Collegiate Rocket League Spring 2027 Official Rules

These are the Official Rules ("**Rules**") for the Collegiate Rocket League Spring 2027 ("**CRL Spring 2027**" or "**Event**" or "**Tournament**"), which is hosted by or on behalf of Psyonix ("**Psyonix**"). These Rules are a legal agreement between you and Psyonix for your participation in the Event.

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1. Introduction and Acceptance

1.1 Introduction

These Rules have been 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, you agree to these Rules. References to "you," "your," and "each Player" mean you and, if you are a Minor (as defined in Section 1.3), your parent or legal guardian, as the case may be.

1.3 Minors

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

1.4 Teams

These Rules also apply to each Team that has been authorized to participate in the Tournament and its Owner(s) ("**Owner"**), Manager (as defined in Section 3.3.2), and Coach (as defined in Section 3.3.2). 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 Player(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

"**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.

"**Bracket Reset**": means a scenario in which a Team that hasn't lost a Match in a Double Elimination Bracket loses a Match in the Grand Finals.

"**CRL**": means Collegiate Rocket League.

"**Cabined Account**" means an Epic Games Cabined Account.

"**Double Elimination Bracket**" means a bracket where a Team plays other Teams. A Team will be eliminated from the Double Elimination Bracket if the Team loses two (2) Matches.

“**Eligibility Area**”: means Canada (excluding Nunavut, Northwest Territories and Yukon), Mexico, and United States (including Puerto Rico, and the US Virgin Islands).

“**Game**”: means a single competition between two Teams.

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

“**Match**”: means Tournament play between two Teams that may involve multiple Games, as described in Section 2.3.

“**Scholastic Award Restricted Region**”: means Russia or Turkey. Players who reside in a Scholastic Award Restricted Region, as described in Section 4.3, shall not be, at any time or under any circumstances, entitled to receive any Scholastic Award prizes from Psyonix in connection with the Tournament.

“**Region**”: means the RLCS server region in which a Player or Team competes.

“**Registration Website**”: means the website https://start.gg/hub/crl-Fall-2027 or any subsequent URL which may replace it from time to time.

“**Round Robin**”: means a stage of the Tournament where each Team plays against every other Team.

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

“**Scholastic Award**”: means an educational award as set forth in Section 4.

“**Starting Player**”: means a player who registered as a Starter (as defined below) on the Registration Website.

“**Team**”: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 6.

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

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

“**Winning Player**”: means any Player who (a) does not otherwise reside in a Scholastic Award Restricted Region and (b) is officially declared a Winning Player by Psyonix as set forth in Section 4.4.

2.2 Event Format

2.2.1 Format Summary

CRL Spring 2027 will consist of six (6) stages: Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, Spring Championship, and Open 2v2 Tournaments. The Open Qualifiers ("**Open Qualifiers**") will consist of two (2) open tournaments (each, an "**Open Qualifier**") where Teams compete in a Double Elimination Bracket to qualify for League Play ("**League Play**"). League Play will consist of sixteen (16) Teams competing against all other Teams in a Round Robin format. The top four (4) Teams from League Play will qualify for the Spring Championship ("**Spring Championship**"). Open 3v3 Tournaments (each, an "**Open 3v3 Tournament**") will consist of three (3) open tournaments. Each Open 3v3 Tournament will award CRL Points which will be used as the qualification method for the Last Chance Qualifier ("**Last Chance Qualifier**"). The Last Chance Qualifier will consist of twenty (20) Teams: twelve (12) Teams from the bottom of the League Play Leaderboard and the top eight (8) Teams from the CRL Points Leaderboard. These twenty (20) Teams will compete to qualify for the Spring Championship. The Spring Championship will consist of eight (8) Teams competing in a Hybrid Elimination Bracket. Open 2v2 Tournaments (each, an "**Open 2v2 Tournament**") will consist of two (2) open tournaments with Teams competing in a Double Elimination Bracket.

2.2.2 Open Qualifiers

Teams will register for the Open Qualifiers and may participate in up to two (2) Open Qualifier tournaments. Each Open Qualifier is comprised of a Double Elimination Bracket split into four (4) pools. Seeding will be determined by Tournament Administrators as outlined in Section 2.3.1. The Open Qualifier will consist of Best-of-Three Matches until the Upper Semifinals and Lower Quarterfinals. Starting with the Upper Semifinals and Lower Quarterfinals, Best-of-Five Matches will occur.

At the end of each Open Qualifier, the top eight (8) Teams will advance to League Play. If a Team has qualified for League Play, that Team will be ineligible to participate in another Open Qualifier and Open 3v3 Tournaments.

