

Rulebook

The ELEAGUE Cup: Rocket League

This document outlines the rules and regulations pertaining to The ELEAGUE Cup: Rocket League. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ELEAGUE management (including as may be set forth in these rules and regulations). Please note that ELEAGUE management has the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship in its sole discretion.

1.0 Event Information

Format = Group Play & Single Elimination Bracket

Dates = December 1st – December 3rd

Prizes = \$150,000 (total)

1st = \$70,000.00

2nd = \$30,000.00

3rd-4th = \$12,000.00

3rd in Group = \$ 4,000.00

4th in Group = \$ 3,000.00

Group Match Win = \$1,000.00 (twelve (12) matches total in groups)

Each team that qualifies or is selected for the Group Stage (described below) (each such team, a “Team”) will be required to execute an ELEAGUE tournament agreement (the “Team Agreement”), and the right to participate in the tournament is held by such Team pursuant to such Team Agreement (and not by the individual players comprising a Team (each, a “Player”)).

Prize money will be paid within 90 days of the Finals (described below). Prize money will be paid out to the Team in accordance with the table above unless, prior to the start of the tournament, the Team requests in writing (and ELEAGUE agrees in writing) that ELEAGUE pay the Players directly.

Any applicable withholding or other taxes on prize money paid out by ELEAGUE shall be the sole responsibility of the Team/Players receiving payment. Each Team/Player receiving payment of prize money from ELEAGUE, as applicable, may be required to complete certain tax-related documentation prior to payment as requested by ELEAGUE, and the payment of any prize money by ELEAGUE will not be made until such documentation has been completed and returned to ELEAGUE.

1.1 Groups

Group A

Group B

2.0 The ELEAGUE Cup: Rocket League - Schedule

All dates and times subject to change by ELEAGUE management

Day 1

December 1st – Group A/B – 2pm start time

Day 2

December 2nd – Group A/B – 2pm start time

Day 3

December 3rd – Playoffs – 2pm start time

3.0 Format

3.1 Group Play – Day 1 & 2

1. The tournament will have eight (8) Teams in Group Play, consisting of the top eight (8) teams invited from the Rocket League Championship Series.
2. Per the tournament structure, it is important that all Teams play out each of their matches in order to prevail and advance.
3. Each Group will consist of four (4) Teams. Teams will be assigned to Groups by their respective placement at the RLCS Season 4. Group A will consist of rank 1, 4, 5 and 8. Group B will consist of rank 2, 3, 6 and 7.
4. Groups will be played out in a round robin format with the top two (2) Teams of each Group advancing to the Playoffs.
5. All Group Play matches will be played as a best of five (Bo5).

3.2 Tie Breaker

If two (2) or more Teams in the same Group achieve the same number of Match wins, ties will be resolved by applying the following tiebreaking mechanisms, in order of application

1. Direct comparison of Matches between tied Teams
2. Map difference only counting matches between tied Teams
3. Goal difference only counting Matches between tied Teams
4. Map difference counting all Matches in the respective group of four (4) Teams
5. Goal difference counting all Matches in the respective group of four (4) Teams
6. Best of one (Bo1) round-robin tie breaker Matches amongst the tied Teams. After each Team has played all other tied Teams, their records of Games won and Games lost will be used to break the tie. If there is still a tie, additional Best of 1 Game Round Robin Tiebreaker(s) will be played until the tie can be broken.

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.

3.3 Playoffs – Day 3

1. The Playoffs will consist of the two (2) Group winners (each, a seed #1) and the two (2) Group runners-up (each, a seed #2), subject to the other terms herein.
2. Teams are placed into a single elimination bracket, best of seven (Bo7), where seed #1 Teams are facing seed #2 Teams from the other group in a bracket.

4.0 Game Play Rules

4.1 Match Settings

4.1.1 Game settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None

- Game Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Steam on PC
- Server: US-East

4.1.2 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 tournament. At the tournament, all controllers are subject to approval from Tournament officials.

4.1.3 Definitions

Game – a single competition of Rocket League between two (2) Teams.

