

Grand Series Official Tournament Rules

1. INTRODUCTION

The “Grand Series” (“**Tournament**”) is brought to you by **Rocket Street**. The Tournament is a competitive esports gaming tournament featuring the Rocket League game (“**Title Game**”) developed and published by Psyonix Inc. (“**Psyonix**”). As set forth more fully in Section 3, entitled “**Tournament Format**”, the Tournament consists of a regional competition exclusive for South America. The regional competition will include an open qualifier stage followed by Play Ins, League Play and a regional championship. The winners of the regional championship, together with the winners of the North America, Europe and Oceania series, will advance to the live World Championship finals (as described herein).

These Official Tournament Rules (“**Official Rules**”) govern the Tournament. These Official Rules are in addition to the rules that govern how the Title Game is played (“**Game Play Rules**”) and set forth in Section 8.

Each person who participates in the Tournament is referred to as a “**Player**”. If the Player is under the age of majority in his or her state or country of residence (a “**Minor**”), such Minor must be registered by his/her parent or legal guardian in order to participate in the Tournament, and all references to “Player” shall include that Minor Player’s parent or legal guardian. Each Player unconditionally accepts and agrees to comply with and abide by these Official Rules, the Game Play Rules and the decisions that Rocket Street and the other “Tournament Organizers” (as defined below) make regarding the Tournament, including without limitation decisions about how to interpret or implement the Official Rules or the Game Play Rules and how to administer the Tournament, and such decisions shall be final and binding in all respects and not subject to challenge or appeal. Any aspects of the Tournament or incidents that affect the Tournament that are not outlined in these Official Rules may be addressed and resolved by Rocket Street and the other Tournament Organizers at the time of the incident and their decisions on such matters shall be final and binding and not subject to challenge or appeal.

These Official Rules are subject to change, as determined by the Tournament Organizers in their sole discretion. The most recent version of these Official Rules will be posted on <http://www.rockestreet.gg/reglamento/> (“**Official Rules Website**”). Tournament Organizers may communicate changes to the rules via the Official Rules Website or use other means to communicate with those Players who have registered for the Tournament using the contact information associated with their account or provided during registration. Changes to the Official Rules may apply prospectively or retroactively in the discretion of the Tournament Organizers. These Official Rules may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the Spanish version of these Official Rules, the Spanish version shall prevail, govern and control. Entry into the Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

2. DEFINITIONS

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 2 Games, that Team will immediately be declared the winner of that Match.

Game: means a single Title Game competition between two Teams.

Match: means – Tournament play between two Teams that may involve multiple Games, as described in Section 3, entitled “Tournament Format”.

Round Robin – means a phase of the Tournament where each Team plays against every other Team.

Team: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 4, entitled “General Eligibility and Player Equipment Requirements”.

South America: means - Argentina, Brazil, Bolivia, Chile, Colombia, Ecuador, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela.

Eligibility Area: means - South America.

Tournament Entities: means Rocket Street, the Tournament Organizers, 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.

Tournament Organizers: means Rocket Street, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing the Tournament, in whole or in part.

Winner or Winning Team: means any Team that is officially declared a Winner as set forth in Section 10, entitled “General Prize Restrictions”.

3. TOURNAMENT FORMAT

3.1. Schedule

The schedule that corresponds to each Tournament phase is outlined throughout this Section (such period referred to herein as the “**Tournament Period**”).

3.1.1. South American Regional

- Open Qualifier 1 (March 2) - 2:00pm BRT
- Open Qualifier 2 (March 9) - 2:00pm BRT
- Open Qualifier 3 (March 16) - 2:00pm BRT
- Open Qualifier 4 (March 23) - 2:00pm BRT
- Play-In (March 30, March 31) - 2:00pm BRT
- League Play – Week 1 (April 7) - 4:30pm BRT
- League Play – Week 2 (April 14) - 4:30pm BRT
- League Play – Week 3 (April 21) - 4:30pm BRT
- League Play – Week 4 (April 28) - 4:30pm BRT
- League Play – Week 5 (May 5) - 4:30pm BRT
- Regional Championship (May 11-12) - 4:00pm BRT

3.2. Open qualifier

Teams will first be entered into the “**Open Qualifier**” stage in which they are registered. Teams may participate in up to two (2) Open Qualifiers, each of which is comprised of a “double elimination” bracket meaning that a Team will not be eligible to move forward if they lose two (2) Matches in the bracket. Seeding will be determined by Tournament Organizers at their discretion. All Matches in the Open Qualifiers will be Best-of-Three. The final four (4) Teams (two (2) Teams in the upper bracket and two (2) Teams in the lower bracket) remaining will qualify to participate in the Play-In and will be ineligible to participate in any additional Open Qualifiers.

