follows:
 - a. Major 2
 - b. Open 6
 - c. Open 5
 - d. Open 4
 - e. Major 1
 - f. Open 3
 - g. Open 2
 - h. Open 1
4. All three (3) Starters' mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closed for Open 6.

2.3.8.2 World Championship Group Stage

For seeding purposes in the World Championship Group Stage, Teams will be organized by the following parameters:

1. World Championship Region Slot Seed 1
2. World Championship Region Slot Seed 2
3. World Championship Region Slot Seed 3
4. World Championship Region Slot Seed 4
5. World Championship Region Slot Seed 5
6. World Championship Region Slot Seed 6
7. World Championship Region Slot Seed 7
8. World Championship Region Slot Seed 8
9. World Championship Region Slot Seed 9
10. World Championship Region Slot Seed 10
11. World Championship Region Slot Seed 11
12. World Championship Region Slot Seed 12
13. GSL Play-In Stage First Place
14. GSL Play-In Stage Second Place
15. GSL Play-In Stage Third Place
16. GSL Play-In Stage Fourth Place

Ties between Team's final placement will be broken by Initial Seed as determined in [Section 2.3.8.1](#).

Teams will be organized into Round Robin Groups as follows:

Group A: Seed 1, Seed 8, Seed 9, Seed 16

Group B: Seed 2, Seed 7, Seed 10, Seed 15

Group C: Seed 3, Seed 6, Seed 11, Seed 14

Group D: Seed 4, Seed 5, Seed 12, Seed 13

Round Robin Groups will be adjusted to avoid multiple Teams that represent the same Region being organized into the same Round Robin Group.

- For Regions with six (6) Team representatives, exactly two (2) Round Robin Groups will contain two (2) Teams representing that region. The remaining Round Robin Groups will contain one (1) Team representing that region.
- For Regions with five (5) Team representatives, exactly one (1) Round Robin Group will contain two (2) Teams representing that Region. The remaining Round Robin Groups will contain one (1) Team representing that region.
- For Regions with four (4) or fewer Team representatives, no Round Robin Group will contain more than one (1) Team representing that Region.

Swaps of Teams between Round Robin Groups will be made by Tournament Administrators according to the following criteria:

- Seeds 1-4 are locked and will not swap Groups
- Consider Seeds 5-8, Seeds 9-12, Seeds 13-16 bands of Seeds that are only eligible to make swaps between each other.
- Prioritise adjusting Seed bands in the following order.
 - Seeds 16, 15, 14, 13.
 - Seeds 12, 11, 10, 9.
 - Seeds 8, 7, 6, 5.
- Prioritise minimal individual movement of Seeds (for example, prioritising moving two (2) Seeds two (2) Groups apart rather than moving one (1) Seed three (3) Groups apart).

For clarity, swaps of Teams between Round Robin Groups do not change a Team's Initial Seed as determined in this Section [2.3.8.2](#).

For seeding purposes in the World Championship Group Stage, Region Slots will be organized by the following parameters:

1. Region Slot seeding score.
 - a. A Region Slot's seeding score is determined by taking the mean of the Region Slot's final placement in the previous RLCS Major or World Championship and the Region Slot's seeding score as calculated at the start of the previous RLCS Major or World Championship.
2. Region Slot's final placement in the previous RLCS Major or World Championship.
3. Region Slot's initial seed in the previous RLCS Major or World Championship.

Teams that qualify to the World Championship will be placed into Region Slots based on the Region they qualified from and the following criteria:

1. 2026 Cumulative RLCS Points

2. Final placement from a Major or Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Majors/Opens remain.
3. Final placement in the most recent Major/Open, followed by the next most recent Major/Open until a tie is broken or no Majors/Opens remain. The priority of Majors/Opens will be as follows:
 - a. Major 2
 - b. Open 6
 - c. Open 5
 - d. Open 4
 - e. Major 1
 - f. Open 3
 - g. Open 2
 - h. Open 1
4. All three (3) Starters' mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closed for Open 6.

2.3.8.3 World Championship Hybrid Elimination Stage

For seeding purposes in the World Championship Hybrid Elimination Stage, Teams will be organized by the following parameters:

1. Group A First Place
2. Group B First Place
3. Group C First Place
4. Group D First Place
5. Group D Second Place
6. Group C Second Place
7. Group B Second Place
8. Group A Second Place
9. Group A Third Place
10. Group B Third Place
11. Group C Third Place
12. Group D Third Place

Placement ties between Teams in the same Group will be broken by the following parameters:

1. Match record from the Group Stage against tied Teams
2. Game differential from the Group Stage against tied Teams
3. Game differential from the Group Stage
4. Goal differential from the Group Stage against tied Teams
5. Goal differential from the Group Stage
6. Initial Seed as determined in [Section 2.3.8.2](#).

2.3.9 Qualification Spot Bracket

For seeding purposes in a Qualification Spot Bracket, Teams will be organized by the following parameters:

1. 2026 Cumulative RLCS Points.
2. Final placement from a Major or Open that awarded the most RLCS Points, followed by the placement that awarded the next most RLCS Points until a tie is broken or no Majors/Opens remain.
3. Final placement in the most recent Major/Open, followed by the next most recent Major/Open until a tie is broken or no Majors/Opens remain. The priority of Majors/Opens will be as follows:
 - a. Major 2
 - b. Open 6
 - c. Open 5
 - d. Open 4
 - e. Major 1
 - f. Open 3
 - g. Open 2
 - h. Open 1
4. All three (3) Starters' mean "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closed for the most recent Open.

2.4 Schedule

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

2.5 Rescheduling

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

2.6 Prizes

2.6.1 Opens, Majors, and World Championship 2026.

Subject to [Section 2.6.2](#), prizes will be awarded to each Team (divided evenly between the three (3) Starters) based on its final standing at the conclusion of each Open, Major, and World Championship. The specific prize awards are set forth in [Attachment D](#).

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 Session, 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. 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.

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 cannot use a Cabined Account to participate in the Event. Managers and Coaches must be at least 18 years old (or such other age of majority, if greater, as may be required in your country of residence).

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 and Team Names

3.5.1 All Team and individual Player names must follow the Code of Conduct in [Section 8](#) and, for broadcasted matches, Player names must only include Latin alphanumeric characters. Epic and the Tournament Administrators each may restrict or change Team and individual Player tags or screen names for any reason.

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

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

3.5.4 Teams and Players must use the same name for the duration of the entire Tournament.

3.5.5 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).

3.5.6 Team Logos

Teams that qualify for the Open GSL Stages, Majors, and/or the Rocket League World Championship are required to provide Tournament Administrators a logo in both 1) .png format, and 2) .psd, or .ai format. If a logo is not provided, or is rejected, Tournament Administrators will replace the logo with a standard Tournament logo. Tournament Administrators reserve the right to reject logos submitted after the Tournament begins.

3.5.7 Sponsor Prohibitions

Team Names, 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 Team Names are subject to final approval by Event Administrators. Tournament Administrators and/or Psyonix reserves the right to prohibit or edit any Team 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 any Epic Account associated with you) 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 3. 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 Epic Account. This means you cannot use the same Epic Account 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 or Last Chance Qualifier. 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 session, you will be locked to that Region for any subsequent Open. This rule does not apply to players who undergo an official Roster Change during the Transfer Window (as listed in [Section 3.8.6](#)).

3.7.5 You may only participate on a single Team during any Open or Last Chance Qualifier. Outside of the Transfer Window as listed below, you may change Teammates at the start of each new Open, but you and your Teammates will be considered a new Team, and any previously earned RLCS Points will not transfer to your new Team.

3.8 Team Rosters

3.8.1 Team Point-of-Contact

Each Team must declare one member of their Roster to be the Team Point-of-Contact (“**Team Point-of-Contact**”) or (“**Team POC**”) who represents the Team for all official decisions and serves as the main point of contact for the Team; provided, that a Team may designate its Manager or Coach (as applicable) as the main point of contact for the Team.

3.8.2 Team Size and Rosters

Teams may only use Players who are on their Roster for a Match. Upon registering for the Tournament, Rosters must contain a minimum of three (3) starting Players (each, a “**Starter**”), and may contain up to one (1) designated reserve Player who may be used as an alternate (each, a “**Reserve**”). Rosters may also include a Manager and/or a Coach who, depending on

whether they also serve in a Starter or Reserve Role, may or may not play in a Match. A Team's Manager and Coach will be registered to a Roster by a Tournament Administrator at later stages of each Tournament. An individual may not simultaneously be part of more than one Roster at a time.