2.2.3 League Play

League Play is a sixteen (16) Team Round Robin between the sixteen (16) Teams that have qualified from the Open Qualifiers. The Teams will play one (1) Best-of-Five Match against every other Team. Rankings will be determined by comparing the total number of Match wins earned by a Team during League Play to create the League Play Leaderboard ("**League Play Leaderboard**"). If a Team misses the start time for a given Match and/or is otherwise disqualified from a Match for any reason by Tournament Administrators, the Match will be recorded as a 0-0 win in favor of the opposing Team. In certain circumstances, including, but not limited to, violations of the Code of Conduct in Section 7, a Match may be recorded as a 3-0 win in favor of the opposing Team at the Tournament Administrator's discretion.

At the end of League Play Teams will be awarded Prizes as set out in Section 4.

At the end of the League Play, the top four (4) Teams listed on the League Play Leaderboard will advance to the Spring Championship. The bottom twelve (12) Teams listed on the League Play Leaderboard will advance to the Last Chance Qualifier.

2.2.4 Open 3v3 Tournaments

Teams will register for each Open 3v3 Tournament. Teams may participate in up to three (3) Open 3v3 Tournaments if they have not qualified for League Play. Each Open 3v3 Tournament is comprised of six (6) Double Elimination Brackets. Seeding will be determined by Tournament Administrators as outlined in Section 2.3.2. Each Open 3v3 Tournament will consist of Best-of-Three Matches until the Upper Semifinals and Lower Quarterfinals. Starting with the Upper Semifinals and Lower Quarterfinals, Best-of-Five Matches will occur. There will be a Bracket Reset opportunity.

If a Team loses two (2) Matches during these Double Elimination Brackets, it will be eliminated from the Tournament and be awarded Prizes as set out in Section 4. The Double Elimination Brackets will continue until a winning Team is determined from each Double Elimination Bracket, and Prizes will also be awarded to these winning Teams as set out in Section 4.

At the end of each Open 3v3 Tournament, Teams will be awarded CRL Points as set out in Section 2.2.8.

At the end of the three (3) Open 3v3 Tournaments, the top eight (8) Teams in cumulative CRL Points as listed on the CRL Points Leaderboard will advance to the Last Chance Qualifier.

2.2.5 Last Chance Qualifier

The Last Chance Qualifier is a twenty (20) Team Double Elimination Bracket between the top eight (8) Teams in cumulative CRL Points on the CRL Points Leaderboard and the bottom twelve (12) Teams on the League Play Leaderboard. Seeding will be determined by Tournament Administrators as outlined in Section 2.3.3. The twelve (12) Teams that have qualified from League Play will begin in the Double Elimination Bracket's upper bracket. The eight (8) Teams that have qualified from the CRL Points Leaderboard will begin in the Double Elimination Bracket's lower bracket. The Last Chance Qualifier will consist of Best-of-Five Matches.

If a Team loses two (2) Matches during this Double Elimination Bracket, it will be eliminated from the Tournament. At the end of the Last Chance Qualifier, the top four (4) Teams will advance to the Spring Championship.

2.2.6 Spring Championship

The Spring Championship is an eight (8) Team Hybrid Elimination Bracket between the top four (4) Teams that have qualified from the League Play Leaderboard and the four (4) Teams that have qualified from the Last Chance Qualifier. Teams will be placed into two (2) groups based on each Team's qualification path to the Spring Championship. 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 Hybrid Elimination Bracket will be Best-of-Seven.

In the Upper Group in the 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 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 set out in Section 4.

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 set out in Section 4. The Bracket will continue until a winning Team is determined, and Prizes will be awarded to the winning Team as outlined in Section 4.

2.2.7 Open 2v2 Tournaments

Teams will register for each Open 2v2 Tournament. Teams may participate in up to two (2) Open 2v2 Tournaments. Each Open 2v2 Tournament is comprised of four (4) Double Elimination Brackets. Seeding will be determined by Tournament Administrators as outlined in Section 2.3.5. Each Open 2v2 Tournament will consist of Best-of-Three Matches until the Upper Semifinals and Lower Quarterfinals. Starting with the Upper Semifinals and Lower Quarterfinals, Best-of-Five Matches will occur. There will be a Bracket Reset opportunity.

If a Team loses two (2) Matches during these Double Elimination Brackets, it will be eliminated from the Tournament and be awarded Prizes as set out in Section 4. The Double Elimination Brackets will continue until a winning Team is determined from each Double Elimination Bracket, and Prizes will also be awarded to these winning Teams as set out in Section 4.

2.2.8 CRL Points Structure

CRL Points will be awarded to Teams based on their placement in each Open 3v3 Tournament. Total CRL points accumulated throughout the Tournament will be used to qualify for the Last Chance Qualifier. The specific Points Structure is set forth in Attachment B.

2.2.9 Tiebreakers

2.2.9.1 Tiebreakers for League Play

For League Play, if two (2) or more Teams within the Leaderboard achieve the same number of Match wins, resulting in a tie, the tie(s) will be resolved by applying the tiebreaking mechanisms listed below.