3.3. Play-In

The 16 teams that qualified into the Play-Ins will have the chance to advance to the League Play during two phases. The first phase will consist of a Best-Of-Five 4 group 4 team round robin event, the team that places first in each group will qualify straight into League Play. Teams second to third of each group will dispute the remaining 4 slots of the League Play in the Play-Ins’ second phase, the Last Chance Qualifier. Teams that place fourth on each group are eliminated from the tournament.

The Last Chance Qualifier consists of a Best-Of-Five double elimination bracket between 8 teams. Two (2) teams from the Winner side of the bracket and two (2) teams from the Lower side of the bracket will advance into the League Play to fill the remaining slots. The seeding for the Last Chance Qualifier will be determined by group placement and the organizers’ discretion.

3.4. Automatic Qualification

For this first season there will be no automatically qualified teams.

3.5. League Play

“**League Play**” is a Round Robin with the eight (8) Teams that have qualified from the Play-Ins. 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 received by a Team during the League Play. If a Team is disqualified from a Match by the Tournament Organizer, the Match will be recorded as a 3-0 win in favor of the opposing Team.

3.6. League Play Tiebreakers

If two or more Teams within League Play achieve the same number of Match wins, ties will be resolved by applying the following tiebreaking mechanisms, in order of application.

1. **Game Differential** defined as total number of Games won by a Team minus the total number of Games lost by such Team.
2. **Game Differential** in Games between tied Teams.
3. Calculate the **Game Win Differential** for tied Teams by dividing (a) the total number of Games won by a tied Team against: the other tied Teams plus the highest ranked Team that is not a tied Team (“**Included Teams**”), by (b) the total number of Games played by a tied Team against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
4. **Highest total Goal Differential** defined as total goals scored by a Team minus total goals allowed by such Team.
5. Highest total goal differential in Games between tied Teams.
6. Calculate the total goal differential by taking a tied Team’s total goals scored against the Included Teams minus total goals allowed against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
7. If none of the tiebreakers can resolve the tie, then the Teams will draw lots. If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

3.8. Regional Championship

Six (6) Teams will compete in the South American Regional Championship as applicable. The Regional Championship is a double elimination bracket with Best-of-Seven Matches. There will be a 1-0 advantage

for teams that head into the lower bracket from the Winner Semifinals stage. Regional Championship will be played and broadcasted during the 11th and 12th of May.

4. GENERAL ELIGIBILITY AND PLAYER EQUIPMENT REQUIREMENTS

The Open Qualifiers are open to all legal residents of South America (as detailed in point **2. Definitions**) who are 15 years of age or older on the date that the Player's Team competes in the Open Qualifier. For example, a Player who turns 15 years old on March 15, may not compete in the South America Open Qualifier 1 and 2, but may compete in the Open Qualifier 3 and any subsequent Open Qualifiers. The dates of the Open Qualifiers are:

- Open Qualifier 2 (March 2)
- Open Qualifier 2 (March 9)
- Open Qualifier 3 (March 16)
- Open Qualifier 4 (March 23)

The other stages of the Tournament are open to Teams who qualify under the terms of the Official Rules. Players must be able to provide proof of eligibility. Please also note that potential Winners will ultimately need to provide proof of residency and tax form information before they are officially declared the Winner. Section 10, entitled "**General Prize Restrictions**", provides more information.

Players will be required to sign up as a member of the Tournament at the registration page located at: <https://www.rocketsteet.gg/registro> ("**Tournament Registration**") and, depending on the registration functionality, either share the gamertag or other name they use in the Title Game or otherwise choose a user name (in either instance, the "**User Name**"). Each Player will be known publicly by his or her User Name, rather than his or her real name, until the later stages of the Tournament when Player names may be revealed. Each Player represents and warrants that their User Name and Team Name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 7.

