

Rulebook

THE ELEAGUE Gears Summer Series Invitational

This document outlines the rules and regulations pertaining to The ELEAGUE Gears Summer Series Invitational. 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. IMG Worldwide, LLC is the “official organizer” of this challenge.

1.0 ELEAGUE | Gears Summer Series Invitational – Event Information

1.1 Format

1. Swiss format for seeding into single Elimination Bracket

1.2 Dates

1. July 12th – 14th, 2019

- 1.3 Each player that participates in the ELEAGUE Gears Summer Series Invitational (“Player”) will be required to execute an ELEAGUE agreement (the “Participation Agreement”).

1.4 Prizes: \$200,000 (total)

1 st	\$80,000.00
2 nd	\$40,000.00
3 rd - 4 th	\$20,000.00
5 th - 8 th	\$10,000.00

2.0 ELEAGUE | Gears Summer Series Invitational

All dates and times subject to change by ELEAGUE management

2.1 Gears Summer Series Invitational

1. July 12th, 2019 – Swiss Format - Seeding
2. July 13th, 2019 – Quarter Finals
3. July 14th, 2019 – Semi Finals - Finals

3.0 ELEAGUE | Gears Summer Series Invitational – Settings & Format

Game Mode:

Game mode is “Escalation”.

Game Settings:

Fill with Bots: Off

Round Score Limit: 250

Respawn Escalation: -1 second

Friendly Fire: On

Weapons Respawn: On Pickup

Aim Assist: Disabled

Use Lives: ON

Initial Lives: 5

Max Lives: 5

Restore Game (LAN): Off

Character Restrictions

There are only 5 (five) characters to choose from and each team must have all 5 (five) characters in their team.

The characters are:

Elite Drone, Elite Grenadier, Elite Sniper, Elite Hunter, and Scion for Swarm

Kait, JD, Del, Marcus and Fahz for COG

Maps

District

Training Grounds

Foundation (Gears 4)

Forge Redux (Gears 4)

Dam (Gears 4)

Map Pick/Ban for Swiss Bracket and Quarters & Semis (Bo3)

Coin flip winner decides who is Team 1 and Team 2

Map Veto process is as follows:

1. Team 1 bans 1 Map
2. Team 2 bans 1 Map (banned map cannot be District or Training Grounds)
3. Team 2 picks Map 1
4. Team 1 picks Faction for Map 1
5. Team 1 picks Map 2
6. Team 2 picks Faction for Map 2
7. Remaining Map becomes Map 3
8. Team 2 picks Faction for Map 3

Map Pick/Ban for Grand Finals (Bo5)

Coin flip winner decides who is Team 1 and Team 2

Map Veto process is as follows:

1. Team 1 picks the order of these maps: Training Grounds or District
2. Team 2 picks Faction for both maps
3. Team 2 picks Map 3
4. Team 1 picks Faction for Map 3
5. Team 1 picks Map 4
6. Team 2 picks Faction of Map 4
7. Remaining Map becomes Map 5
8. Team 2 picks Faction for Map 5

Format

- Swiss Bracket (Friday) leading into single elimination tournament (Saturday and Sunday)

Swiss Bracket (Friday)

Teams will be seeded from 1-8.

For round 1; the top 4 teams will be randomly drawn against one of the bottom 4 teams.

For round 2; the top seed plays the bottom seeded team with the same record.

Seeding is as follows:

1. OpTic
2. Reciprocity
3. Ghost
4. EU's Finest

5. Rise
6. Simplicity
7. Mazer
8. Glory

Swiss Bracket plays with each team playing two (2) matches. The Championship bracket seeding will have following teams:

- two (2) teams being 2-0
- four (4) teams being 1-1
- two (2) teams being 0-2

The seeding order will be determined first by Swiss results and then randomly between teams with the same swiss results.

Championship Bracket (Saturday/Sunday)

- Quarterfinals matchups will look as follows:

- Rank 1 vs Rank 8
- Rank 2 vs Rank 7
- Rank 3 vs Rank 6
- Rank 4 vs Rank 5

(Order of matchups will be announced after the Swiss Bracket).

- Standard single elimination bracket with best of 3 matches (Bo3).
- Quarter finals (Bo3) to be played Saturday, Semi-Finals (Bo3) and Grand Finals (Bo5) to be played Sunday.