Match – Tournament play between two teams that may involve multiple games depending on the format. For example a best of five (Bo5) match can have up to five (5) games.

4.1.4 Arenas

The first game is played on DFH Stadium. After each Game, the Tournament official will host the next arena. The arenas for each Game will be pre-determine before each match starts by a Tournament official. The following arenas may be selected:

- Aquadome
- Champions Field
- Champions Field (Day)
- DFH Stadium (Stormy)
- DFH Stadium (Day)
- Mannfield
- Mannfield (Night)
- Mannfield (Stormy)
- Neo Tokyo
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

4.2 Match Procedures

4.2.1 Hosting and Team Colors

Tournament officials will specify which Team is blue and which Team is orange. In all stages of the tournament, a Tournament official representative will host the Match.

4.2.2 Game Start

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

4.2.3 Substitutions

Substitutions of Players are not allowed during the tournament.

4.2.4 Guest Accounts

Players may not compete using guest accounts. All participants must have a unique and valid Steam account through which they compete in the tournament.

4.2.5 Observers

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

4.2.6 Bugs & Glitches

In the event of a bug or glitch that affects gameplay, the full Match shall be played out. If a Team calls for a rematch due to the bug or glitch, the Team must save the replay of the bug or glitch and submit it to the Tournament officials for review. The Tournament officials may, at their sole and absolute discretion, determine whether or not the affected Match shall be re-played (partially or in its entirety).

5.0 Rules

5.1 Gameplay Rules

1. Each Game will be five (5) minutes long. A Game will end if one Team scores more goals than the other. If the Game is tied after the regular time, the Game will go straight into overtime and the Team that scores first in overtime will win the game.
2. Players will have at least fifteen (15) minutes before the start of a Match and up to three (3) minutes between each Game of a Match to setup and ensure their mouse, keyboard, earbuds, and headset are working properly. Fifteen-minute time limits will begin after the conclusion of the preceding Match at that station. Three-minute time limits will begin at the

conclusion of the preceding Game.

3. Teams are not allowed to leave the stage without permission from Tournament officials.
4. With one (1) minute of pre-game remaining, the Tournament Director will notify the Teams that the game will be beginning shortly and to be prepared to start.
5. No warm-up or practice games are permitted once the Match's first game has begun.
6. Players may not look at an opposing Player's monitor or projected screen during a Game.
7. Players and team representatives may not intentionally manipulate a teammate's controller, mouse or keyboard during a Game.
8. Only three (3) Players are allowed on stage at any given time during a Game.
9. Breaking one of the gameplay rules 6-8 shall result in an automatic forfeit of the then current Game.
10. Teams are allowed to call technical timeouts if their equipment is malfunctioning but are forbidden to talk during those timeouts other than to Tournament officials. Technical issues are specified in 5.2.14 and 5.2.15.
11. If Tournament officials identify that a Player has disconnected the tournament officials may, at their sole and absolute discretion, halt a Match or Game to allow the Player to reconnect.
12. If a tournament official (i.e., Administrators) disconnects from a Game the Game will not be restarted, but if all Players remain in the Game, the Game must be completed.
13. Only Game-related chat is allowed during live gameplay.

5.2 Equipment Rules

1. Players must provide their own controller and earbuds for use on stage as well as in their practice rooms. Subject to the other rules in this rulebook, the display of the name, marks, or logos of the Team of a Player may be permitted on such equipment.
2. For tournament Matches, Players must use the PC, monitor, tournament station headset, Team communication software, and network equipment provided by ELEAGUE. Players will not be allowed to display the name, logos and marks of the Team of such Player on such equipment. If a Player finds that an issue has occurred with any of this equipment, such Player should pause the Game and notify a Tournament official immediately. Players are

exclusively responsible for ensuring proper function of the audio equipment prior to the start of all Games.

3. If a Tournament official is able to confirm that an equipment issue has occurred, they, in their sole and absolute discretion, will determine whether the Game should be restarted, the Game win (if any) should be awarded to a Team, or the conditions under which the Game should be resumed.