Any Player who is a Minor must have his or her parent or legal guardian sign the Minor up to enter the Tournament. In addition, if a Minor is going to physically travel to a particular Tournament location, he or she must be accompanied by his/her parent or legal guardian at that Tournament location, and the Tournament Organizers may require additional proof that the Minor has permission from his or her parent or legal guardian to participate. The form of that additional proof will be determined by the Tournament Organizers in their sole discretion. The Tournament is void outside of the Eligibility Area and where prohibited by law.

Officers, directors and employees of the Tournament Organizers, and each of their immediate family members (spouses and siblings, parents and children and their spouses), and governmental officials of any country in the Eligibility Area are not eligible to participate in the Tournament without express written permission from Rocket Street. Players must have access to the Internet and supply their own equipment

needed to participate in the Tournament, including, without limitation, monitors and consoles, controllers, headphones and headsets, cables and a copy of or authorized access to the Title Game and valid access to the game servers that will be used and the Title Game levels that will be played in the Tournament, as applicable (collectively, “**Player Equipment**”).

During Tournament play Players may not bring, use, or wear any headsets, earbuds, microphones or other Player Equipment other than those approved of or provided by the Tournament Organizers. Player Equipment that is suspected by the Tournament Organizers of providing an unfair competitive advantage will not be approved for use. At their discretion, Tournament Organizers may disallow the use of any individual piece of Player Equipment for reasons related to Tournament security, operational efficiency or effectiveness.

The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of at least three (3) individual Players and no more than four (4) individual Players.

Players may participate on only one (1) Team at a time throughout the Tournament.

Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register with the Tournament Website located at <https://www.rocketstreet.gg/registro> (“**Tournament Website**”) in order to be considered a member of the applicable Team. During the registration process, one Team member will create/register a 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 Organizers will attempt to notify the Team through its Team Captain (as defined in Section 8.3.1).

Each member of the Team, including the Team Captain, 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 Organizers’ rights pursuant to these Official 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 Organizers may elect in their sole discretion. If the Tournament Organizers elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Official Rules, and if permitted in the sole discretion of the Tournament Organizers, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Captain) with a new eligible Player and continue to compete under the same name if each disqualified Player promptly signs any writing deemed necessary by Tournament Organizers to permit his or 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 Organizers. Any Team member who elects to end his or her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to “re-register” to participate in the Tournament in any capacity.

The Official Rules do not govern Team relationships. 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 Organizers in their sole discretion.

No owner of a Team, or manager of a Team, or if a Team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one Team within the Eligibility Area in the Tournament.

Teams that Rocket Street, 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 are not eligible to participate in the Tournament.

Please note that Rocket Street may require a Player or a Team to execute and deliver “**Winner Forms**” (as defined in Section 10) at any time during the Tournament, including as a condition of participating in a particular Match or phase of the Tournament.

5. HOW TO APPLY TO PLAY IN THE TOURNAMENT

To apply to play in the Tournament, visit <http://www.rocketstreet.gg/registro> and follow the instructions about how to register as a Player or a Team. Your registration information will be collected and used in accordance with the privacy policy posted at smash.gg/about/privacy and, notwithstanding anything to the contrary stated therein, such information will be used by Rocket Street in accordance with the Privacy Policy and Terms of Service (the “**Rocket Street Policies**”) posted on <https://www.rocketstreet.gg/privacidad> (“**Tournament Website**”), which are incorporated herein by this reference. By participating in the Tournament, you agree and acknowledge that you have read, understood and agree to be bound by the Rocket Street Policies.

REGISTRATION CLOSES 1 DAY BEFORE THE BEGINNING OF EACH QUALIFIER, THE DATES ARE:

Qualifier 1: Until March 2nd, 2pm.

Qualifier 2: Until March 8th, 2pm.

Qualifier 3: Until March 15th, 2pm.

Qualifier 4: Until March 22nd, 2pm.

*Dates based on Brazil time zone.