1. Overall Game Differential: The total number of Games won by a Team minus the total number of Games lost by such a Team ("**Game Differential**").
2. Head to Head: Game Differential in Games between tied Teams.

2.2.9.2 Tiebreakers for CRL Points Leaderboard

In the event of a tie for a Last Chance Qualifier qualification spot within the CRL Points Leaderboard, one Best-of-Seven Match will be played amongst the Teams tied.

If more than two (2) Teams are tied, a Qualification Spot Bracket ("**Qualification Spot 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 2.3.6 (as applicable). 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.

In the event of a tie between Teams that have already qualified for a Last Chance Qualifier spot, Teams will be seeded in accordance with the seeding system set out in Section 2.3.2. In this scenario, a Qualification Spot Bracket will not be played.

2.3 Seeding

2.3.1 Seeding for Open Qualifiers

For seeding purposes in the Open Qualifiers, Teams will be organized by the following parameters:

1. A ranking committee will seed the first one hundred (100) Teams
2. All three (3) Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:
    1. Open Qualifier 1: 1:00 PM ET on January 10, 2027
    2. Open Qualifier 2: 1:00 PM ET on January 17, 2027

2.3.2 Seeding for Open 3v3 Tournaments

For seeding purposes in the Open 3v3 Tournaments, Teams will be organized by the following parameters:

1. Cumulative CRL Points
2. Most recent Open Tournament's final placement that awarded CRL Points
3. Highest placement that awarded CRL Points reached across any Open 3v3 Tournament in this Event
4. A ranking committee will seed the next one hundred (100) Teams
5. All three (3) Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:
    1. Open 3v3 Tournament 1: TBD
    2. Open 3v3 Tournament 2: TBD

3. Open 3v3 Tournament 3: TBD

2.3.3 Seeding for Last Chance Qualifier

For seeding purposes in the Last Chance Qualifier, Teams will be organized by the following parameters:

1. League Play Fifth Place
2. League Play Sixth Place
3. League Play Seventh Place
4. League Play Eighth Place
5. League Play Ninth Place
6. League Play Tenth Place
7. League Play Eleventh Place
8. League Play Twelfth Place
9. League Play Thirteenth Place
10. League Play Fourteenth Place
11. League Play Fifteenth Place
12. League Play Sixteenth Place
13. CRL Points Leaderboard First Place
14. CRL Points Leaderboard Second Place
15. CRL Points Leaderboard Third Place
16. CRL Points Leaderboard Fourth Place
17. CRL Points Leaderboard Fifth Place
18. CRL Points Leaderboard Sixth Place
19. CRL Points Leaderboard Seventh Place
20. CRL Points Leaderboard Eighth Place

2.3.4 Seeding for Spring Championship

For seeding purposes in the Spring Championship, Teams will be organized by the following parameters:

1. League Play First Place
2. League Play Second Place
3. League Play Third Place
4. League Play Fourth Place
5. Last Chance Qualifier First Place
6. Last Chance Qualifier Second Place
7. Last Chance Qualifier Third Place
8. Last Chance Qualifier Fourth Place

2.3.5 Seeding for Open 2v2 Tournaments

For seeding purposes in the Open 2v2 Tournaments, Teams will be organized by the following parameters:

1. A ranking committee will seed the first one hundred (100) Teams

2. All two (2) Starters' average "Ranked 2v2 Duos Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period below:
    1. Open 2v2 Tournament 1: TBD
    2. Open 2v2 Tournament 2: TBD

2.3.6 Seeding for a Qualification Spot Bracket

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

1. Cumulative CRL Open Points
2. Most recent Open Tournament final placement
3. Highest placement reached across any Open Tournament in this Event
4. All three (3) Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period that will be communicated to affected Teams by Tournament Administrators

3. Game Play Rules

This Section sets forth the "Game Play Rules" governing play during the Tournament.

3.1 Match Settings

3.1.1 Game Settings for Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, Spring Championship

- 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: PS4, PS5, Nintendo Switch, Nintendo Switch 2, Steam, Epic Games, Xbox One, Xbox One X, Xbox One S, Xbox Series X, or Xbox Series S
- Server: US-Central

3.1.2 Game Settings for Open 2v2 Tournaments

- Default Arena: DFH Stadium
- Team Size: 2v2
- Bot Difficulty: No Bots
- Match Admin: Disabled
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password

- Platform: PS4, PS5, Nintendo Switch, Nintendo Switch 2, Steam, Epic Games, Xbox One, Xbox One X, Xbox One S, Xbox Series X, or Xbox Series S
- Server: US-Central

3.1.3 Controllers

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

3.1.4 Arenas

In the Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, and Open 2v2 Tournaments, all Games are played on DFH Stadium. 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.