4. All Player equipment is subject to the approval of ELEAGUE management and designated tournament officials (including with respect to any name, mark or logo appearing on the same). ELEAGUE reserves the right to deny the use of any equipment, device or other facilitative object suspected of providing an unfair competitive advantage. ELEAGUE also reserves the right to inspect all equipment.

5. Mice and keyboards must utilize standard USB interfaces. Players may not use PS2 interface equipment.

6. Players competing in a tournament Match must wear their earbuds in their ears for the duration of all Games. Players competing in a tournament Match must wear the ELEAGUE-provided headset over their ears for the duration of all Games.

7. Players may not use third party applications, programs, or download any software onto tournament computers without approval from a Tournament official.

8. Players may not use a USB flash drive or other storage devices.

9. Players may not alter game files or modify drivers without approval of a Tournament official.

10. During a Game, Players may not have applications, browsers, or streams open other than the game itself and any necessary drivers.

11. Players who break equipment rules 6-11 above, may be given a warning or may be subject to forfeit the then current Game. After the first warning, each subsequent warning that a Team receives will result in a forfeit of the then current Game.

12. ELEAGUE will attempt to help Players with technical issues related to their controller, mouse, keyboard, or earbuds, but will not allow such issues to delay the tournament.

13. If a Player's equipment is malfunctioning, the Player will have five (5) minutes to replace the malfunctioning equipment before the Player will be forced to use an ELEAGUE-provided controller, earbud(s), mouse, or keyboard.

14. Equipment that is provided by ELEAGUE for use in the Player practice rooms must remain in Player practice rooms at all times.

5.3 General Rules

1. Players/Teams that are disqualified prior to the start of a Game will not be allowed to play in the Game. Players/ Teams that are disqualified during a Game must disconnect from the Game. Players/Teams that are disqualified will not receive any benefits (prize, etc.) for their ranking in the tournament. Such Players/Teams may also be subject to a ban from a future tournament(s).

2. All Player and coach apparel must be approved by ELEAGUE. ELEAGUE reserves the right to require the removal of unapproved apparel as well as the right to disqualify a Player/Team for wearing unapproved apparel.

3. If a Match has not been completed, Players may ask their referee for permission to leave their respective station. Referees may set a time limit by the end of which the Player must return to their station or they may deny the Player's request. Teams may forfeit a Game(s), or be forced to play a Game(s) shorthanded, if a Player(s) has not returned by the end of the referee's set time limit. Teams may forfeit a Game(s), or be forced to play a Game(s) shorthanded, if a Player(s) leaves his or her station without the Match referee's permission, or is otherwise unable to play.

4. Except as otherwise set forth herein, in order to dispute Game results, Players/Teams must notify the referee that they would like to protest the Game before a new Game has begun. Except as otherwise set forth herein, in order to dispute Match results, Players/Teams must notify their referee that they would like to protest the match before the match results have been submitted.

5. Requests made pertaining to "General Rules 4" directly above will be decided upon by a Tournament official.

6. Language used in Team communication will be governed by the ELEAGUE Conduct Rules (Section 6.0 of this rule book).

7. In-Game Player names, Player avatars and Team names must be pre-approved by ELEAGUE. Player and Team name have to be clean and without a sponsor. Player avatars must consist of a Player picture provided by ELEAGUE or an approved Team logo.

8. All Players must be 15 years of age or older.

9. All Players will turn in their cell phones and all other electronic devices to the referees while being on stage, to be returned once they leave the stage.