- "Starter": A Roster must contain a minimum of three (3) Starters. A Starter is eligible to compete in a Match.
- "Reserve": A Roster may contain up to one (1) Reserve. A Reserve is eligible to compete in a Match.
- "Coach": A Roster may contain up to one (1) Coach. A coach is eligible to compete in a Match if they also serve in a Starter or Reserve role, but must be given explicit permission from Epic or Tournament Administrators before Gameplay begins. Coaches must be at least 18 years of age.
- "Manager": A Roster may contain up to one (1) Manager. A Manager is eligible to compete in a Match if they also serve in a Starter or Reserve role, but must be given explicit permission from Epic or Tournament Administrators before Gameplay begins. Managers must be at least 18 years of age.

3.8.3 Majority Residency Roster Restriction

A Team must field a majority of Players who are residents or citizens of the Region in which they are competing, as defined for each Region in [Attachment C](#).

- For Rosters consisting of three (3) Players (all Starters), at least two (2) Players must fit any of the criteria listed below.
- For Rosters consisting of four (4) Players (three (3) Starters and one (1) Substitute), at least three (3) out of four (4) Players must fit any of the criteria listed below.

Minimum one of the following criteria are considered residency:

- Holding citizenship
- Holding permanent/long term legal residency
- Maintaining in-person education within that Region
- Maintaining a work placement within that Region

Players holding dual citizenship must declare their intended citizenship for each Split and will be subject to Team restrictions in [Section 3.8.5](#) and [Section 3.8.6](#). Coaches and Managers registered to a Roster do not contribute to the Roster's resident majority.

Tournament Administrators will handle residency cases on a case-by-case basis and may request proof of residency at their discretion. A final decision by Tournament Administrators as to Player Residency will be final and binding on all Players and Teams.

Players and/or Teams are able to request confirmation of residency eligibility before the Registration deadline for the event by contacting Tournament Administrators via the Support Channels as defined in [Section 6.1](#).

3.8.4 Roster Submission

Starting Rosters for each broadcasted Match must be submitted to Tournament Administrators at least one (1) hour prior to the start of Gameplay.

3.8.5 Roster Change Period and Roster Lock Deadline

Except as otherwise expressly set forth in these Rules, Team Rosters that have earned RLCS Points may only make a Roster Change (as defined in [Section 3.8.6](#)) during the Transfer Window (as defined below). All Rosters will be deemed locked at the close of the Tournament registration process (the “**Registration Process**”) at the time and date to be specified on the Registration Website (such dates and times collectively, the “**Roster Lock Deadline**”).

If a Team has a Manager or Coach they would like added to its Roster, the Team must notify Tournament Administrators prior to the applicable Roster Lock Deadline. If a Team has circumstances that prevent it from making a Substitution within the deadlines set forth in [Section 4.2.5](#) and are in need of a time extension, such Team must notify a Tournament Administrator by the applicable Roster Lock Deadline.

Otherwise, no Substitution will be allowed for any Team after the Roster Lock Deadline.

Any Team that makes a Roster Change (as defined in [Section 3.8.6](#)) that is made outside of the above restrictions will be subject to complete RLCS Points forfeiture.

3.8.6 Roster Changes and Transfers

Teams will be allowed to make Roster additions during one designated “**Transfer Window**” during the season.

Transfer Windows per Region

- APAC: February 23, 2026 at 12:00 AM JST – March 8, 2026 at 5:00 PM JST
- EU: February 23, 2026 at 12:00 AM CET – March 8, 2026 at 5:00 PM CET
- MENA: February 23, 2026 at 12:00 AM KSA – March 8, 2026 at 5:00 PM KSA
- NA: February 23, 2026 at 12:00 AM PT – March 8, 2026 at 5:00 PM PDT
- OCE: February 23, 2026 at 12:00 AM AEDT – March 8, 2026 at 5:00 PM AEDT
- SSA: February 23, 2026 at 12:00 AM SAST – March 8, 2026 at 5:00 PM SAST
- SAM: February 23, 2026 at 12:00 AM BRT – March 8, 2026 at 5:00 PM BRT

During the Transfer Window, Teams may only make one addition to their Roster (not including Manager and Coach), provided that the maximum number of Players allowed on a Team is four

(4). Teams are allowed to make one addition to their Roster per Transfer Window for the entire Event. If it is determined by Tournament Administrators that a Team has made more than one addition in a single Transfer Window, such Team shall forfeit all of its accumulated RLCS Points and shall become an inactive Team.

Notwithstanding the foregoing, Teams may also make one “Exempt” addition to their Rosters (each, an “**Exempt Addition**”) during the entire Event. Exempt Additions must be made in the Transfer Window and must be added in the “Reserve” position. In addition, Exempt Additions must meet the following eligibility criteria:

1. The Exempt Addition must have been eligible to compete for the entirety of the Open immediately preceding the Transfer Window during which the Exempt Addition is being made.
2. The Exempt Addition cannot have earned any RLCS Points.

In order to make an Exempt Addition or Roster Change, Teams must submit their request via Discord in the applicable Discord Support Channel as listed in [Section 6.1](#) before the close of the Transfer Window. Transfers may also be made cross regionally (and are not impacted by the restrictions in [Section 3.7.4](#)).

A Team shall forfeit all of its accumulated RLCS Points and shall become an inactive Team if they have less than three (3) registered Players when the Transfer Window closes.

3.8.7 Player or Team Names

Players or Teams may not change their User Names, in-game names, or Team Names without approval from Tournament Administrators. All such names must comply with these Rules (including, without limitation, [Section 3](#)) and Tournament Administrators may request that they be changed at any time. A Roster shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another.

3.8.8 Roster Continuity

If a Team has three (3) Players, all three (3) Players will be considered “Starters”. If a Team has four (4) Players, three (3) Players will be considered “Starters,” and one (1) Player will be considered “Exempt” or a “Reserve” (as applicable).

3.8.9 Team Exclusivity

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

3.8.10 Registration

Each Player on a Team must satisfy all eligibility requirements in these Rules for Players, and each Player must register on the Registration Website (<https://www.start.gg/hub/rics-2026>) before the close of the Registration Process in order to be considered a member of the applicable Team. During the Registration Process, one Team member will create/register the Team Name and Players will be able to join the Team by searching the Team Name or by invite. In the event a Team progresses to further rounds of the Tournament, the Tournament Administrators will attempt to notify the Team through its Team Point-of-Contact.

3.8.11 Team Eligibility Verification

Subject to [Section 2.6.2](#), all members of a Team that fall within the prizing thresholds set forth in [Attachment D](#) must successfully pass the verification of eligibility process described in [Section 2.6](#) in order to be eligible to receive such prizes. If one member of a Team fails the verification of eligibility process, all members of that Team will be disqualified as potential Winning Players, and that Team shall not be entitled to win any prizes in connection with the Tournament.

3.8.12 Team Associations

Except as otherwise expressly set forth herein, all of the Tournament Administrators' rights pursuant to these Rules relate to and are exercisable against the Team as a whole and each individual member of the Team. If any right of disqualification arises as to any individual member of the Team, then the Event Administrator may exercise the right of disqualification against the Team as a whole.

If the Tournament Administrators elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Rules, and if permitted in the sole discretion of the Tournament Administrators, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Point-of-Contact) with a new eligible Player and continue to compete under the same Team Name if each disqualified Player promptly signs any writing deemed necessary by Tournament Administrators to permit his/her former Team member(s) to continue to participate in the Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Administrators.

Any Team member who elects to end his/her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to participate in the Tournament in any capacity at the sole discretion of the Tournament Administrator.

3.8.13 Team 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 entire Team as a whole.

3.9 Team Relationships

The Rules do not govern relationships between or among Players on a Team. The terms of the relationship between Players and their respective Teams are left to each of the Teams and their Players. However, disputes between Team members may be grounds for disqualifying the applicable Team or any of its Team members, as determined by the Tournament Administrators in their sole discretion.