Please review the Rocket Street Policies carefully before participating in the Tournament. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the Rocket Street Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the Rocket Street Policies, Rocket Street may share Player information with the Tournament Entities, who will use such information to the extent needed to perform their duties and functions in connection with the Tournament.

6. PLAYER APPEARANCE RELEASE

By participating in the Tournament, each Player hereby irrevocably grants the Tournament Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player's performance in the Tournament itself and in other Tournament-related activities, including the Player's name, User Name, Team name and logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the "**Appearance**") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity, for any purpose, including but not limited to, to advertise, market and promote the Tournament, the Rocket Street Website, the Tournament Website, the Title Game, the Tournament Entities and future tournaments.

As between each Player and Team, on the one hand, and Rocket Street, on the other hand, the Appearance shall be deemed a work-made-for-hire for Rocket Street prepared as a work specifically ordered and/or commissioned by Rocket Street, and therefore, Rocket Street shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Rocket Street, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to Rocket Street, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Rocket Street's ownership of such rights.

The Tournament Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or otherwise alter the Appearance for any purpose which the Tournament Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or "droit moral" rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world [including, without limitation, the so-called right of paternity (droit a la paternite) right of integrity (droit au respect de l'oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of publication (droit divulgation)] he or she may have in the Appearance, and agrees that he or she will make no claim of any kind against the Tournament Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases the Tournament Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that the Tournament Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of "moral rights" or "droit moral" is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

Rocket Street shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. Rocket Street shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

7. CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Tournament. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers, if deemed necessary. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament or the Rocket Street Website, or the Tournament Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two [2] or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene User Names, avatars or Team names;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;

- Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- 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 this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player or Team, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and Psyonix reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

8. GAME PLAY RULES

These are the “**Game Play Rules**” governing how the Title Game is played during the Tournament.

8.1. Match Settings

8.1.1. Game Settings

- Allowed Arenas: Beckwith Park (any variation), Champions Field (any variation), DFH Stadium (any variation), Mannfield (any variation).
- Team Size: 3v3.
- Bot Difficulty: No Bots.
- Mutators: None.
- Match Time: 5 Minutes.
- Joinable By: Name/Password.
- Platform: Steam, Xbox One, Playstation 4, Nintendo Switch.
- Server: SAM (South America).

8.1.2. Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g. turbo buttons) are not permitted. Wireless controllers are not permitted in the World Championship. At the World Championship, all controllers are subject to approval from Tournament Organizers.

8.1.3. Arenas

In the Open Qualifier and SAM Play-Ins, all games may be played on Beckwith Park, Champions Field, DFH Stadium or Mannfield. In all other stages of the Tournament, the first game may be played on any eligible arena. All subsequent matches will be played on an eligible arena, chosen by Tournament Organizers at their sole discretion. RLCS League Play Teams may request to avoid an eligible arena due to performance issues and are required to submit a detailed request to Tournament Organizers twenty-four (24) hours prior to the Match start time. The Tournament Organizers reserve the right to reject for any reason, in their sole discretion, any request made by RLCS League Play Teams to avoid an eligible arena. The following arenas may be selected:

- Beckwith Park
- Beckwith Park (Stormy)

- Beckwith Park (Midnight)
- Champions Field
- Champions Field (Day)
- DFH Stadium (Day)
- DFH Stadium (Stormy)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Urban Central
- Wasteland
- Starbase
- Neo Tokyo
- Aqua Dome

8.2. Match Procedures

8.2.1. Hosting and Team Colors

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

8.2.2. 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 Organizers. Tournament Organizers reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

8.2.3. Servers

During the South American event all matches will be played in the South American servers (SAM).

8.2.4. Game Start

Players may not join their side until all three (3) Players from each Team have joined the Game.

8.2.5. 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 one Player change per Match. Substitutions are not allowed during the Open Qualifier except in the event of a disconnect.

8.2.6. Reporting Scores

During the Open Qualifier and Play In stage, after a Match is completed, the winning Team must submit the Match result in the designated chatroom. The losing Team must also confirm the Match result.

Taking a screenshot of the results screen or replay of the Match is strongly recommended in case of disputed results. If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.