10. Only Players playing in the Match will be allowed on the stage at the time of a Game.
11. All Teams must submit the names of the Players who will comprise their roster, which consist of only three (3) Players. The full line-up must be submitted together with the Team Agreement.
12. Players are not allowed to hang jackets or other objects over the chairs, in front of cameras, or anywhere else where deemed by Tournament officials to be obstructing the broadcast, ELEAGUE (or its sponsors/partners) marks or logos, or fair play of the tournament. Same rules apply to hats or hoodies covering the headphones.
13. Photography and/or audiovisual recording of any kind inside ELEAGUE events are permitted only with the prior written consent of ELEAGUE. Players and/or Teams may not use the names, trademarks or logos of ELEAGUE and/or its affiliated entities for any commercial purpose (including for publicity or public relations), without the prior written consent of ELEAGUE in each instance.
14. As described in the Team Agreement, ELEAGUE has permission to use Team logos, Player pictures and videos for use on stage material, live-streaming, television broadcasts of ELEAGUE and related events, online use, including but not limited to, social media posts and videos, and for the advertising/promotion of the ELEAGUE television and/or online broadcasts, (e.g., institutional promotion), and in connection therewith, ELEAGUE corporate partners and sponsors.
15. Teams are required to be available for photo and video shooting on the Media Day preceding their match days (at a minimum). Exact details of the photo and video shooting schedule will be delivered to Teams prior to their arrival.
16. Players and/or other Team representatives shall not, at any time during ELEAGUE competitions, mention or “plug” any commercial product, service, venture or entity (including the name of an individual’s employer) (collectively, “Commercial Products/Services”), including, without limitation, by using equipment, apparel, and/or other items featuring the name/logo of such Commercial Product/Service, without pre-approval from tournament officials in each instance. Tournament officials reserve the right to require Teams/Players to take reasonable steps to obscure (e.g., tape over) any visible manufacture names/logos on any Team/Player supplied equipment.
17. ELEAGUE management has the final ruling on all tournament matters.

6.0 Conduct Rules

6.1 Foul Rules

1. Players may not use a USB flash drive, unplug anything from a monitor, PC, or audio equipment, or touch power units without a Tournament official’s prior permission. Players may not move a monitor, PC, or audio equipment without a Tournament official’s prior

permission. Players may not adjust monitor settings, other than volume, without a Tournament official's prior permission.

2. Players may not communicate with a spectator (including any Team representatives or Team affiliated individuals except for other Players on such Player's Team and, during timeouts, the coach of such Team), or a Player other than a Teammate, during the course of a Match.

3. Players and Team representatives will act professionally at all times and may not curse, taunt or use vulgar or inappropriate language or gestures.

4. Players/Teams may not use a Match's designated station for warm-up games during, or prior to the start of, a Match without a Tournament official's prior permission.

5. Players/Teams that have not been eliminated from the tournament have priority over other Players/Teams regarding the use of stations for warm-up.

6. Players and Team representatives may not stand on chairs, tables, or other ELEAGUE equipment and will follow all rules of the venue as designated by ELEAGUE.

7. Players and Team representatives may not verbally abuse a Tournament official. Verbal abuse of a Tournament official includes, but is not limited to, the use of vulgar language directed at a Tournament official, the use of insulting words or gestures directed at a Tournament official, and excessive argument with a Tournament official that results in the delay of a match.

8. Players and Team representatives may not incite spectators into taunting a Player, coach, or spectator.

9. Players and Team representatives may not taunt or celebrate in excess. Excessive taunting/celebration includes, but is not limited to, post-Match taunting or celebration directed at or referencing an opponent(s). Post-Match interactions between opponents must be limited to acts of sportsmanship.

10. Players and Team representatives may not engage in unsportsmanlike physical contact.

11. Players and Team representatives may not throw anything in the direction of an opponent. Players and coaches may not throw anything into the audience or otherwise intentionally make unwanted contact with any spectator, tournament official, or other individual in attendance at any ELEAGUE event, including the tournament.

12. Players and Team representatives may not engage in any other conduct that, in the discretion of tournament officials, violates the spirit of these rules, affects the ability of

tournament officials to conduct a fair and safe competition, and/or is detrimental to ELEAGUE and/or its partners.