3.2 Match Procedures

3.2.1 Hosting and Team Colors

Tournament Administrators will specify which Team is blue and which Team is orange. In the Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, and Open 2v2 Tournaments, Teams will be instructed how to host the Match. In all other stages of the Tournament, a Tournament Administrator will host the Match.

3.2.2 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. In League Play, Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

3.2.3 Servers

“US-Central” is the default server unless both Teams agree to play on “US-East” or “US-West.”

3.2.4 Game Start

In Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, and Open 2v2 Tournaments, Players may not join their designated side until three Players (or, for Matches in Open 2v2 Tournaments, two (2) 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.

3.2.5 Substitutions

A "**Substitution**" is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to two (2) Substitutions per Match.

3.2.6 Reporting Scores

During the Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, and Open 2v2 Tournaments, 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.

3.2.7 Observers

For all Events, 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 and Managers 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 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 and Managers 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 3.4.3.1.
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.

3.2.8 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. 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.

In addition, Players acknowledge and agree that in participating in a Rocket League competitive event the individual Player solely determines which platform to use (i.e., PC or console (as applicable)) and understands that he/she may face Players competing on a different platform. Additionally, Players acknowledge that the 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. Players acknowledge their sole competitive platform choice and agree and waive any responsibility or liability of Psyonix relating to such Player's involvement in a multiplatform competition, including any alleged competitive advantage of any other platform.

3.2.9 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.

3.3 Team Rosters

3.3.1 Team Point-of-Contacts

Each Team must declare one member of its roster to be the "**Team Point-of-Contact**" who represents the Team for all official decisions and serves as the main point of contact for the Team.

3.3.2 Team Size and Rosters

3.3.2.1 Team Size and Rosters for Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, and Spring Championship

Teams may only use Players who are on their Roster for a Match. 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. An individual may not simultaneously be part of more than one Roster at a time. Rosters will be deemed locked following the close of the Tournament registration process set out in Section 6.1.4 (the "**Registration Process**") at the time and date to be specified on the Registration Website (such dates and times collectively, the "**Roster Lock Deadline**"). Teams will not be permitted to add or swap Players after the Roster Lock Deadline has expired.

- "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 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 Tournament Administrators before Gameplay begins. Managers must be at least 18 years of age.

3.3.2.2 Team Size and Rosters for Open 2v2 Tournaments

Teams may only use Players who are on their Roster for a Match. Rosters must contain a minimum of two (2) starting Players (each, a “**Starter**”). An individual may not simultaneously be part of more than one Roster at a time. Rosters will be deemed locked following the close of the Tournament registration process set out in Section 6.1.4 (the “**Registration Process**”) at the time and date to be specified on the Registration Website (such dates and times collectively, the “**Roster Lock Deadline**”). Teams will not be permitted to add or swap Players after the Roster Lock Deadline has expired.

- “Starter”: A Roster must contain a minimum of two (2) Starters. A Starter is eligible to compete in a Match.

3.3.3 Roster Submission

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

3.3.4 Player or Team Names

Players or Teams may not change their User Names, in-game names, or Team Names without approval from Tournament Administrators. Team Names must include a reference to the school that the Team is representing (e.g. the school name, school abbreviation, or school mascot). All such names must comply with these Rules (including, without limitation, Section 5) 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.

3.3.5 Roster Continuity, Invites, and Auto-Qualification between Tournament Stages

A “**Roster**” is the two (2) to four (4) Players, their Coach, and/or their Manager (as applicable) who are registered under a Team.

3.3.5.1 Roster Continuity between Open 3v3 Tournaments

Once a Team is awarded CRL Points, that Team cannot add Players to its Roster. If a Team adds a player in the Starter or Substitute role after it is awarded points, the Team's awarded CRL Points will be forfeited.

3.3.5.2 Roster Continuity between Open 3v3 Tournaments and Last Chance Qualifier

In order for a Team to retain its qualification-invite to the Last Chance Qualifier, the Team must maintain the same Roster as it fielded in the Open 3v3 Tournaments after it first was awarded CRL Points.

3.3.5.3 Roster Continuity between League Play and Last Chance Qualifier

In order for a Team to retain its qualification-invite to the Last Chance Qualifier, the Team must maintain the same Roster as it fielded in League Play after it first qualified for League Play.

3.3.5.4 Roster Continuity between Last Chance Qualifier and Spring Championship

In order for a Team to retain its qualification-invite to the Spring Championship, the Team must maintain the same Roster as it fielded in Last Chance Qualifier after it first qualified for Last Chance Qualifier.

3.3.5.5 Roster Continuity between League Play and Spring Championship

In order for a Team to retain its qualification-invite to the Spring Championship, the Team must maintain the same Roster as it fielded in League Play after it first qualified for League Play.