8.2.7. Guest Accounts

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

8.2.8. Observers

In-game observers are not allowed except for Tournament Organizers and their designees.

8.2.9. Bugs & Glitches

In the event of a bug or glitch that affects gameplay, the full Match should be played out. If a Team calls for a rematch due to the bug or glitch, they must save the replay and submit it to the Tournament Organizer for review.

8.3. Team Rosters

8.3.1. Team Captains

Each Team must declare one member of their roster to be the “**Team Captain**” who represents the Team for all official decisions and serves as the main point of contact for the Team.

8.3.2. Rosters

Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of three (3) Players and up to one (1) designated reserve Player who may be used as an alternate. Rosters

may also include a manager who does not play in Tournament matches. An individual may not simultaneously be part of more than one roster at a time.

8.3.3. Roster Submission

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

8.3.4. Roster Change Period/Roster Lock Deadline

Except as set forth elsewhere in these Official Rules, Team rosters may only change during the “Roster Change Period”, which is (1) any time before the Roster Lock Deadline and (2) after qualifying for League Play. Rosters are locked and no trades are possible after the “Roster Lock Deadline”, which is April 1st, 2019 at 11:59 pm BRT. If a Team has a manager they would like added to the roster, they must notify Tournament Organizers prior to the Roster Lock Deadlines.

8.3.5. Trades

All trades between Teams must be approved by Rocket Street and all involved Teams must be notified of the trade. Trades are only permitted during a Roster Change Period. A Player may not play for more than one Team within a season. If a Player is traded during the season, the Player may be part of that Team’s roster but may not play in any Tournament Matches until the next season.

8.3.6. Player or Team Names

Players or Teams may not change their User Names or in-game names without approval from Tournament Organizers. User Names and in-game names must comply with these Official Rules and Tournament Organizers 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.

8.4. Match Obligations

8.4.1. Punctuality

All Teams must have three (3) Players physically present or in the online Match lobby and in the designated chatroom by the Match start time. Teams that do not have three (3) Players ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

8.4.2. Forfeits

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

8.4.3. Communications

Teams will communicate with their opponents and Tournament Organizers 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.

8.5. Match Disruptions

8.5.1. Disconnects

In the Open Qualifier, if a disconnect occurs, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have three (3) minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster if this is the first disconnect for the Team during the series.

For the Play-Ins, League Play, Regional Championship and World Championship, if a disconnect occurs the shorthanded Team will immediately notify the Tournament Organizer via in—game or smash lobby chat. The Tournament Organizer may pause the game or force a match reset once the disconnect notification has been received, at their sole discretion.

Once the match has been paused, the disconnected Player will have three (3) minutes to rejoin before the Game resumes. If the Player cannot rejoin within that time, the shorthanded Team will continue to play out the single Game within the Match series.

If the match is restarted, the current score will be nullified and both teams will start the match with their score in 0-0 from the initial kickoff.

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 series begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match series, but may not join in the middle of subsequent Games in the series. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster (subject to the rules set forth in section 8.2.5). For spectated / broadcasted Matches, if Tournament Organizers identify that a Player has disconnected without being notified they may pause a match to allow the player to reconnect.

Each Team is allowed a maximum of one (1) pause per Match. Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have thirty (30) seconds to confirm with a Tournament Organizer that each is ready to unpause. Once each has confirmed their readiness, the game will resume from a neutral kickoff.

8.5.2. Stoppage of Play

Tournament Organizers 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.

8.5.3. Restarts

The Tournament Organizers 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.

8.5.4. Log Submission

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

8.6. Cheating

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

8.7. Names, Logos, Avatars and Branding Restrictions

Teams that qualify for RLCS League Play are required to provide Tournament Organizers a logo in .png, .psd, or .ai format (with the latter highly preferred). If a logo is not provided, or is rejected, Tournament Organizers will replace the logo with a standard Tournament logo. Tournament Organizers reserve the right to reject logos submitted after RLCS League Play begins.

The Tournament Organizers reserve the right to reject, in their sole discretion, names, logos, avatars or branding that violate the Code of Conduct, including without limitation, any that:

- Infringe upon the rights of any 3rd party rights without explicit written permission
- Resemble or are identical to a brand or trademark
- Resemble or are identical to another identity or person
- Resemble or are identical to the name or persona of Tournament Entities or other Teams.
- Are deemed inappropriate at the sole discretion of tournament organizer.

