

# Rocket League Championship Series 1v1 - 2026 Official Rules

These are the Official Rules (“**Rules**”) for the Rocket League Championship Series 1v1 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.

<b>1. Introduction and Acceptance</b>	<b>4</b>
1.1 Introduction	4
1.2 Acceptance of these Rules	4
1.3 Minors	4
1.4 Teams	4
1.5 Changes to the Rules	4
<b>2. Event Structure</b>	<b>5</b>
<b>2.1 Key Terms</b>	<b>5</b>
2.2 Event Format	7
2.2.1 Format Summary	7
2.2.2 Open 1v1 Format	8
2.2.2.1 Open 1v1 Format	8
2.2.3 Rocket League World Championship Format	9
2.2.4 Advancements	9
2.2.4.1 Rocket League World Championship 2026 Advancements	9
2.2.4.2 Alternate Team Advancement	10
2.2.5 Tiebreakers	10
2.2.6 Platforms	10
2.3 Seeding	10
2.3.1 Seeding for Open 1v1	11
2.3.1.1 Open Double Elimination Bracket	11
2.3.1.2 Open Swiss Stage	11
2.3.1.3 Open GSL Stage	11
2.3.1.4 Open Hybrid Elimination Bracket	12
2.3.2 Seeding for Rocket League World Championship 2026	12
2.3.3 Qualification Spot Bracket	12
2.4 Schedule	12
2.5 Rescheduling	13
2.6 Prizes	13
2.6.1 Open 1v1 and World Championship 2026.	13
2.6.2 Prize Restricted Regions	13
2.6.3 Prizing Information	13
<b>3. Player Eligibility; Epic Account Status</b>	<b>15</b>
3.1 Player Age; Cabined Accounts	15
3.2 Epic TOS	15
3.3 2FA	15
3.4 Psyonix/Epic Affiliation	15
3.5 Player and Team Names	16
3.5.6 Team Logos	16
3.5.7 Sponsor Prohibitions	16

3.6 Epic Account; Good Standing	16
3.7 Additional Restrictions	17
3.8 Team Rosters	17
3.8.1 Team Point-of-Contact	17
3.8.2 Team Size and Rosters	18
3.8.3 Majority Residency Roster Restriction	18
3.8.3.1 Majority Residency Exceptions	18
3.8.4 Roster Submission	19
3.8.5 Roster Change Period and Roster Lock Deadline	19
3.8.6 Player or Team Names	19
3.8.7 Team Exclusivity	19
3.8.8 Registration	19
3.8.9 Team Qualification Non-Transfers	19
3.9 Team Relationships	20
3.10 Responsibilities of Team Owners	20
<b>4. Gameplay Rules</b>	<b>20</b>
4.1 Match Settings	20
4.1.1 Game Settings	20
4.1.2 Controllers	21
4.1.3 Arenas	21
4.2 Match Procedures	21
4.2.1 Hosting and Team Colors	21
4.2.2 Re-Hosts	21
4.2.3 Servers	22
4.2.4 Game Start	23
4.2.5 Substitutions	23
4.2.6 Reporting Scores	23
4.2.7 Observers	23
4.3 Match Obligations	24
4.3.1 Punctuality	24
4.3.1.1 Punctuality for Open Double Elimination Brackets, Open Swiss Stage, Open GSL Stage, and Open Hybrid Elimination Bracket	24
4.3.1.2 Punctuality for Rocket League World Championship 2026	24
4.3.2 Forfeits	24
4.3.3 Device Access during Rocket League World Championship 2026	24
<b>5. Issues</b>	<b>25</b>
5.1 Match Admin During Private Matches	25
5.2 Technical Issues	25
5.3 Match Disruptions	25
5.3.1 Disconnects	25
5.3.2 Stoppage of Play	26
5.3.3 Timeouts	27
5.3.4 Restarts	27
5.3.5 Log Submission	27
<b>6. Communication</b>	<b>27</b>
6.1 Support Channel	27
6.2 Match Communications	28
<b>7. Code of Conduct</b>	<b>28</b>