3.4 Match Obligations

3.4.1 Punctuality

All Teams must have three (3) Players (or, for Matches in Open 2v2 Tournaments, two (2) Players) in the online Match lobby and in the designated chatroom by the Match start time. Teams that do not have the required number of Players ready to play after ten (10) minutes of the Match start time will be subject to disciplinary actions as further described in Section 8.3.

3.4.2 Forfeits

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

3.4.3 Communications

3.4.3.1 Support Channel

Tournament Administrators will be available to answer Player-specific questions and provide additional assistance throughout the Event via the applicable official Player support channel found below. Any answers or comments provided online do not change these Rules.

- North America

3.4.3.2 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 Spring 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.

3.5 Match Disruptions

3.5.1 Disconnects

3.5.1.1 Disconnects during Non-Broadcasted Matches

During all non-broadcasted Matches, a Game must be restarted if a Player disconnects within the first minute and no goals have been scored. If a Player disconnects from a Game after the first minute or after the first goal has been scored, the current Game must be played to completion and the disconnected Player should attempt to rejoin as soon as possible. Any Team that leaves a Game following a Player disconnection, unless specifically provided for above, may forfeit the current Game, or Match, at the discretion of the Tournament Administrator.

After a disconnect, if the Player cannot rejoin during the same Game, the Player will have eight (8) 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 may substitute another Player from their Roster (subject to Section 3.2.5).

A Game can be restarted if a Player experiences network issues within the first one (1) minute and no goals have been scored. In this case, Teams may agree to restart and/or switch the server if connectivity issues significantly hinder gameplay.

3.5.1.2 Disconnects during Broadcasted Matches

If a disconnect occurs during a broadcasted Match, 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 substitute another Player from their roster (subject to Section 3.2.5) 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 (or, for Matches in Open 2v2 Tournaments, two (2) Players) to continue play, it will forfeit the Game. If a Team cannot field a full Team of three (3) Players (or, for Matches in Open 2v2 Tournaments, two (2) Players) in the subsequent eight (8) minutes of Game forfeiture, they will forfeit the Match.

3.5.2 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 may not communicate with other Players until the Game or Match is resumed.

3.5.3 Timeouts

For any Best-of-Seven Match that occurs, 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 3.5.3. The two (2) minute Timeout will begin when forty-five (45) seconds remain 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 Best-of-Three or Best-of-Five Match in Open Qualifiers, League Play, Open 3v3 Tournaments, Last Chance Qualifier, Open 2v2 Tournaments, or during Gameplay. In addition, Timeouts cannot be used to extend or circumvent disqualification timers as set forth in Section 3.5.1.

3.5.4 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.

3.5.5 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.

4. Scholastic Awards

4.1 League Play, Open 3v3 Tournaments, Spring Championship, Open 2v2 Tournaments.

Subject to Sections 4.2 through 4.4, the following Scholastic Awards will be awarded to each Team (divided equally among all Starting Players) based on its placement at the conclusion of League Play, Open 3v3 Tournaments, Spring Championship, and Open 2v2 Tournaments. The specific Scholastic Awards are set forth in Attachment C.

4.2 Scholastic Award Conditions

Without limitation of Sections 4.3 and 4.4, in order to receive a Scholastic Award, potential Winning Players are required to provide Psyonix with: (i) such potential Winning Player's Epic Account ID; (ii) such potential Winning Player's residential address; (iii) such potential Winning Player's student identification number; (iv) a copy of an official transcript from such potential Winning Player's current school; and (v) such potential Winning Player's expected graduation date. Scholastic Awards will not be disbursed until all required information has been provided and the verification of eligibility process has been completed by Psyonix pursuant to these Rules.

4.3 Scholastic Award 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 "SCHOLASTIC AWARD RESTRICTED REGION"), YOU ACKNOWLEDGE AND AGREE THAT YOU ARE NOT ELIGIBLE FOR NOR ENTITLED TO WIN ANY PRIZES IN CONNECTION WITH THE EVENT.

4.4 Scholastic Award Payment

Only eligible, ranked players who do not reside in a Scholastic Award Restricted Region (as determined by Psyonix in its sole discretion) will be eligible to receive the applicable Scholastic Awards set forth in Section 4.1 ("**Winning Players**"). No other player will be entitled to win any Scholastic Award in connection with the Event.

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

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 5 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 5 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 4.4.

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 Scholastic Award 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 Psyonix, 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 Scholastic Award 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 Scholastic Award amounts that would have otherwise been awarded to such disqualified Player as part of a future Rocket League competitive event or (z) award any such Scholastic Award 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 Scholastic Award. Psyonix may withhold payment of the Scholastic Award 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 Scholastic Award 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 Scholastic Award 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 4.4. In addition, by accepting a Scholastic Award, 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 Scholastic Award or participation in any Scholastic Award-related activities.