3.10 Responsibilities of Team Owners, Managers and Coaches

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

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

3.10.3 No Managers, Coaches, or other persons having supervisory or managerial responsibility for a Team in the RLCS (collectively, "**Control Persons**") shall: (a) be a Control Person of another Team in the RLCS; or (b) either directly or indirectly be involved in or have any power to determine the management or administration of another RLCS Team or influence the performance of another RLCS Team in any Game, Match, or Tournament. An exception may be made for one (1) additional Team entry from an organization, as long as that Team falls within all of the following categories and restrictions:

1. The additional Team is DEI-focused, and all participating Players represent that DEI initiative (example: a women's Team) or the additional Team is a college or university Team.
2. The Team names are not identical to one another.

Written approval from Tournament Administrators is required prior to the registration deadline. Tournament Administrators reserve the right to deny any exception cases.

3.10.4 A Team shall not appoint as a Control Person any individual who: (a) is a Control Person of any other RLCS Team; or (b) either directly or indirectly is involved in or has any power to determine the management or administration of another RLCS Team or influence the performance of another RLCS Team in any Game, Match, or Tournament.

3.10.5 Teams that Psyonix, in its sole discretion, determines are directly or indirectly owned or controlled by a person or entity that operates sports (including esports) gambling, wagering, bookmaking, or betting sites or platforms, or any other prohibited categories, are not eligible to participate in the Tournament.

4. Gameplay Rules

This Section 4 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: 3v3
- Bot Difficulty: No Bots
- Match Admin: Disabled
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox
- Server: US-East or US-Central or 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. Note that wireless controllers are not permitted at any in-person Tournament events. At any in-person Tournament event, all controllers are subject to approval from Tournament Administrators.

4.1.3 Arenas

In an Open Double Elimination Bracket, Open Swiss Stage, and Split 1 Open GSL Stage, all Games are played on DFH Stadium unless teams mutually agree to play another standard arena. Games played to completion on another standard arena are considered to have been mutually agreed. In all other stages of the Tournament, the map rotation will be chosen from the standard arenas, chosen by Tournament Administrators at their sole discretion.

For broadcasted Matches, Teams may request to avoid an arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by Teams to avoid an arena.

4.2 Match Procedures

4.2.1 Hosting and Team Colors

Tournament Administrators will specify which Team is blue and which Team is orange. In the Open Double Elimination Bracket and Open Swiss Stage, Teams 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 Double Elimination Bracket, Open Swiss Stage, and Split 1 Open GSL Stage, 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.

Teams must recreate and join the new Match lobby within three (3) minutes of the new Match lobby's creation. Failure of a Team or Player to rejoin during this period will be subject to disciplinary action as further described in [Section 8.3](#).

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

4.2.3.1 Servers for Open Double Elimination Bracket and Open Swiss Stage

- “US-Central” will be the default server for North American Matches unless both Teams agree to play on “US-West” or “US-East”.
- “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.

4.2.3.2 Servers for Open GSL Stage, Open Hybrid Elimination Bracket, Kick-Off Tournament, Major Swiss Stage, Major Hybrid Elimination Bracket, World Championship GSL Play-In Stage, World Championship GSL Group Stage, and World Championship Hybrid Elimination Bracket

- “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 Double Elimination Bracket and Open Swiss Stage, Players may not join their designated side until three Players from each Team 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.

For all stages of the Tournament, a Game is considered started when the in-Game "GO" indicator is displayed after the first kickoff countdown concludes.

4.2.5 Substitutions

4.2.5.1 Substitutions in Open Double Elimination Bracket, Open Swiss Stage, and Split 1 Open GSL Stage

Substitutions may only occur in between Games in a Match. Teams are limited to one Substitution per Match. Teams are permitted to revert a Substitution between Games in order to play with their initial Player line-up, but would not be able to make any additional Substitutions in that Match. Teams may start a Game with any combination of three (3) Players from their registered Roster.

4.2.5.2 Substitutions in Split 2 Open GSL Stage, Open Hybrid Elimination Bracket, Kick-Off Tournament, Major Swiss Stage, Major Hybrid Elimination Bracket, World Championship GSL Play-In Stage, World Championship GSL Group Stage, and World Championship Hybrid Elimination Bracket

Substitutions may only occur in between Games in a Match or before a Match. Teams must inform Tournament Administrators of any change in lineup between Games and receive approval before any Substitution(s) can be made.

4.2.6 Reporting Scores

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

4.2.7 Observers

For all Events, including Opens, Kick-Off Tournament, Last Chance Qualifiers, Majors, and the World Championship, in-game observers are not allowed except for Tournament Administrators or previously authorized individuals. Teams that are found to have shared lobby details for the purposes of allowing an unauthorized observer into the Match will be subject to disciplinary action as further described in [Section 8.3](#). Coaches, Managers and Reserves are not permitted to be in-game observers.

A Player or Team shall be permitted to stream live coverage of his/her/its Gameplay through an online streaming platform (e.g., Twitch, Kick, Tiktok, YouTube, etc.). Teams may also submit a special request for a single "Team Stream" observer to be authorized to join any not-broadcasted Open Double Elimination Bracket, Open Swiss Stage, Open GSL Stage, Last Chance Qualifier Double Elimination Bracket, Last Chance Swiss Stage, or Last Chance 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. Coaches, Managers and Reserves are not permitted to be a Team Stream authorized observer. 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

4.3.1.1 Punctuality for Open Double Elimination Brackets, Open Swiss Stage, Open GSL Stage, and Open Hybrid Elimination Bracket

All Teams must have three (3) Players physically present or in the online Match lobby by the designated Match start time. Teams that do not have three (3) Players ready to play after five (5) minutes of the Match start time will be subject to disciplinary actions as further described in [Section 8.3](#). During all Matches, the Team Point-of-Contact 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 Tournament Administrators, in their sole discretion, depending on any Tournament accelerations or delays.

4.3.1.2 Punctuality for Kick-Off Tournament, Majors, and Rocket League World Championship

During in-person Matches, all participating members of a Roster are required to be physically present by the designated Match call time. The Match call time will be communicated by Tournament Administrators. Rosters are not permitted to leave the competition area after the designated Match call time, unless they are given explicit permission from the Tournament Administrators. Rosters that are not physically present at the designated Match call time will be subject to disciplinary actions as further described in [Section 8.3](#).

4.3.2 Forfeits

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators. Notwithstanding the foregoing, even with such authorization, such Teams may be subject to disciplinary actions as further described in [Section 8.3](#).

4.3.3 Device Access during Kick-Off Tournament, Majors, and Rocket League World Championship 2026

During all Matches in the Kick-Off Tournament, Majors, and Rocket League World Championship 2026, Players and Coaches will not be permitted to have any electronic device (e.g., mobile phones, watches of any form, electric handwarmers, earbuds) on their person and will not be permitted to access the internet without approval from Tournament Administrators.

5. Issues

5.1 Match Admin During Private Matches

During all stages of the Event, Players are prohibited from using the in-game “Match Admin” functionality. Players must not pause the Game, change the Game time, or change the Game score. Any Players that use in-game “Match Admin” functionality during a Game in the Event will be subject to disciplinary action as further described in [Section 8.3](#).

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 Team calls for a rematch due to a technical issue or bug encounter, such Team must save the replay and submit it to the Tournament 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

5.3.1.1 Disconnects during Open Double Elimination Bracket, Open Swiss Stage, and Split 1 Open GSL Stage Matches

If a disconnect occurs, the shorthanded Team must 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 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. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team must substitute another Player from their roster (subject to the Substitution rules set forth in [Section 4.2.5](#)) or forfeit the Match.

5.3.1.2 Disconnects during Split 2 Open GSL Stage and Open Hybrid Elimination Bracket

If a disconnect occurs, the shorthanded Team 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 or 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 (8) minutes to rejoin before the Game resumes. In the event of multiple pauses for disconnections, the total time will be counted towards the eight (8) minutes of reconnection time for the affected Team. If the Player cannot rejoin within that time, the shorthanded Team 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 (3) 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. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team must substitute another Player from their roster (subject to the Substitution rules set forth in [Section 4.2.5](#)) or forfeit the Match.

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

If a Team cannot field a full Team of three (3) Players to continue play, it will forfeit the Game. If a Team cannot field a full Team of three (3) Players in the subsequent eight (8) minutes of Game forfeiture, they will forfeit the Match.