7.1 Personal Conduct; No Toxic Behavior	28
7.2 Competitive Integrity	29
7.3 Wagering	30
7.4 Harassment	30
7.5 Confidentiality	30
7.6 Illegal Conduct	30
7.7 Reporting	30
7.8 Dress Code	30
<b>8. Rules and Conduct Violations</b>	<b>31</b>
8.1 Enforcement	31
8.2 Investigation and Compliance	32
8.3 Disciplinary Action	32
8.4 Rule Disputes	33
<b>9. Disclaimers</b>	<b>33</b>
<b>10. Publicity, Interview Consent</b>	<b>33</b>
<b>11. Governing Law</b>	<b>34</b>
<b>12. Waiver of Jury Trial</b>	<b>34</b>
<b>13. Privacy</b>	<b>34</b>
<b>14. Health and Safety</b>	<b>35</b>
14.1 Compliance with Health Guidance	35
14.2 Final Decisions Relating to Player Safety	35
14.3 Communication with Tournament Administrators	35
14.4 Health Screening	35
14.5 Health Issues Involving Players	36
14.6 Health Privacy	36
<b>15 Other Languages</b>	<b>36</b>
<b>Attachment A - Schedule</b>	<b>37</b>
<b>Attachment B - Region Eligibility</b>	<b>38</b>
North America (NA)	38
Europe (EU)	38
South America (SAM)	38
Middle East and North Africa (MENA)	38
Oceania (OCE)	38
Asia Pacific (APAC)	38
Sub-Saharan Africa (SSA)	38
Exceptions	39
<b>Attachment C - Prizes</b>	<b>40</b>
<b>Attachment D - Qualification Spot Bracket Table</b>	<b>41</b>

## **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 3.8.9), 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**”). 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 Player 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 B.

**“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 B.

**“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.

**“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 B.

**“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 B.

**“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 B.

**“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 B) in which an eligible Player or Team elects to compete in.

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

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

**“Roster”**: means the one (1) Player who is registered under a Team.

**“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 B.

**“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 B.

**“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 Player only. 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 Single Elimination Bracket”** means a bracket of four (4) Teams that consists of two (2) rounds of 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 1v1 Season will feature two (2) main events: RLCS 2026 Open 1v1 and the Rocket League World Championship 2026. The RLCS 2026 1v1 Open will include one (1) online Open regional qualification tournament (“**Open 1v1**”) and one (1) in-person global tournament.

The Open 1v1 in NA, EU, SAM, and MENA will determine qualification for the Rocket League World Championship 2026.

## **2.2.2 Open 1v1 Format**

The Open 1v1 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 the Opens, Teams will advance to the Rocket League World Championship 2026 as outlined in Sections 2.2.3.

### **2.2.2.1 Open 1v1 Format**

For each Open 1v1 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](#). 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 each Open 1v1 in each Region, the Open Double Elimination Bracket 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 each Open 1v1 in each Region, the top thirty-two (32) Teams from the Open Double Elimination Bracket will progress to the Open Swiss Stage.

For each Open 1v1 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 each Open 1v1 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 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 each Open 1v1 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 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 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](#).

### **2.2.3 Rocket League World Championship Format**

The Rocket League World Championship 2026 will consist of a World Championship Single Elimination Bracket.

For the Rocket League World Championship 2026, the World Championship Single Elimination Bracket will consist of four (4) Teams competing in Best-of-Seven Matches against other qualified Teams. Seed #1 will play a Match against Seed #4, and Seed #2 will play a Match against Seed #3. If a Team loses one (1) Match during the World Championship Single Elimination Bracket, it will be eliminated from the tournament and be awarded Prizes as outlined in [Section 2.6](#). The bracket will continue until a winning Team is determined, and Prizes will be awarded to the winning Team as outlined in [Section 2.6](#).

### **2.2.4 Advancements**

#### **2.2.4.1 Rocket League World Championship 2026 Advancements**

Subject to [Section 2.6.2](#), the winning Team in some Regions after the conclusion of each Region's Open 1v1 will advance to the Rocket League World Championship 2026, as specified below:

<u>Region</u>	<u>Teams Qualified to World Championship</u>
North America (NA):	Top one (1) Team
Europe (EU):	Top one (1) Team
Middle East & North Africa (MENA):	Top one (1) Team
South America (SAM):	Top one (1) Team
Oceania (OCE):	Zero (0) Teams
Asia-Pacific (APAC):	Zero (0) Teams
Sub-Saharan Africa (SSA):	Zero (0) Teams

#### **2.2.4.2 Alternate Team Advancement**

If a Team declines or is otherwise unable to participate in the Rocket League World Championship 2026, their advancement spot will be awarded to the next highest-finishing Team from the applicable Region.

#### **2.2.5 Tiebreakers**

In the event of a tie for a 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 D 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 A).

In the event of a tie between Teams within the same Region that have already qualified for a 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.

#### **2.2.6 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 1v1**

##### **2.3.1.1 Open Double Elimination Bracket**

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

1. The Starter's "Ranked 1v1 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 1v1, 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 1v1, 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 1v1, 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 Rocket League World Championship 2026**

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

1. MENA1
2. EU1
3. NA1
4. SAM1

#### **2.3.3 Qualification Spot Bracket**

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

1. Final placement from Open 1v1
2. The Starter's "Ranked 1v1 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards at the time Registration closed for the most recent Open 1v1.

### **2.4 Schedule**

The tentative schedule and dates for Events are set forth in Attachment A. Dates may be changed; final dates and times will be displayed on 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 Open 1v1 and World Championship 2026.**

Subject to [Section 2.6.2](#), prizes will be awarded to each Player based on their final standing at the conclusion of each Open 1v1 and World Championship. The specific prize awards are set forth in Attachment C.