5. Player Eligibility

5.1 Player Age, Residency and Academic Status

5.1.1 Player Age, Residency, and Cabined Accounts

Players must be at least 15 years old (or such other age, if greater, as may be required in such Player's country of residence) in order to participate in the Event. Additionally, Minors must have permission to participate from a parent or legal guardian pursuant to Section 1.3. You cannot use a Cabined Account to participate in the Event.

5.1.2 Academic Status

Players must (a) be enrolled full time (in accordance with the requirements of their accredited two- or four-year college, university, or postsecondary vocational-technical school in the U.S., Canada, or Mexico) and (b) maintain a minimum 2.0 cumulative GPA or similar, which can be evidenced by an official school transcript, in each case (items (a) and (b)), for the semester during which the Event is held.

5.1.3 Ineligible Players

Ineligible Players who mislead or attempt to mislead Tournament Administrators by providing false eligibility information or, if a Minor, a forged parental consent will be subject to disciplinary actions as further described in Section 8.3.

5.2 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.

5.3 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.

5.4 Epic Account

In order to facilitate the Scholastic Award payment process set forth in Section 4.4, each Player must (a) have an active, valid Epic Games Account registered to such Player and (b) provide such Epic Account to Psyonix as part of the Tournament 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 Scholastic Award in connection with the Tournament. Only Winning Players will be eligible to receive Scholastic Awards in connection with the Tournament.

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

5.5.1 Names & Code of Conduct

All Team and individual Player names must follow the Code of Conduct in Section 7. Tournament Administrators may restrict or change Team and individual Player tags or screen names for any reason.

5.5.2 Names & Trademarks

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

5.5.3 Impersonation

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

5.5.4 Display Names

Prior to the start of the Tournament, Tournament Administrators will work directly with all invited Teams and Players to determine a suitable display name for use in connection with the Tournament. Teams and Players must use this agreed upon identifier for the duration of the Tournament.

5.5.5 Restrictions

Tournament Administrators each reserves the right to prohibit or restrict the use of any in-game item during Tournament Gameplay (including, without limitation, prohibiting the use of any third party copyrighted materials in a manner that indicates, suggests, or could be interpreted as representing association or affiliation with such third party).

5.6 Good Standing

Players must be in good standing with respect to the Epic Account, Steam, Microsoft Account, Nintendo Account, or PlayStation Network ID (each, a "**Tournament Account**") used by such Players in connection with the Tournament, with no undisclosed violations. This means that, without limitation, a Player's Tournament Account (a) must be registered in such Player's name, and cannot have been previously purchased, gifted, or otherwise transferred from another Player; and (b) must have the requisite access levels to the Epic Games Store, Steam, Xbox Live, Nintendo Network, or the PlayStation Network, as applicable. Players, Teams, and/or Control Persons (as applicable) must also be free of or have fully served any suspensions or other sanctions imposed in connection with a previous violation of any official Psyonix rules.

5.7 Additional Restrictions

The Tournament in all parts is open to eligible Players who reside in the Eligibility Area but is void wherever restricted or prohibited by applicable law or in any country where participation is prohibited by U.S. law.

6. Team Formation, Operations and Conduct

6.1 Teams

The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of at least three (3) individual Players, but no more than five (5) individual Players (or, for Open 2v2 Tournaments, two (2) individual Players total).

6.1.1 Academic Institution

Teams must be comprised of Players attending the same academic institution. All Players on a Team must be able to provide proof of enrollment to the same academic institution pursuant to Section 5.1.2.

6.1.2 Eligibility Area

Teams must be comprised of Players who reside within the Eligibility Area.

6.1.3 Single Team Affiliation

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

6.1.4 Registration

Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register on the Registration Website before the close of the Registration Process in order to be considered a member of the applicable Team. During the Registration Process, one Team member will create/register the Team Name and Players will be able to join the Team by searching the Team Name or by invite. In the event a Team progresses to further rounds of the Tournament, the Tournament Administrators will attempt to notify the Team through its Team Point-of-Contact.

6.1.5 Eligibility

All members of a Team that Spring within the Scholastic Award thresholds set forth in Section 4 must successfully pass the verification of eligibility process described in Section 4.4 in order to be eligible to receive such Scholastic Awards (subject to Section 4.4). If one member of a Team fails the verification of eligibility process, all members of that Team will be disqualified as potential Winning Players, and that Team shall not be entitled to win any Scholastic Awards in connection with the Tournament; provided, for clarity, that a Team member who resides within a Scholastic Award Restricted Region shall not automatically force a disqualification of the other Team members as potential Winning Players pursuant to this Section 6.1.5.