5.3.1.3 Disconnects during Kick-Off Tournament, Major Swiss Stage, Major Hybrid Elimination Bracket, World Championship GSL Play-In Stage, World Championship GSL Group Stage, and World Championship Hybrid Elimination Bracket

If a disconnect occurs, the shorthanded Team must immediately notify the Tournament Administrators in-Game. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion. 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, Tournament Administrators will work directly with the affected Player to resolve the indicated issue.

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. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team must substitute another Player from their roster (subject to the Substitution rules set forth in [Section 4.2.5](#)) or forfeit the Match.

Once the disconnected Player has rejoined, Teams have thirty (30) seconds to confirm with Tournament Administrators that each Team is ready to unpause. Once each Team has confirmed its readiness, the Game will resume from a neutral kickoff or from continuation of play as determined by the Tournament Administrators.

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 Match that occurs during the Open Hybrid Elimination Bracket, Kick-Off Tournament, Major, Rocket League World Championship 2026, or Qualification Spot Bracket, Teams may request one (1) timeout (each, a "Timeout") between Games during such Match.

Each Timeout will last for two (2) minutes. A Team must notify a Tournament Administrator that it elects to use a Timeout before forty-five (45) seconds remain on the post-Game scoreboard. Tournament Administrators reserve the right to deny a Team a Timeout if such Team fails to make its election in accordance with the deadlines set forth in this Section 5.3.3. The two (2) minute Timeout will begin at forty-five (45) seconds remaining on the post-Game scoreboard. At the conclusion of the Timeout, Tournament Administrators will instruct each Team to join the subsequent Game.

For clarity, Timeouts cannot be used in any Matches that occur in the Open Double Elimination Bracket, Open Swiss Stage, Open GSL Stage, 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 or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and if Tournament Administrators determine that the restart was falsely requested, such Player or Team will be subject to disciplinary actions as further described in [Section 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, Teams 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(s) or Team. For clarity, Coaches do not fall within this restriction and Player-to-Coach communication is not restricted during gameplay. 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 and Control Persons must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 7 ("**Code of Conduct**") and (b) the general principles of personal integrity, honesty, and good sportsmanship.

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

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

7.1.4 Players and Control Persons 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, a Control Person, or an entire Team to 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 or Session).
- 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 and Control Persons shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

7.4 Harassment

Players 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 or Control Person 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 and Control Persons 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, impose sanctions on Players for violations of these Rules, as further described in this Section 8.

8.2 Investigation and Compliance

8.2.1 You and any control person must fully cooperate with Tournament Administrators in the investigation of any violation or suspected violation of these Rules. If Tournament Administrators contact you to discuss the investigation, you must be truthful in the information

that you provide to Tournament Administrators. Any player or control person found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Tournament Administrators 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 this Section 8.2.

8.3 Disciplinary Action

8.3.1 If Tournament Administrators decide that a Player or Control Person has violated the Code, Tournament Administrators may take the following disciplinary actions (as applicable):

- Issue a private or public warning (verbal or written) to the Player or Control Person;
- Match restart;
- Loss of a Timeout;
- Loss of Game;
- Loss of Match;
- Loss of all or any part of the prizes previously awarded to the Player or Team;
- Fine a percentage of all or any part of the prizes previously awarded to the Player or Team;
- Disqualify the Player or Control Person from participating in one or more Matches and/or Stages at the Event; and/or
- Prevent the Player or Control Person 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 Tournament Administrators pursuant to this Section 8.3 will be in the sole and absolute discretion of Tournament Administrators. Tournament Administrators reserve the right to seek damages and other remedies from such Player or Control Person to the fullest extent permitted by applicable law.

The enforcement of any applicable disciplinary action by Psyonix shall not provide a Player or Control Person 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 or Control Person.

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

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 an Tournament Administrator at

tournaments@epicgames.com, however this will not affect any uses Psyonix has made of such license before the withdrawal.

10.3 All Teams must select one Player at the start of this Tournament to serve as the representative of the Team for all scheduled interviews for this Season (the “**Team Representative**”). The Team Representative is not obligated to be the only member of the Team to give interviews during this Season.

However, the Team Representative must be present for all scheduled interviews, unless the Team advises Psyonix or the Tournament Administrator that an alternate Player will attend the interview prior to the Match for which an interview is scheduled. At the sole discretion of Psyonix, a Coach (if any) may serve as the Team Representative in an interview. Psyonix will try to provide the Team and Team Representative with 24 hours advance notice of the interviews, which shall be scheduled on the Team’s Match day. If an acceptable Team Representative 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, Owners, Managers, Coaches and Teams shall comply with (a) any written guidance provided by Tournament Administrators from time to time relating to health and safety matters; and (b) applicable laws, ordinances, and public health authority orders. 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 on a Team to participate in a Tournament will be made by the Manager of that Team in consultation with Tournament Administrators. Each Team 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, the Manager of a Team 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, Coaches, and Managers use their best efforts to remain connected to the chat system used by 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, Managers, and Coaches 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, Coach, and Manager 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 Tournament Administrators. If, at any time prior to or during a Tournament, Psyonix or Tournament Administrators determine that an individual has symptoms of, or otherwise may be infected with, a virus or any other communicable disease, such individual may 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 Team to provide a substitute. If applicable law requires any additional or different health inspection, sanitation, or public safety procedures, Tournament Administrators will have full authority to implement those procedures, and all Player, Owners, Coaches, and Managers must cooperate with Tournament Administrators in the implementation of those procedures.

14.5 Health Issues Involving Players

The first responsibility of all Managers and Coaches is to care for the health and safety of the Team's Players and staff. A Manager shall promptly notify Psyonix or Tournament Administrators of any health issue involving a Player, so that appropriate measures can be taken to trace contacts and follow other health and safety protocols.

During the Kick-Off Tournament, Majors, and Rocket League World Championship 2026, Players are required to notify Tournament Administrators of health issues that will impact their ability to compete twenty-four (24) hours before the applicable Tournament by sending a written notice to RocketLeague@BLAST.tv. If a previously unknown health issue arises after that twenty-four (24) hour period has elapsed, Players must notify Tournament Administrators of this issue a minimum of one (1) hour before their scheduled Match time by sending a written notice to RocketLeague@BLAST.tv. All written notices are subject to final approval by Event Administrators.

14.6 Health Issues Involving Coaches and Managers

If a Team's Manager or Coach is unable to participate in a Tournament due to a health issue, the Team's Owners or other responsible persons shall promptly notify Tournament Administrators and designate a suitable replacement. Once the health issues of the applicable Manager or Coach have subsided and any applicable quarantine has expired, he or she will be permitted to resume his or her duties with the Team.

14.7 Health Privacy

All Players, Managers and Coaches agree to (a) the collection, storage and use of records and information about exposure to or symptoms of any communicable disease, test results, or vaccination status as described in this Section 14, 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. If a Player, Manager, or Coach has any questions about the ways in which such Player's, Manager's, or Coach's records and information is collected and used pursuant to this Section 14, 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 - RLCS Points Award System

RLCS Points Structure - Opens 1, 2, and 3

Place	Teams Total	Open Points
1st	1	15
2nd	1	10
3rd - 4th	2	7
5th - 6th	2	5
7th - 8th	2	3
9th - 12th	4	2
13th - 16th	4	1
Total	16	67

RLCS Points Structure - Major 1

Place	Teams Total	Major Points
1st	1	30
2nd	1	20
3rd - 4th	2	14
5th - 6th	2	10
7th - 8th	2	6
9th - 12th	4	5
13th - 16th	4	3
Total	16	142

RLCS Points Structure - Opens 4, 5, and 6

Place	Teams Total	Open Points
1st	1	18
2nd	1	12
3rd - 4th	2	8
5th - 6th	2	6
7th - 8th	2	4
9th - 12th	4	2
13th - 16th	4	1
Total	16	78

RLCS Points Structure - Major 2

Place	Teams Total	Major Points
1st	1	36
2nd	1	24
3rd - 4th	2	16
5th - 6th	2	12
7th - 8th	2	8
9th - 12th	4	6
13th - 16th	4	4
Total	16	172

Attachment B - Schedule

Europe (EU)