### **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 or Past Events. In such cases, no alternate Winning Player will be named, and Psyonix shall have the right, in its sole and absolute discretion, to (y) award any prize amounts that would have otherwise been awarded to such disqualified Player as part of a future Game competitive event or (z) award any such prize amounts to non-profit causes and efforts. A Winning Player will only be announced once the verification of eligibility process has been completed by Psyonix pursuant to these Rules.

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

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

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

### **3. Player Eligibility; Epic Account Status**

To be eligible to participate in any Event Match or receive any prizes in connection with an Event, you must meet the eligibility criteria in this Section 3.

#### **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.

#### **3.2 Epic TOS**

You must comply with Epic's Terms of Service online at <https://legal.epicgames.com/en-US/epicgames/tos> ("**Epic TOS**"), including all rules, policies and other terms referenced in the Epic TOS. These Rules add to, and do not replace, the Epic TOS.

#### **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 only include Latin alphanumeric characters and follow the Code of Conduct in [Section 8](#). 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 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 1v1. 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 1v1 session, you will be locked to that Region for any subsequent Open 1v1.

**3.7.5** You may only participate on a single Team during any Open 1v1.

### **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.

### **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 one (1) starting Player (a “**Starter**”). An individual may not simultaneously be part of more than one Roster at a time.

- “Starter”: A Roster must contain exactly one (1) Starter. A Starter is eligible to compete in a Match.

### **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 B.

- For Rosters consisting of one (1) Player (all Starters), at least one (1) Player 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 Open 1v1 and will be subject to Team restrictions in [Section 3.8.5](#)

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](#).

#### **3.8.3.1 Majority Residency Exceptions**

Players who are residents or citizens of the APAC, OCE, or SSA Regions may compete in the NA, EU, SAM, or MENA Regions for a single Open 1v1 but in doing so will not be eligible to compete in their respective Region of residency or citizenship. A Team in NA, EU, SAM, or MENA may field a Player or consist entirely of Players from the APAC, OCE, or SSA Regions.

For the avoidance of doubt, Players holding residency or citizenship in NA, EU, SAM, or MENA are not eligible to compete in the APAC, OCE, or SSA Regions.

Notwithstanding the above, a Player may also be permitted to participate in an Open 1v1 in a Region if they have earned RLCS 2026 Points in that Region. Tournament Administrator approval is required before the registration deadline.

#### **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**

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**”).

#### **3.8.6 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.

#### **3.8.7 Team Exclusivity**

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

#### **3.8.8 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/rlcs-2026-1v1>) before the close of the Registration Process in order to be considered a member of the applicable Team. 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.

#### **3.8.9 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**

**3.10.1** No Team (including its agents, officers, employees and subcontractors) or Owner 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 Owner 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 Owner 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.

**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: 1v1
- Bot Difficulty: No Bots
- Mutators: None
- Match Admin: Disabled
- 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 and Open Swiss 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, 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.

If the listed servers are unavailable in any Region, Tournament Administrators will communicate a new default server with all affected teams.

#### **4.2.3.2 Servers for Open GSL Stage, Open Hybrid Elimination Bracket and World Championship Single 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-Dammam” 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.

If the listed servers are unavailable in any Region, Tournament Administrators will communicate a new default server with all affected teams.

#### **4.2.4 Game Start**

In Open Double Elimination Bracket and Open Swiss Stage, Players may not join their designated side until one (1) Player from each Team has 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**

Substitutions are not permitted during any stage of the Event.

#### **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 Open 1v1 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](#)

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, or Open GSL Stage Matches by filling out a Broadcast Application and receiving observer authorization a minimum

of 24 hours before the start of the applicable tournament day. Broadcast Applications can be found via the applicable Discord support channel as listed in [Section 6.1](#).

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

### **4.3 Match Obligations**

#### **4.3.1 Punctuality**

##### **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 one (1) Player physically present or in the online Match lobby by the designated Match start time. Teams that do not have one (1) Player 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 Rocket League World Championship 2026**

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**

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

In all other stages of the Tournament, Players may forfeit a Game within a Match at any point by communicating with their opponent via the in-game chat and confirming the result in the designated chatroom as outlined in Section 4.2.6.

#### **4.3.3 Device Access during Rocket League World Championship 2026**

During all Matches in the Rocket League World Championship 2026, Players 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, and Open Swiss Stage**

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 forfeit the Match.

##### **5.3.1.2 Disconnects during 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. 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 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 un-pause. 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 one (1) Player to continue play, it will forfeit the Game. If a Team cannot field a full Team of one (1) Player in the subsequent eight (8) minutes of Game forfeiture, they will forfeit the Match.