6.1.6 Agreement

Each member of the Team, including the Team Point-of-Contact, shall be deemed to have jointly and severally made and entered into all of the representations, warranties, and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Tournament Administrators' rights pursuant to these Rules relate to and are exercisable against the Team as a whole and each individual

member of the Team. If any right of disqualification arises as to any individual member of the Team, then the right of disqualification may be exercised either as to such individual member of the Team, or to the Team as a whole, as the Tournament Administrators may elect in their sole discretion. If the Tournament Administrators elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Rules, and if permitted in the sole discretion of the Tournament Administrators, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team 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 and will not be eligible to receive any portion of a Scholastic Award won by the Player's Team at the sole discretion of the Tournament Administrator.

6.2 Team Relationships

The Rules do not govern 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.

6.3 Responsibilities of Team Managers and Coaches

6.3.1 Team Actions

No Team (including its agents, officers, employees and subcontractors), 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.

6.3.2 Control Persons

No Managers, Coaches, or other persons having supervisory or managerial responsibility for a Team in the Tournament (collectively, "**Control Persons**") shall: (a) be a Control Person of another academic institution's Team in the Tournament; or (b) either directly or indirectly be involved in or have any power to determine the management or administration of another academic institution's Team or influence the performance of another academic institution's Team in any Game, Match, or Tournament.

6.3.3 Control Person Appointment

A Team shall not appoint as a Control Person any individual who: (a) is a Control Person of any other academic institution's Team; or (b) either directly or indirectly is involved in or has any

power to determine the management or administration of another academic institution's Team or influence the performance of another academic institution's Team in any Game, Match, or Tournament.

7. Code of Conduct

7.1 Personal Conduct; No Toxic Behavior

7.1.1 Code of Conduct

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 Respect

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

7.1.3 Violations

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 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 Player Representation

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 Disciplinary Action

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 Unfair Play

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

7.4.1 Anti-Harassment

Players and Control Persons are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or

any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

7.4.2 Reporting and Investigation

Any Player or Control Person who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints reported pursuant to this Section 7.4.2 will be promptly investigated and appropriate action will be taken. Retaliation against any Player or Control Person who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

7.5 Confidentiality

A Player or Control Person may not disclose to any third party any confidential information provided by the Tournament Administrators, Psyonix, or its parent or affiliates concerning Rocket League, the Tournament, Psyonix, or its parent or affiliates, by any method of communication, including by posting on social media channels.

7.6 Illegal Conduct

Players 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, Psyonix 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 Tournament, all Players must adhere to the Dress Code ("**Dress Code**"). Without in any way limiting the foregoing, the Dress Code shall apply to all Players during the Event's media day, gameplay, and such other Tournament-related activities as may be designated by the Tournament Administrator.

7.9 Player Presentation

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 Tournament (as determined by the Tournament Administrator) (e.g., no shirtless Players, swimwear, lingerie, etc.).

7.10 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 Games (as determined by Psyonix, Epic Games, 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, Coaches, and Managers during, and in connection with, the Tournament 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.

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 Section 8.

8.2 Investigation and Compliance

8.2.1 You and any Control Person must fully cooperate with Psyonix and/or a Tournament Administrator (as applicable) in the investigation of any violation or suspected violation of these Rules. If Psyonix and/or a Tournament Administrator contacts you to discuss the investigation, you must be truthful in the information that you provide to Psyonix and/or a Tournament Administrator. Any Player or Control Person found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Psyonix and/or a Tournament Administrator during an investigation, will be subject to disciplinary action as further described in Section 8.3.

8.2.2 Removal.
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 Psyonix and/or a Tournament Administrator (as applicable) pursuant to Section 8.2.

8.3 Disciplinary Action

8.3.1 If Psyonix decides that a Player or Control Person has violated the Code of Conduct, Psyonix 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 Game;
- Loss of Match;
- Loss 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 Discretion.
For clarity, the nature and extent of the disciplinary action taken by Psyonix pursuant to this Section 8.3 will be in the sole and absolute discretion of Psyonix. Psyonix reserves the right to seek damages and other remedies from such Player 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 Additional Action.
If Psyonix decides 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 Final Decision.
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 TOURNAMENT 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 Name, Likeness, and Image.

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 Interview Consent.

If you are given an opportunity to participate in an interview in connection with the Event (each, an "**Interview**"), you consent to be recorded for the Interview, and you hereby grant to Psyonix a royalty-free, worldwide license (with the right to grant sublicenses) to use your statements and any audio/video footage from the Interview, as well as your name, tag, likeness, image, voice, gameplay statistics, Epic Account ID, and other biographical information (collectively, "**Interview**

Materials") in connection with the Interview. Your participation in an Interview is voluntary, and you are not entitled to compensation for an Interview or this license. Psyonix has no obligation to interview you or use Interview Materials. You can withdraw this license at any time by contacting a Tournament Administrator at tournaments@epicgames.com, however this will not affect any uses Psyonix has made of such license before the withdrawal.