<u>EU</u>	Open 1	Open 2	Open 3	Open 4	Open 5	Open 6
Double Elimination Day 1	Friday, 14 November 2025	Friday, 9 January 2026	Friday, 23 January 2026	Friday, 20 March 2026	Friday, 3 April 2026	Friday, 17 April 2026
Double Elimination Day 2	Saturday, 15 November 2025	Saturday, 10 January 2026	Saturday, 24 January 2026	Saturday, 21 March 2026	Saturday, 4 April 2026	Saturday, 18 April 2026
Swiss Stage	Sunday, 16 November 2025	Sunday, 11 January 2026	Sunday, 25 January 2026	Sunday, 22 March 2026	Sunday, 5 April 2026	Sunday, 19 April 2026
GSL Stage	Friday, 21 November 2025	Friday, 16 January 2026	Friday, 30 January 2026	Friday, 27 March 2026	Friday, 10 April 2026	Friday, 24 April 2026
Hybrid Elimination Day 1	Sunday, 23 November 2025	Saturday, 17 January 2026	Saturday, 31 January 2026	Saturday, 28 March 2026	Saturday, 11 April 2026	Saturday, 25 April 2026
Hybrid Elimination Day 2	Friday, 5 December 2025	Sunday, 18 January 2026	Sunday, 1 February 2026	Sunday, 29 March 2026	Sunday, 12 April 2026	Sunday, 26 April 2026

North America (NA)

<u>NA</u>	Open 1	Open 2	Open 3	Open 4	Open 5	Open 6
Double Elimination Day 1	Friday, 14 November 2025	Friday, 16 January 2026	Friday, 30 January 2026	Friday, 13 March 2026	Friday, 27 March 2026	Friday, 10 April 2026
Double Elimination Day 2	Saturday, 15 November 2025	Saturday, 17 January 2026	Saturday, 31 January 2026	Saturday, 14 March 2026	Saturday, 28 March 2026	Saturday, 11 April 2026
Swiss Stage	Sunday, 16 November 2025	Sunday, 18 January 2026	Sunday, 1 February 2026	Sunday, 15 March 2026	Sunday, 29 March 2026	Sunday, 12 April 2026
GSL Stage	Friday, 21 November 2025	Friday, 23 January 2026	Friday, 6 February 2026	Friday, 20 March 2026	Friday, 3 April 2026	Friday, 17 April 2026
Hybrid Elimination Day 1	Saturday, 22 November 2025	Saturday, 24 January 2026	Saturday, 7 February 2026	Saturday, 21 March 2026	Saturday, 4 April 2026	Saturday, 18 April 2026
Hybrid Elimination Day 2	Saturday, 6 December 2025	Sunday, 25 January 2026	Sunday, 8 February 2026	Sunday, 22 March 2026	Sunday, 5 April 2026	Sunday, 19 April 2026

Middle East & North Africa (MENA)

<u>MENA</u>	Open 1	Open 2	Open 3	Open 4	Open 5	Open 6
Double Elimination Day 1	Thursday, 20 November 2025	Thursday, 8 January 2026	Thursday, 22 January 2026	Thursday, 12 March 2026	Thursday, 26 March 2026	Thursday, 9 April 2026
Double Elimination Day 2	Friday, 21 November 2025	Friday, 9 January 2026	Friday, 23 January 2026	Friday, 13 March 2026	Friday, 27 March 2026	Friday, 10 April 2026
Swiss Stage	Saturday, 22 November 2025	Saturday, 10 January 2026	Saturday, 24 January 2026	Saturday, 14 March 2026	Saturday, 28 March 2026	Saturday, 11 April 2026
GSL Stage	Thursday, 27 November 2025	Thursday, 15 January 2026	Thursday, 29 January 2026	Saturday, 21 March 2026	Thursday, 2 April 2026	Thursday, 16 April 2026
Hybrid Elimination Day 1	Friday, 28 November 2025	Friday, 16 January 2026	Friday, 30 January 2026		Friday, 3 April 2026	Friday, 17 April 2026
Hybrid Elimination Day 2	Saturday, 29 November 2025	Saturday, 17 January 2026	Saturday, 31 January 2026	Sunday, 22 March 2026	Saturday, 4 April 2026	Saturday, 18 April 2026

South America (SAM)

<u>SAM</u>	Open 1	Open 2	Open 3	Open 4	Open 5	Open 6
Double Elimination Day 1	Friday, 14 November 2025	Friday, 9 January 2026	Friday, 23 January 2026	Friday, 20 March 2026	Friday, 3 April 2026	Friday, 17 April 2026
Double Elimination Day 2	Saturday, 15 November 2025	Saturday, 10 January 2026	Saturday, 24 January 2026	Saturday, 21 March 2026	Saturday, 4 April 2026	Saturday, 18 April 2026
Swiss Stage	Sunday, 16 November 2025	Sunday, 11 January 2026	Sunday, 25 January 2026	Sunday, 22 March 2026	Sunday, 5 April 2026	Sunday, 19 April 2026
GSL Stage	Friday, 21 November 2025	Friday, 16 January 2026	Friday, 30 January 2026	Friday, 27 March 2026	Friday, 10 April 2026	Friday, 24 April 2026
Hybrid Elimination Day 1	Saturday, 22 November 2025	Saturday, 17 January 2026	Saturday, 31 January 2026	Saturday, 28 March 2026	Saturday, 11 April 2026	Saturday, 25 April 2026
Hybrid Elimination Day 2	Sunday, 23 November 2025	Sunday, 18 January 2026	Sunday, 1 February 2026	Sunday, 29 March 2026	Sunday, 12 April 2026	Sunday, 26 April 2026

Oceania (OCE)

<u>OCE</u>	Open 1	Open 2	Open 3	Open 4	Open 5	Open 6
Double Elimination Day 1	Saturday, 22 November 2025	Friday, 9 January 2026	Friday, 23 January 2026	Friday, 13 March 2026	Friday, 27 March 2026	Friday, 10 April 2026
Double Elimination Day 2	-	Saturday, 10 January 2026	Saturday, 24 January 2026	Saturday, 14 March 2026	Saturday, 28 March 2026	Saturday, 11 April 2026
Swiss Stage	Sunday, 23 November 2025	Sunday, 11 January 2026	Sunday, 25 January 2026	Sunday, 15 March 2026	Sunday, 29 March 2026	Sunday, 12 April 2026
GSL Stage	Friday, 28 November 2025	Friday, 16 January 2026	Friday, 30 January 2026	Friday, 20 March 2026	Friday, 3 April 2026	Friday, 17 April 2026
Hybrid Elimination Day 1	Saturday, 29 November 2025	Saturday, 17 January 2026	Saturday, 31 January 2026	Saturday, 21 March 2026	Saturday, 4 April 2026	Saturday, 18 April 2026
Hybrid Elimination Day 2	Sunday, 30 November 2025	Sunday, 18 January 2026	Sunday, 1 February 2026	Sunday, 22 March 2026	Sunday, 5 April 2026	Sunday, 19 April 2026

Asia-Pacific (APAC)

<u>APAC</u>	Open 1	Open 2	Open 3	Open 4	Open 5	Open 6
Double Elimination	Saturday, 15 November 2025	Saturday, 10 January 2026	Saturday, 24 January 2026	Saturday, 21 March 2026	Saturday, 4 April 2026	Saturday, 18 April 2026
Swiss Stage	Sunday, 16 November 2025	Sunday, 11 January 2026	Sunday, 25 January 2026	Sunday, 22 March 2026	Sunday, 5 April 2026	Sunday, 19 April 2026
GSL Stage	Friday, 21 November 2025	Friday, 16 January 2026	Friday, 30 January 2026	Friday, 27 March 2026	Friday, 10 April 2026	Friday, 24 April 2026
Hybrid Elimination Day 1	Saturday, 22 November 2025	Saturday, 17 January 2026	Saturday, 31 January 2026	Saturday, 28 March 2026	Saturday, 11 April 2026	Saturday, 25 April 2026
Hybrid Elimination Day 2	Sunday, 23 November 2025	Sunday, 18 January 2026	Sunday, 1 February 2026	Sunday, 29 March 2026	Sunday, 12 April 2026	Sunday, 26 April 2026

Sub-Saharan Africa (SSA)