### **5.3.1.3 Disconnects during World Championship Single 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 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 un-pause. 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, 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. 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).
- Utilizing outside assistance regarding the location of other Players, ball trajectory, opposing Player boost, or any other information not otherwise known to the Player by the information on his or her own screen (e.g., looking at or attempting to look at spectator monitors while currently in a match). For clarity, a Player's receipt of coaching or use of the in-game replay tool does not fall within this prohibition.
- 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 violates 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 must adhere to the dress code (the “**Dress Code**”). Without in any way limiting the foregoing, the Dress Code shall apply to all Players 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 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 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 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 has violated the Dress Code, such Tournament Administrator reserves the right to require such player to immediately

change his or her attire in compliance with the Dress Code. Failure of such Player 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 the Epic TOS 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 a Tournament Administrator at [tournaments@epicgames.com](mailto: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.

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, 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 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 shall follow the instructions of Tournament referees and cooperate with referees and other Tournament staff regarding masks and other protective measures instituted to ensure the health and safety of all involved in the Tournament.

#### **14.4 Health Screening**

Prior to entering any Tournament venue, each Player may be required to verify his or her identity with Tournament staff and to submit to a health screening by Tournament staff, which may include but is not limited to, a temperature screen. Health screenings may also be conducted at other times during a Tournament in the sole discretion of 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 Players and Owners must cooperate with Tournament Administrators in the implementation of those procedures.

#### **14.5 Health Issues Involving Players**

During the 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](mailto: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](mailto:RocketLeague@BLAST.tv). All written notices are subject to final approval by Event Administrators.

#### **14.6 Health Privacy**

All Players agree to (a) the collection, storage and use of records and information about exposure to or symptoms of 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 has any questions about the ways in which such Player'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 - Schedule

<b><u>Schedule by Region</u></b>	<b>EU</b>	<b>NA</b>	<b>MENA</b>	<b>SAM</b>	<b>OCE</b>	<b>APAC</b>	<b>SSA</b>
<b>Double Elimination Day 1</b>	12th June 2026	19th June 2026	18th June 2026	12th June 2026	19th June 2026	13th June 2026	20th June 2026
<b>Double Elimination Day 2</b>	13th June 2026	20th June 2026	19th June 2026	13th June 2026	20th June 2026		
<b>Swiss Stage</b>	14th June 2026	21st June 2026	20th June 2026	14th June 2026	21st June 2026	14th June 2026	21st June 2026
<b>GSL Stage</b>	19th June 2026	26th June 2026	25th June 2026	19th June 2026	26th June 2026	19th June 2026	26th June 2026
<b>Hybrid Elimination Day 1</b>	20th June 2026	27th June 2026	26th June 2026	20th June 2026	27th June 2026	20th June 2026	27th June 2026
<b>Hybrid Elimination Day 2</b>	21st June 2026	28th June 2026	27th June 2026	21st June 2026	28th June 2026	21st June 2026	28th June 2026

## World Championship

15th-20th September, 2026

## **Attachment B - 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 the Open 1v1.

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 C - Prizes

### Event Prizes - Open 1v1 - EU and NA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$7,000
2nd	\$4,000
3rd - 4th	\$2,700
5th - 6th	\$1,600
7th - 8th	\$1,200
9th - 12th	\$800
13th - 16th	\$600
17th - 32nd	\$350
33rd - 64th	\$150
65th - 128th	\$100

### Event Prizes - Open 1v1 - SAM, OCE, and MENA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$4,000
2nd	\$2,700
3rd - 4th	\$2,000
5th - 6th	\$1,400
7th - 8th	\$1,100
9th - 12th	\$700
13th - 16th	\$400
17th - 32nd	\$150
33rd - 64th	\$100

### Event Prizes - Open 1v1 - APAC and SSA

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$2,200
2nd	\$1,200
3rd - 4th	\$800
5th - 6th	\$550
7th - 8th	\$400
9th - 12th	\$350
13th - 16th	\$200
17th - 32nd	\$100

## Event Prizes - World Championship

<u>Placement</u>	<u>Total Prize (USD)</u>
1st	\$50,000
2nd	\$25,000
3rd - 4th	\$5,000

## Attachment D - Qualification Spot Bracket Table

	2 Teams Tied	3 Teams Tied	4 Teams Tied	5 Teams Tied	6 Teams Tied
<b>1 Qualification Spot</b>	Single Elimination Bracket: - Match 1: First Seed v Second Seed  Winner of Match 1 Qualifies	Single Elimination Bracket: - Match 1: Second Seed v Third Seed - Match 2: First Seed v Winner of Match 1  Winner of Match 2 Qualifies	Single Elimination Bracket: - 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  Winner of Match 3 Qualifies	Single Elimination Bracket: - 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  Winner of Match 4 Qualifies	Single Elimination Bracket: - 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  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.

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