4.0 ELEAGUE | Gears Summer Series Invitational – Rules

4.1 Gameplay Rules

1. Players will have at least five (5) minutes before the start of a Match and one (1) minute between each Game of a Match to set-up and ensure their controller, earbuds, and headset are working properly and consult with their respective coaches. Five-minute time limits will begin after the conclusion of the preceding Match at the station in which the Player's upcoming Match is scheduled to take place. One-minute time limits will begin at the conclusion of the preceding Game of a Match.
2. Players are not allowed to leave the venue stage without permission from admins.
3. Approximately one (1) minute prior to a Game, an admin will notify the Players that the Game will be beginning shortly and to be prepared to start.
4. No warm-up or practice games are permitted once a Match's first Game has begun.
5. None of the Players are allowed to pause a Game at any point during gameplay. If a Player pauses during gameplay, the Game then in effect will be awarded to the Player who did not pause.

4.2 Equipment Rules

1. Players must provide their own controller for use on stage as well as in their practice rooms, for the practice room are players must provide their own headset.
2. For Matches, Players must use a XBOX, monitor, and network equipment provided by ELEAGUE. If a Player finds that an issue has occurred with any of this equipment, such Player should notify an admin immediately.
3. All Player equipment is subject to the approval of ELEAGUE management and designated admins. ELEAGUE reserves the right to deny the use of any equipment, device, or other facilitative objects suspected of providing an unfair competitive advantage or if it is inconsistent with ELEAGUE branding / principles or its obligations to sponsors or other partners. ELEAGUE also reserves the right to inspect all equipment.
4. Players competing in a Match who wish to use a headset must wear the ELEAGUE provided headset.
5. Players may not use a USB flash drive or other storage devices.
6. ELEAGUE will attempt to help Players with technical issues related to their controller but will not allow such issues to delay the ELEAGUE Gears Summer Series Invitational (or any portion or aspect thereof).
7. If a Player's equipment is malfunctioning such Player will have three (3) minutes to replace the malfunctioning equipment before such Player will be forced to use ELEAGUE-provided equipment.

4.3 General Rules

1. Players who are disqualified prior to the start of a Game (for any reason) will not be allowed to play in the Game. Players who are disqualified during a Game must immediately disconnect from such Game. Notwithstanding any other terms herein (including, without limitation, Section 1.3), Players who are disqualified or banned will not receive any benefits (prize, etc.) for their ranking in the ELEAGUE Gears Summer Series Invitational. Such Players may also be subject to a ban from a future ELEAGUE tournament(s).
2. All Player (and coach) apparel and accessories must be approved by ELEAGUE (which ELEAGUE may do in its sole and absolute discretion). ELEAGUE reserves the right to require the removal of unapproved apparel or accessories as well as the

right to disqualify a Player for Player or Player's coach wearing unapproved apparel or accessories.

3. All Players must be eighteen (18) years of age or older. Exceptions may be made for players sixteen & seventeen (16&17) years of age with a parental consent form.
4. If a Match has not been completed, Players may ask their Match referee for permission to leave their respective Match station. Referees may either set a time limit by the end of which the Player must return to Player's station or they may deny the Player's request, in each case, at referees' discretion. A Player may be deemed to have forfeited a Game(s), if a Player has not returned by the end of the referee's set time limit. A Player may be deemed to have forfeited a Game(s), if a Player leaves Player's station without the Match referee's permission or is otherwise unable to play.
5. In order to dispute Game results, Players must notify the Match referee that they would like to protest the Game before a new Game has begun. In order to dispute Match results, Players must notify their Match referee that they would like to protest the Match before the Match results have been submitted, which occurs promptly after the conclusion of the Match. Admins will consider any timely submitted protest or dispute, and the Admins' determination with respect thereto shall be final and binding in all respects.
6. Language used in communications at or concerning the ELEAGUE Gears Summer Series Invitational will be governed by the "ELEAGUE Conduct Rules" (which are set forth below).
7. Players are required to use ELEAGUE provided accounts
8. During a Match, Players are not allowed to hang jackets or other objects over their chairs, in front of cameras, or anywhere else deemed by admins to be obstructing the broadcast, ELEAGUE (or its sponsors/partners) marks or logos, or fair play of the ELEAGUE Gears Summer Series Invitational. The same rules apply to hats or hoodies covering a Player's headphones.
9. Photography and/or audiovisual recordings of any kind inside the venue for the ELEAGUE Gears Summer Series Invitational are only permitted with the prior written consent of ELEAGUE. Organizations and/or Players may not use the names, trademarks or logos of ELEAGUE (and/or its properties or events) 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.
10. As more fully described in the Player Agreement, ELEAGUE has permission to use, among other things, Player logos, Player pictures, and videos for use on, among other things, 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 and merchandising of the ELEAGUE television and/or online broadcasts (e.g., institutional promotion), and in connection therewith, ELEAGUE corporate partners and sponsors.
11. Each Player is required to be available for (and fully participate in) photo and video shooting on any of such Player's "Media Day(s)", which typically will precede Player's Match days. Exact details of the photo and video shooting schedule will be delivered to Players prior to their arrival at the Media Day(s).
12. Players and/or "Player Representatives" (e.g., without limitation, an Organization, employees, friends, spouse, agents, etc.) shall not, at any time during the ELEAGUE Gears Summer Series Invitational, mention or "plug" any commercial product,