<u>SSA</u>	Open 1	Open 2	Open 3	Open 4	Open 5	Open 6
Double Elimination	Saturday, 22 November 2025	Saturday, 10 January 2026	Saturday, 24 January 2026	Saturday, 14 March 2026	Saturday, 28 March 2026	Saturday, 11 April 2026
Swiss Stage	Sunday, 23 November 2025	Sunday, 11 January 2026	Sunday, 25 January 2026	Sunday, 15 March 2026	Sunday, 29 March 2026	Sunday, 12 April 2026
GSL Stage	Friday, 28 November 2025	Friday, 16 January 2026	Friday, 30 January 2026	Friday, 20 March 2026	Friday, 3 April 2026	Friday, 17 April 2026
Hybrid Elimination Day 1	Saturday, 29 November 2025	Saturday, 17 January 2026	Saturday, 31 January 2026	Saturday, 21 March 2026	Saturday, 4 April 2026	Saturday, 18 April 2026
Hybrid Elimination Day 2	Sunday, 30 November 2025	Sunday, 18 January 2026	Sunday, 1 February 2026	Sunday, 22 March 2026	Sunday, 5 April 2026	Sunday, 19 April 2026

Last Chance Qualifiers

<u>LCQs</u>	Region #1	Region #2	Region #3	Region #4
Double Elimination Day 1	Friday, 24 July 2026	Friday, 24 July 2026	Friday, 31 July 2026	Friday, 31 July 2026
Double Elimination Day 2	Saturday, 25 July 2026	Saturday, 25 July 2026	Saturday, 1 August 2026	Saturday, 1 August 2026
Swiss Stage	Sunday, 26 July 2026	Sunday, 26 July 2026	Sunday, 2 August 2026	Sunday, 2 August 2026
GSL Stage	Friday, 31 July 2026	Friday, 31 July 2026	Friday, 7 August 2026	Friday, 7 August 2026
Hybrid Elimination Day 1	Saturday, 1 August 2026	Saturday, 1 August 2026	Saturday, 8 August 2026	Saturday, 8 August 2026
Hybrid Elimination Day 2	Friday, 14 August 2026	Saturday, 15 August 2026	Thursday, 13 August 2026	Sunday, 16 August 2026

Kick-Off Tournament, Majors, & World Championship

<u>Global Events</u>	Kick-Off Tournament	Major 1	Major 2	World Championship
Day 1	Friday, 5 December 2025 (EU Open 1 Hybrid Elimination Bracket Day 2)	Thursday, 19 February 2026	Wednesday, 20 May 2026	Tuesday, 15 September 2026
Day 2	Saturday, 6 December 2025 (NA Open 1 Hybrid Elimination Bracket Day 2)	Friday, 20 February 2026	Thursday, 21 May 2026	Wednesday, 16 September 2026
Day 3	Sunday, 7 December 2025	Saturday, 21 February 2026	Friday, 22 May 2026	Thursday, 17 September 2026
Day 4	-	Sunday, 22 February 2026	Saturday, 23 May 2026	Friday, 18 September 2026
Day 5	-	-	Sunday, 24 May 2026	Saturday, 19 September 2026
Day 6	-	-	-	Sunday, 20 September 2026

RLCS 2026 Split 1

Open 1 - [EU, NA, SAM & APAC]

November 14: Open 1 Double Elimination Bracket Day 1 [EU/NA/SAM]
November 15: Open 1 Double Elimination Bracket Day 2 [EU/NA/SAM]
November 15: Open 1 Double Elimination Bracket Day 1 [APAC]
November 16: Open 1 Swiss Stage [EU/NA/SAM/APAC]
November 21: Open 1 GSL Stage [EU/NA/SAM/APAC]
November 22: Open 1 Hybrid Elimination Bracket Day 1 [NA/SAM/APAC]
November 23: Open 1 Hybrid Elimination Bracket Day 1 [EU]
November 23: Open 1 Hybrid Elimination Bracket Day 2 [SAM/APAC]
December 5: Open 1 Hybrid Elimination Bracket Day 2 [EU]
December 6: Open 1 Hybrid Elimination Bracket Day 2 [NA]

Open 1 - [MENA, OCE & SSA]

November 20: Open 1 Double Elimination Bracket Day 1 [MENA]
November 21: Open 1 Double Elimination Bracket Day 2 [MENA]
November 22: Open 1 Swiss Stage [MENA]
November 22: Open 1 Double Elimination Bracket Day 1 [OCE/SSA]
November 23: Open 1 Swiss Stage [OCE/SSA]
November 27: Open 1 GSL Stage [MENA]
November 28: Open 1 GSL Stage [OCE/SSA]
November 28: Open 1 Hybrid Elimination Bracket Day 1 [MENA]
November 29: Open 1 Hybrid Elimination Bracket Day 1 [OCE/SSA]
November 29: Open 1 Hybrid Elimination Bracket Day 2 [MENA]
November 30: Open 1 Hybrid Elimination Bracket Day 2 [OCE/SSA]

Open 2 - [EU, MENA, OCE, SAM, APAC & SSA]

January 8: Open 2 Double Elimination Bracket Day 1 [MENA]
January 9: Open 2 Double Elimination Bracket Day 1 [EU/SAM/OCE]
January 9: Open 2 Double Elimination Bracket Day 2 [MENA]
January 10: Open 2 Swiss Stage [MENA]
January 10: Open 2 Double Elimination Bracket Day 1 [APAC/SSA]
January 10: Open 2 Double Elimination Bracket Day 2 [EU/SAM/OCE]
January 11: Open 2 Swiss Stage [EU/SAM/OCE/APAC/SSA]
January 15: Open 2 GSL Stage [MENA]
January 16: Open 2 GSL Stage [EU/SAM/OCE/APAC/SSA]
January 16: Open 2 Hybrid Elimination Bracket Day 1 [MENA]
January 17: Open 2 Hybrid Elimination Bracket Day 1 [EU/SAM/OCE/APAC/SSA]
January 17: Open 2 Hybrid Elimination Bracket Day 2 [MENA]
January 18: Open 2 Hybrid Elimination Bracket Day 2 [EU/SAM/OCE/APAC/SSA]

Open 2 - [NA]

January 16: Open 2 Double Elimination Bracket Day 1 [NA]
January 17: Open 2 Double Elimination Bracket Day 2 [NA]
January 18: Open 2 Swiss Stage [NA]
January 23: Open 2 GSL Stage [NA]
January 24: Open 2 Hybrid Elimination Bracket Day 1 [NA]
January 25: Open 2 Hybrid Elimination Bracket Day 2 [NA]

Open 3 - [EU, MENA, OCE, SAM, APAC & SSA]

January 22: Open 3 Double Elimination Bracket Day 1 [MENA]
January 23: Open 3 Double Elimination Bracket Day 1 [EU/SAM/OCE]
January 23: Open 3 Double Elimination Bracket Day 2 [MENA]
January 24: Open 3 Swiss Stage [MENA]
January 24: Open 3 Double Elimination Bracket Day 1 [APAC/SSA]
January 24: Open 3 Double Elimination Bracket Day 2 [EU/SAM/OCE]
January 25: Open 3 Swiss Stage [EU/SAM/OCE/APAC/SSA]
January 29: Open 3 GSL Stage [MENA]
January 30: Open 3 GSL Stage [EU/SAM/OCE/APAC/SSA]
January 30: Open 3 Hybrid Elimination Bracket Day 1 [MENA]
January 31: Open 3 Hybrid Elimination Bracket Day 1 [EU/SAM/OCE/APAC/SSA]
January 31: Open 3 Hybrid Elimination Bracket Day 2 [MENA]
February 1: Open 3 Hybrid Elimination Bracket Day 2 [EU/SAM/OCE/APAC/SSA]

Open 3 - [NA]

January 30: Open 3 Double Elimination Bracket Day 1 [NA]
January 31: Open 3 Double Elimination Bracket Day 2 [NA]
February 1: Open 3 Swiss Stage [NA]
February 6: Open 3 GSL Stage [NA]
February 7: Open 3 Hybrid Elimination Bracket Day 1 [NA]
February 8: Open 3 Hybrid Elimination Bracket Day 2 [NA]