8.8. Dress Code

All Players must wear appropriate attire at the World Championship, which includes matching shirts/jerseys with their Team logo visible. Players will not be allowed to participate in the World Championship wearing any clothing items deemed inappropriate by Tournament Organizers. Jerseys and all other attire worn at the World Championship are subject to the restrictions set forth in Section 8.7 above and may be reviewed at the discretion of Tournament Organizers.

8.9. Sponsorships; Other Content

Teams have the ability to acquire sponsorships. However, sponsors or content falling under the following categories may not be displayed during official Tournament play:

- Brands in categories that have been granted exclusive sponsorship rights for the Tournament by the Tournament Organizers
- Religious programming, political matters
- 900 numbers
- X-rated material
- Habit-forming drugs, drug related paraphernalia
- Herbal remedies or “miracle cure” products
- Tobacco products
- Any adult-oriented products or services (including adult-oriented pay per view programs and male enhancement products)
- Salacious products or services or other material which would generally be considered obscene or indecent
- Content that a reasonable person would deem objectionable, indecent, vulgar or offensive
- Content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law
- Content which is unlawful, pornographic, libelous, defamatory, or violates a third party’s privacy or publicity rights
- Content which constitutes hate speech
- Content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, color, national origin, race, religion, sex, sexual orientation, gender identity, or disability
- Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity)

8.10. Penalties

Players or Teams who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match restart
- Loss of Game
- Match forfeiture
- Temporary Player bans
- Permanent Player bans

- Prize forfeiture

Any penalties imposed on a Player and/or Team may be made available to the public by the Tournament Organizers in their sole discretion.

9. PRIZES

Prizes are separated between Team final position and Player accolades:

Plance	Prize (USD)
1	\$5000
2	\$4000
3	\$3500
4	\$3250
5-6	\$2625
7-8	\$2000

A total of \$25000 will be rewarded to Teams after League Play and Regional Championship finishes.

Accolade	Prize (USD)
League Play MVP	\$2500
Golden Striker	\$1000
Savior of the Season	\$1000
Clutch Playmaker	\$1000

A total of \$5500 will be rewarded to Players after League Play and Regional Championship finishes.

10. GENERAL PRIZE RESTRICTIONS

A Player may qualify only for a place on a Team that starts at the Open Qualifier. Winners may be required to complete an Affidavit of Eligibility and any additional legal documentation regarding receipt of payment. The prizes will be delivered within sixty (60) days after receipt of the appropriate payment details of the players. The physical prizes can be delivered through a courier service or standard postal carriers. Failure to accept the delivery of any Prize may result in the loss of the Prize which may then be reassigned to an alternate winner. Award substitutions are not available. By participating in the Tournament, the winners acknowledge that Rocket Street and Psyonix have not obtained or will provide

insurance of any kind related to the Awards. Players will be responsible for providing the correct details to Rocket Street, including the legal name, address, contact number and date of birth, as necessary. Winners who do not provide Rocket Street with the appropriate information and / or documentation, required within sixty (60) days of the end of the Tournament, will automatically void their Prize, and Rocket Street will have no further liability to such Players in relation to with the prizes.

11. DISCLAIMER OF WARRANTIES

The Tournament Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize furnished in connection with the Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE ROCKET STREET POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

Psyonix Inc. is not responsible for the administration, fulfillment, or execution of this Tournament. You agree that the inclusion of each team's Tournament results and the allocation of the Tournament results into the Rocket League Championship Series Season 7 World Championship ("RLCS 7") qualification system are subject to the review and approval of Psyonix, at its sole and absolute discretion. Teams intending to be considered for RLCS 7 qualification must have at least 3 Players that meet the eligibility requirements for RLCS 7 participation and may not make changes to their qualifying roster.