10.3 Interview Selection.

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

14.2 Final Decisions Relating to Player Safety.

Notwithstanding the foregoing, the final decision relating to whether it is safe for Players on a Team to participate in a Tournament will be made by the Manager of that Team in consultation with Psyonix and/or 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 Psyonix and/or Tournament Administrators and follow all instructions given by Tournament Administrators during the entire process of a Tournament, including travel to and from the Tournament venue. Players, 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 Psyonix and/or Tournament Administrators. If, at any time prior to or during a Tournament, Psyonix or Tournament Administrators determine that an individual has COVID-19 symptoms or otherwise may be infected with the COVID-19 virus or any other communicable disease, such individual will be required to leave the venue immediately. If Psyonix or Tournament Administrators determine that a Player should not participate in a Tournament for health reasons, the onsite referee may require the Team to provide a substitute. If applicable law requires any additional or different health inspection, sanitation, or public safety procedures, Psyonix and/or Tournament Administrators will have full authority to implement those procedures, and all Player, Owners, Coaches, and Managers must cooperate with Psyonix and/or 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.

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 Psyonix and/or 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 COVID-19, COVID-19 test results, or vaccination status as described in this Section, and (b) the use of such records and information to comply with local law, ordinances, and guidelines governing public meetings and public health and, when necessary, to protect fans and other members of the public from exposure to COVID-19. If a Player, 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, 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

CRL Spring 2027

January 10: Open Qualifier 1
January 17: Open Qualifier 2
TBD: Open 3v3 1
TBD: League Play Week 1
TBD: Open 3v3 2
TBD: League Play Week 2
TBD: Open 3v3 3
TBD: League Play Week 3
TBD: Open 2v2 1
TBD: League Play Week 4
TBD: Open 2v2 2
TBD: League Play Week 5
TBD: Last Chance Qualifier
TBD: Spring Championship Day 1

TBD: Spring Championship Day 2

Attachment B - CRL Points Award System

Open 3v3 Tournament Placement	Teams Total	CRL Points Awarded
1st	6	5
2nd	6	3
3rd	6	2
4th	6	1

Attachment C - Scholastic Awards

League Play

Standing	Scholastic Award Amount (USD)
First Place	$3,000.00
Second Place	$2,000.00
Third Place	$1,800.00
Fourth Place	$1,500.00
Fifth Place	$1,250.00
Sixth Place	$1,250.00
Seventh Place	$1,100.00
Eighth Place	$1,100.00
Ninth Place	$1,000.00
Tenth Place	$1,000.00
Eleventh Place	$1,000.00
Twelfth Place	$1,000.00
Thirteenth Place	$1,000.00
Fourteenth Place	$1,000.00
Fifteenth Place	$1,000.00

Sixteenth Place	$1,000.00

Open 3v3 Tournaments

Standing	**Scholastic Award Amount (USD)**
Bracket 1 First Place	$300.00
Bracket 2 First Place	$300.00
Bracket 3 First Place	$300.00
Bracket 4 First Place	$300.00
Bracket 5 First Place	$300.00
Bracket 6 First Place	$300.00

Spring Championship

Standing	**Scholastic Award Amount (USD)**
First Place	$6,000.00
Second Place	$4,500.00
Third Place	$2,500.00
Fourth Place	$2,500.00
Fifth Place	$1,250.00
Sixth Place	$1,250.00
Seventh Place	$1,000.00
Eighth Place	$1,000.00

Open 2v2 Tournaments

Standing	**Scholastic Award Amount (USD)**
Bracket 1-4 First Place	$600.00
Bracket 1-4 Second Place	$450.00
Bracket 1-4 Third Place	$350.00

Bracket 1-4 Fourth Place $300.00

Attachment D - Qualification Spot Bracket Table

	2 Teams Tied	3 Teams Tied	4 Teams Tied	5 Teams Tied	6 Teams Tied
1 Qualification Spot	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
2 Qualification Spots	---	Reverse Bracket: - Match 1: First Seed v Second Seed - Match 2: Third Seed v Loser of Match 1 Winner of Match 1 and Winner of Match 2 Qualifies	Single Elimination Bracket: - Match 1: First Seed v Fourth Seed - Match 2: Second Seed v Third Seed Winner of Match 1 and Winner of Match 2 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 Winner of Match 2 and Winner of Match 3 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 Winner of Match 3 and Winner of Match 4 Qualifies

3 Qualification Spots	---	---	Single Elimination Bracket: - 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 Winner of Match 1, Winner of Match 2, and 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: Loser of Match 2 v Loser of Match 3 Winner of Match 2, Winner of Match 3, and 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: Loser of Match 3 v Loser of Match 4 Winner of Match 3, Winner of Match 4, and Winner of Match 5 Qualifies
4 Qualification Spots	---	---	---	Reverse Bracket: - Match 1: First Seed 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	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 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