6.2 Additional Rules

1. Players/Teams are expected to put forth their best effort in all Games and Matches.
2. Players, coaches, Team staff and/or managers, and other Team or Player representatives, shall not participate in or otherwise be involved with, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to ELEAGUE in any way, and shall not associate with bettors or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to ELEAGUE in any way. Any betting or gambling by a Player, coach, Team staff and/or manager, or other Team or Player representative against his/her own Team's/Player's matches will result in immediate disqualification of the entire Team and, at the discretion of ELEAGUE management, a ban from one or more subsequent ELEAGUE competitions (up to permanent expulsion from all future ELEAGUE events).
3. Players/Teams may not intentionally forfeit a game or conspire to manipulate rankings or brackets.
4. Players, coaches and Team representatives are expected to treat all members of ELEAGUE staff, and sponsors, with respect.
5. Public discussions of avoiding, and agreements to avoid, the use of non-prohibited (by this rulebook) abilities, items, weapons, or strategies are prohibited.
6. Public statements made about private information, unofficial roster changes, and disparaging remarks made about ELEAGUE or its partners are prohibited.
7. "Tournament officials" refers to the following: all Referees and Administrators, any Tournament Directors and ELEAGUE Commissioner.

6.3 Penalties

1. Players and coaches found to have broken a rule set forth above in section 5.1, will be issued a foul. For every two fouls that a Player receives, it will be issued an additional foul.
2. Violations of any of the additional rules may result in a forfeit of the current Match and/or all future Matches in the tournament (disqualified) – e.g., if a Player, Team, coach, etc. violates any of the rules in Section 4 (at least to the extent not specifically covered in Sections 5.1 or 5.2 of this rulebook), it may result in a forfeit of the then current Match and/or all future Matches in the tournament. The Team may also be forced to continue the current Match shorthanded (i.e., without the Player or coach who violated such additional rules).

3. Teams that forfeit a Match, Players or coaches found to have broken any conduct rules, and/or Players, Coaches and Teams that have violated the other rules or taken any actions which, in the opinion of ELEAGUE management, are not in the best interests of ELEAGUE, may be subject to penalties such as a forfeit of a prize or prize money, a fine, and/or a ban from a future tournament(s) in the full discretion of ELEAGUE management.
4. Tournament officials may issue a foul, technical foul, or disqualify a Player/Team for acts of misconduct not listed in the conduct rules to preserve fair play and sportsmanship in ELEAGUE management's sole discretion.

7.0 Legal Matters

1. Match fixing is defined as an attempt to arrange or influence, in advance, the outcome of a Match, or events within the Match, usually for the purpose of making money, often from betting. Participants (i.e., Players, Teams or coaches or their family, friends, associates or representatives), directly or indirectly, are not allowed to accept from, or offer to, any person or entity (whether they are Participants or otherwise) any bribes/gifts/rewards of any nature in relation to seeking to influence the outcome, result of, conduct of, a Match or the tournament. Participants are under a strict obligation to immediately report to a Tournament official any approach, or any offer of a bribe/gift/ reward made to them, or any other Participant, related to seeking to influence the outcome, result, or conduct of a Match or the tournament.
2. Any form of cheating and/or ghosting is strictly forbidden and may lead to immediate disqualification and previous Matches may also be reviewed. Tournament officials may opt to deduct further points and/or disqualify the Team from the tournament or other ELEAGUE owned, produced or managed tournaments or leagues entirely. The Team may also lose any seeding for future tournaments or other ELEAGUE owned, produced or managed tournaments or leagues.
3. Participants shall act in a professional manner at all times during Match play or otherwise while on-site at the tournament venue, at the ELEAGUE official hotel, and in official ELEAGUE transportation, and shall refrain from acting in a vulgar, abusive, or offensive manner or engaging in any illegal activity.
4. Team Agreements: Each Team and its Players remain subject to all of the terms and conditions contained in the Team Agreement, and any conflict between these rules and regulations and the Team Agreement shall be resolved in favor of the Team Agreement (unless expressly stated otherwise in the Team Agreement).
5. Spirit of the Rules. Finality of all decisions regarding the interpretation of these rules, Player and Team eligibility, scheduling and staging for the tournament and related events, and penalties for misconduct, lie solely with ELEAGUE management, the decisions of which are final. ELEAGUE decisions relating to these rules and/or the tournament cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedy. These rules may be amended, modified or supplemented by ELEAGUE, from time to time, in order to, among other things, ensure fair play and the integrity of ELEAGUE.