RLCS Major 1 2026

February 19: Major 1 Day 1
February 20: Major 1 Day 2
February 21: Major 1 Day 3
February 22: Major 1 Day 4

Transfer Window

APAC: February 23, 2026 at 12:00 AM JST – March 8, 2026 at 5:00 PM JST
EU: February 23, 2026 at 12:00 AM CET – March 8, 2026 at 5:00 PM CET

MENA: February 23, 2026 at 12:00 AM KSA – March 8, 2026 at 5:00 PM KSA
NA: February 23, 2026 at 12:00 AM PT – March 8, 2026 at 5:00 PM PDT
OCE: February 23, 2026 at 12:00 AM AEDT – March 8, 2026 at 5:00 PM AEDT
SSA: February 23, 2026 at 12:00 AM SAST – March 8, 2026 at 5:00 PM SAST
SAM: February 23, 2026 at 12:00 AM BRT – March 8, 2026 at 5:00 PM BRT

RLCS 2026 Split 2

Open 4 - [NA, MENA, OCE & SSA]

March 12: Open 4 Double Elimination Bracket Day 1 [MENA]
March 13: Open 4 Double Elimination Bracket Day 1 [NA/OCE]
March 13: Open 4 Double Elimination Bracket Day 2 [MENA]
March 14: Open 4 Swiss Stage [MENA]
March 14: Open 4 Double Elimination Bracket Day 1 [SSA]
March 14: Open 4 Double Elimination Bracket Day 2 [NA/OCE]
March 15: Open 4 Swiss Stage [NA/OCE/SSA]
March 20: Open 4 GSL Stage [NA/OCE/SSA]
March 21: Open 4 GSL Stage / Hybrid Elimination Bracket Day 1 [MENA]
March 21: Open 4 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]
March 22: Open 4 Hybrid Elimination Bracket Day 2 [MENA]
March 22: Open 4 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

Open 4 - [EU, SAM & APAC]

March 20: Open 4 Double Elimination Bracket Day 1 [EU/SAM]
March 21: Open 4 Double Elimination Bracket Day 1 [APAC]
March 21: Open 4 Double Elimination Bracket Day 2 [EU/SAM]
March 22: Open 4 Swiss Stage [EU/SAM/APAC]
March 27: Open 4 GSL Stage [EU/SAM/APAC]
March 28: Open 4 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]
March 29: Open 4 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

Open 5 - [NA, MENA, OCE & SSA]

March 26: Open 5 Double Elimination Bracket Day 1 [MENA]
March 27: Open 5 Double Elimination Bracket Day 1 [NA/OCE]
March 27: Open 5 Double Elimination Bracket Day 2 [MENA]
March 28: Open 5 Swiss Stage [MENA]
March 28: Open 5 Double Elimination Bracket Day 1 [SSA]
March 28: Open 5 Double Elimination Bracket Day 2 [NA/OCE]
March 29: Open 5 Swiss Stage [NA/OCE/SSA]
April 2: Open 5 GSL Stage [MENA]
April 3: Open 5 GSL Stage [NA/OCE/SSA]
April 3: Open 5 Hybrid Elimination Bracket Day 1 [MENA]

April 4: Open 5 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]
April 4: Open 5 Hybrid Elimination Bracket Day 2 [MENA]
April 5: Open 5 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

Open 5 - [EU, SAM & APAC]

April 3: Open 5 Double Elimination Bracket Day 1 [EU/SAM]
April 4: Open 5 Double Elimination Bracket Day 1 [APAC]
April 4: Open 5 Double Elimination Bracket Day 2 [EU/SAM]
April 5: Open 5 Swiss Stage [EU/SAM/APAC]
April 10: Open 5 GSL Stage [EU/SAM/APAC]
April 11: Open 5 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]
April 12: Open 5 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

Open 6 - [NA, MENA, OCE & SSA]

April 9: Open 6 Double Elimination Bracket Day 1 [MENA]
April 10: Open 6 Double Elimination Bracket Day 1 [NA/OCE]
April 10: Open 6 Double Elimination Bracket Day 2 [MENA]
April 11: Open 6 Swiss Stage [MENA]
April 11: Open 6 Double Elimination Bracket Day 1 [SSA]
April 11: Open 6 Double Elimination Bracket Day 2 [NA/OCE]
April 12: Open 6 Swiss Stage [NA/OCE/SSA]
April 16: Open 6 GSL Stage [MENA]
April 17: Open 6 GSL Stage [NA/OCE/SSA]
April 17: Open 6 Hybrid Elimination Bracket Day 1 [MENA]
April 18: Open 6 Hybrid Elimination Bracket Day 1 [NA/OCE/SSA]
April 18: Open 6 Hybrid Elimination Bracket Day 2 [MENA]
April 19: Open 6 Hybrid Elimination Bracket Day 2 [NA/OCE/SSA]

Open 6 - [EU, SAM & APAC]

April 17: Open 6 Double Elimination Bracket Day 1 [EU/SAM]
April 18: Open 6 Double Elimination Bracket Day 1 [APAC]
April 18: Open 6 Double Elimination Bracket Day 2 [EU/SAM]
April 19: Open 6 Swiss Stage [EU/SAM/APAC]
April 24: Open 6 GSL Stage [EU/SAM/APAC]
April 25: Open 6 Hybrid Elimination Bracket Day 1 [EU/SAM/APAC]
April 26: Open 6 Hybrid Elimination Bracket Day 2 [EU/SAM/APAC]

RLCS Major 2 2026

May 20: Major 2 Day 1
May 21: Major 2 Day 2
May 22: Major 2 Day 3

May 23: Major 2 Day 4

May 24: Major 2 Day 5

RLCS 2026 Roster Restrictions End

May 25: (Excludes Teams qualified for Rocket League World Championship)

RLCS World Championship Tiebreakers

TBD

RLCS Last Chance Qualifiers

July 24: Region #1 Double Elimination Day 1

July 25: Region #1 Double Elimination Day 2

July 26: Region #1 Swiss Stage

July 31: Region #1 GSL Stage

August 1: Region #1 Hybrid Elimination Bracket Day 1

August 14: Region #1 Hybrid Elimination Bracket Day 2

July 24: Region #2 Double Elimination Day 1

July 25: Region #2 Double Elimination Day 2

July 26: Region #2 Swiss Stage

July 31: Region #2 GSL Stage

August 1: Region #2 Hybrid Elimination Bracket Day 1

August 15: Region #2 Hybrid Elimination Bracket Day 2

July 31: Region #3 Double Elimination Day 1

August 1: Region #3 Double Elimination Day 2

August 2: Region #3 Swiss Stage

August 7: Region #3 GSL Stage

August 8: Region #3 Hybrid Elimination Bracket Day 1

August 13: Region #3 Hybrid Elimination Bracket Day 2

July 31: Region #4 Double Elimination Day 1

August 1: Region #4 Double Elimination Day 2

August 2: Region #4 Swiss Stage

August 7: Region #4 GSL Stage

August 8: Region #4 Hybrid Elimination Bracket Day 1

August 16: Region #4 Hybrid Elimination Bracket Day 2

Rocket League World Championship

September 15: World Championship Day 1

September 16: World Championship Day 2

September 17: World Championship Day 3

September 18: World Championship Day 4

September 19: World Championship Day 5

September 20: World Championship Day 6

Attachment C - Region Eligibility

North America (NA)

Antigua and Barbuda, Bahamas, Barbados, Belize, Canada (excluding Nunavut, Northwest Territories, Yukon), Costa Rica, Dominica, Dominican Republic, El Salvador, Grenada, Guatemala, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Panama, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Trinidad and Tobago, United States (including Puerto Rico and US Virgin Islands).

Europe (EU)

Andorra, Albania, Armenia, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia (subject to prizing restrictions), San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey (subject to prizing restrictions), Ukraine (excluding Crimea, Donetsk, Luhansk), United Kingdom.

South America (SAM)

Argentina, Bolivia, Brazil, Chile, Guyana, Paraguay, Peru, Suriname, Uruguay.

Middle East and North Africa (MENA)

Afghanistan, Azerbaijan, Bahrain, Jordan, Kazakhstan, Kyrgyzstan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, Tajikistan, Turkmenistan, United Arab Emirates, Uzbekistan, Yemen.

Oceania (OCE)

Australia, Fiji, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Palau, Papua New Guinea, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu.