Notwithstanding the foregoing, you agree that you are not entering into this Tournament in reliance that an RLCS 7 event will occur, and accordingly Psyonix has no obligation to host and produce RLCS 7. YOU HEREBY RELEASE AND DISCHARGE PSYONIX INC. AND THEIR AGENTS OR REPRESENTATIVES, FROM ANY AND ALL LIABILITY IN CONNECTION WITH THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, LEGAL CLAIMS, COSTS, INJURIES, LOSS OR DAMAGES, DEMAND OR ACTIONS OF ANY KIND.

12. IMPORTANT. PLEASE READ - GENERAL RELEASE AND LIMITATION ON LIABILITY

Each Player knowingly consents to participate in any or all Tournament activities under his or her own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS THE TOURNAMENT ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION,

COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

The Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the Rocket Street Website or the Tournament Website, and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or

transmission, communications line failure, theft, destruction, or unauthorized access to the Rocket Street Website or the Tournament Website or the field of play in the Title Game. Although the Tournament Organizers attempt to ensure the integrity of the Tournament, the Tournament Organizers are not responsible for the actions of Players in connection with the Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that the Tournament Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:

- incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the Tournament or send or receive messages requiring action or response by such Player;
- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

13. INDEMNIFICATION

Each Player hereby agrees to indemnify and hold the Tournament Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, "Third Party Claims") relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

Except for matters for which Player is obligated to indemnify the Tournament Entities hereunder, Rocket Street will indemnify and hold each Player harmless from and against any Third Party Claims arising

from production, distribution and exploitation of the Tournament.

The Player or Tournament Entity seeking indemnification (the “Indemnified Party”) shall promptly notify the Tournament Entity or Player, as the case may be, responsible for indemnification (the “Indemnifying Party”) of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If, within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake

the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the Indemnifying Party, at the Indemnifying Party’s expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party’s prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the Tournament.

14. FORCE MAJEURE

Psyonix and Rocket Street reserve the right to modify, suspend, extend or terminate the Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the Tournament or any portion thereof as contemplated herein. In the event the organizers are prevented from continuing with the Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within the Tournament Organizers’ control (each a “Force Majeure” event or occurrence), the organizers shall have the right to modify, suspend, extend or terminate the Tournament.

The Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the Tournament null and void by reason of any of the foregoing. In the event the Tournament Organizers determine, in their sole discretion, that any individual Game or Match or other phase of the Tournament, has been tampered with or that the validity of any Game, Match or other phase of the Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the Tournament, and may conduct the Tournament on the basis of the remaining Game, Match and/or other phases of the Tournament.

15. TRANSFER OF PLAYER INFORMATION

By registering for and/or otherwise participating in the Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United States and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Rocket Street in connection with the Tournament by following the instructions provided in the Privacy Policy posted on the Rocket Street Website.

16. WINNER'S LIST/OFFICIAL RULES

To obtain the list of the winners, visit <https://www.rocketleaguesports.com> within six (6) weeks after the end of the Tournament. These Official Rules will be posted on the Tournament Website during the Tournament Period.

17. INVALIDITY/HEADINGS

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the Tournament Organizers in connection with the Tournament and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such Tournament Organizer with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by Psyonix or Rocket Street. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference, and shall not be deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.

18. PRIVACY POLICY

Rocket Street will not disclose any personally identifiable information about any Player (including the name, email address, information obtained by Rocket Street from cookies and IP address information) to third parties without the Player's consent, except when Rocket Street, in good faith, believes that disclosure is necessary to comply with the law or other contractual provisions of Rocket Street, or to enforce the Official Rules as set forth herein.

The acceptance by the Participant of any prize of the Tournament constitutes a consent for the disclosure of personal information by Rocket Street, as required. Rocket Street reserves the right to collect general and other market demographic information, which does not personally identify the participant to any person without additional consent.

Rocket Street uses emails to notify Players when they have won a Prize and to inform them of special

promotions, events and policy changes. Registered users on the website automatically sign up to receive all types of Rocket Street emails: promotional marketing emails, promotional partner emails, newsletters, fairness emails, fun (ie, tournament related or games), and financial emails. Participants have the option to accept or reject the receipt of any or all of these types of emails at any time.

19. CHANGE LOG

Date	Version	Changes Made
18/1/2019	0.9	Document Draft
1/2/2019	1.0	Final Document
4/2/2019	1.2	Legals