Asia Pacific (APAC)

Bangladesh, Bhutan, Brunei, Cambodia, Hong Kong, India, Indonesia, Japan, Laos, Macau, Malaysia, Maldives, Mongolia, Myanmar, Nepal, Pakistan, Philippines, Singapore, South Korea, Sri Lanka, Taiwan, Thailand, Timor-Leste, Vietnam.

Sub-Saharan Africa (SSA)

Angola, Benin, Botswana, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Comoros, Congo (Republic), Congo (Democratic Republic), Côte d'Ivoire, Equatorial Guinea, Eritrea, Eswatini, Ethiopia, Gabon, The Gambia, Ghana, Guinea, Guinea-Bissau,

Kenya, Lesotho, Liberia, Madagascar, Malawi, Mali, Mauritius, Mozambique, Namibia, Nigeria, Réunion, Rwanda, Sao Tome and Principe, Senegal, Seychelles, Sierra Leone, South Africa, Tanzania, Togo, Uganda, Zambia, Zimbabwe.

Exceptions

The following countries are able to participate in multiple Regions under Region Eligibility as specified below. Once a Player has registered for an Event in a Region, they are locked to that Region for any subsequent Open outside of an official Roster Change during the Transfer Window (as listed in [Section 3.8.6](#)).

Algeria - EU / MENA
Chad - MENA / SSA
Colombia - NA / SAM
Djibouti - MENA / SSA
Ecuador - NA / SAM
Egypt - EU / MENA
Israel - EU / MENA
Libya - EU / MENA
Mauritania - MENA / SSA
Morocco - EU / MENA
Niger - MENA / SSA
Pakistan - MENA / APAC
Tunisia - EU / MENA
Venezuela - NA / SAM

Attachment D - Prizes

Event Prizes - Opens 1 & 4 - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$21,000
2nd	\$12,000
3rd - 4th	\$8,100
5th - 6th	\$4,800
7th - 8th	\$3,600
9th - 12th	\$2,400
13th - 16th	\$1,800
17th - 32nd	\$1,050
33rd - 64th	\$450
65th - 128th	\$300

Event Prizes - Opens 2, 3, 5 & 6 - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$21,000
2nd	\$12,000
3rd - 4th	\$8,100
5th - 6th	\$4,800
7th - 8th	\$3,600
9th - 12th	\$2,400
13th - 16th	\$1,800
17th - 32nd	\$1,050
33rd - 72nd	\$450
73rd - 136th	\$300

Event Prizes - Opens 1 & 4 - SAM, OCE, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$12,000
2nd	\$8,100
3rd - 4th	\$6,000
5th - 6th	\$4,200
7th - 8th	\$3,300
9th - 12th	\$2,100
13th - 16th	\$1,200
17th - 32nd	\$450
33rd - 64th	\$300

Event Prizes - Opens 2, 3, 5 & 6 - SAM, OCE, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$12,000
2nd	\$8,100
3rd - 4th	\$6,000
5th - 6th	\$4,200
7th - 8th	\$3,300
9th - 12th	\$2,100
13th - 16th	\$1,200
17th - 32nd	\$450
33rd - 72nd	\$300

Event Prizes - Opens - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$6,600
2nd	\$3,600
3rd - 4th	\$2,400
5th - 6th	\$1,650
7th - 8th	\$1,200
9th - 12th	\$1,050
13th - 16th	\$600
17th - 32nd	\$300

Event Prizes - Majors

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$102,000
2nd	\$51,000
3rd - 4th	\$36,000
5th - 6th	\$22,500
7th - 8th	\$15,000
9th - 12th	\$9,000
13th - 16th	\$4,500

Event Prizes - World Championship

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$300,000
2nd	\$153,000
3rd - 4th	\$99,000
5th - 6th	\$84,000
7th - 8th	\$66,000
9th - 12th	\$37,500
13th - 16th	\$17,250
17th - 18th	\$9,000
19th - 20th	\$6,000

Attachment E - Qualification Spot Bracket Table

	2 Teams Tied	3 Teams Tied	4 Teams Tied	5 Teams Tied	6 Teams Tied
1 Qualification Spot	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: First Seed v Second Seed <p>Winner of Match 1 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: Second Seed v Third Seed - Match 2: First Seed v Winner of Match 1 <p>Winner of Match 2 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: First Seed v Fourth Seed - Match 2: Second Seed v Third Seed - Match 3: Winner of Match 1 v Winner of Match 2 <p>Winner of Match 3 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: Fourth Seed v Fifth Seed - Match 2: Second Seed v Third Seed - Match 3: First Seed v Winner of Match 1 - Match 4: Winner of Match 2 v Winner of Match 3 <p>Winner of Match 4 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: Fourth Seed v Fifth Seed - Match 2: Third Seed v Sixth Seed - Match 3: First Seed v Winner of Match 1 - Match 4: Second Seed v Winner of Match 2 - Match 5: Winner of Match 3 v Winner of Match 4 <p>Winner of Match 5 Qualifies</p>
2 Qualification Spots	---	<p>Reverse Bracket:</p> <ul style="list-style-type: none"> - Match 1: First Seed v Second Seed - Match 2: Third Seed v Loser of Match 1 <p>Winner of Match 1 and Winner of Match 2 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: First Seed v Fourth Seed - Match 2: Second Seed v Third Seed <p>Winner of Match 1 and Winner of Match 2 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: Fourth Seed v Fifth Seed - Match 2: Second Seed v Third Seed - Match 3: First Seed v Winner of Match 1 <p>Winner of Match 2 and Winner of Match 3 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: Fourth Seed v Fifth Seed - Match 2: Third Seed v Sixth Seed - Match 3: First Seed v Winner of Match 1 - Match 4: Second Seed v Winner of Match 2 <p>Winner of Match 3 and Winner of Match 4 Qualifies</p>
3 Qualification Spots	---	---	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: First Seed v Fourth Seed - Match 2: Second Seed v Third Seed - Match 3: Loser of Match 1 v Loser of Match 2 <p>Winner of Match 1, Winner of Match 2, and Winner of Match 3 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: Fourth Seed v Fifth Seed - Match 2: Second Seed v Third Seed - Match 3: First Seed v Winner of Match 1 - Match 4: Loser of Match 2 v Loser of Match 3 <p>Winner of Match 2, Winner of Match 3, and Winner of Match 4 Qualifies</p>	<p>Single Elimination Bracket:</p> <ul style="list-style-type: none"> - Match 1: Fourth Seed v Fifth Seed - Match 2: Third Seed v Sixth Seed - Match 3: First Seed v Winner of Match 1 - Match 4: Second Seed v Winner of Match 2 - Match 5: Loser of Match 3 v Loser of Match 4 <p>Winner of Match 3, Winner of Match 4, and Winner of Match 5 Qualifies</p>
4 Qualification	---	---	---	<p>Reverse Bracket:</p> <ul style="list-style-type: none"> - Match 1: First Seed 	<p>Reverse Bracket:</p> <ul style="list-style-type: none"> - Match 1: First Seed

Spots				v Second Seed - Match 2: Third Seed v Loser of Match 1 - Match 3: Fourth Seed v Loser of Match 2 - Match 4: Fifth Seed v Loser of Match 3 Winner of Match 1, Winner of Match 2, Winner of Match 3, and Winner of Match 4 Qualifies	v Fourth Seed - Match 2: Second Seed v Third Seed - Match 3: Sixth Seed v Loser of Match 1 - Match 4: Fifth Seed v Loser of Match 2 Winner of Match 1, Winner of Match 2, Winner of Match 3, and Winner of Match 4 Qualifies
5 Qualification Spots	---	---	---	---	Reverse Bracket: - Match 1: First Seed v Fourth Seed - Match 2: Second Seed v Third Seed - Match 3: Sixth Seed v Loser of Match 1 - Match 4: Fifth Seed v Loser of Match 2 - Match 5: Loser of Match 3 v Loser of Match 4 Winner of Match 1, Winner of Match 2, Winner of Match 3, Winner of Match 4, and Winner of Match 5 Qualifies

In the event of a Qualification Spot Bracket being required that is not defined by the above Qualification Spot Bracket Table, Tournament Administrators will communicate the format and schedule of said Qualification Spot Bracket with Teams directly.