service, venture or entity (including the name of an individual's employer and/or an Organization) (collectively, "Commercial Products/Services"), including, without limitation, by using equipment, apparel, and/or other items featuring the name/logo of any such Commercial Product/Service, without pre-approval from admins in each instance. Admins reserve the right to require Players/Player Representatives to take reasonable steps to obscure (e.g., tape over) any visible names, logos or other identifying marks on any Player equipment (including, without limitation, Player Representative supplied equipment), apparel and/or other items.

13. ELEAGUE management has the final ruling on all tournament matters.

5.0 ELEAGUE | Gears Summer Series Invitational – Conduct Rules

5.1 Foul Rules

1. Players (and/or their coaches) may not use a USB flash drive, unplug anything from the console, monitor or audio equipment, or touch power units without an admin's permission. Players (and/or their coaches) may not move a monitor, console, or audio equipment without an admin's permission. Players (and/or their coaches) may not adjust monitor settings without an admin's permission.
2. Players (and their coaches) and Player Representatives will act professionally at all times and adhere to the guidelines set in [The Coalition Esports Code of Conduct](#)
3. Players may not use a Match's designated station for warm-up games during, or prior to the start of, a Match without an admin's permission.
4. Players that have not been eliminated from the ELEAGUE Gears Summer Series Invitational have priority over other Players regarding the use of warm-up stations.

5.2 Technical Foul Rules

1. Players (and their coaches) and Player Representatives may not stand on chairs, tables, or other ELEAGUE equipment and will follow all rules of the venue as designated by ELEAGUE.
2. Players (and their coaches) and Player Representatives may not verbally abuse a admin. Verbal abuse of an admin includes, but is not limited to, the use of vulgar language directed at an admin, the use of insulting words or gestures directed at a admin, and excessive argument with a admin, particularly such that results in the delay of a Match.
3. Players (and their coaches) and Player Representatives may not incite (or attempt to incite) spectators or other Players into taunting a Player, coach or spectator.
4. Players (and their coaches) and Player 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) (including a coach).
5. Players (and their coaches) and Player Representatives may not engage in unsportsmanlike physical contact.
6. Players (and their coaches) and Player Representatives may not throw anything in the direction of an opponent (including a coach). Players may not throw anything into the audience or otherwise intentionally make unwanted contact with any spectator, admin, or other individual in attendance at the ELEAGUE Gears Summer Series Invitational.
7. Players (and their coaches) and Player Representatives may not engage in any other conduct that, in the discretion of admins, violates the spirit of these rules, affects

the ability of admins to conduct a fair and safe competition, and/or is detrimental to ELEAGUE and/or its partners, sponsors or affiliates.

5.3 Additional Rules

1. Players are expected to put forth their best effort in all Games.
2. Players (and their coaches) and Player Representatives shall not participate in or otherwise be involved with, either directly or indirectly, any fantasy sports, betting or gambling that uses, is based on or derived from ELEAGUE Gears Summer Series Invitational 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, including any fantasy sports, that uses ELEAGUE Gears Summer Series Invitational stats or results or that is otherwise related to ELEAGUE in any way. Notwithstanding any other provisions herein, if any betting or gambling by a Player, a coach, Player staff and/or manager, or other Player Representative against his/her own Player's Matches occurs, it will result in immediate disqualification of the Player and, at the discretion of ELEAGUE management, a ban from one (1) or more subsequent ELEAGUE competitions (up to permanent expulsion from all future ELEAGUE events).
3. Players may not intentionally forfeit a game or conspire to manipulate rankings or brackets.
4. Players (and their coaches) and Player Representatives are expected to treat all members of ELEAGUE staff, and partners/sponsors, with respect.
5. Public discussions of, or agreements to, avoid the use of abilities or strategies are prohibited.
6. Public statements made about private or proprietary/confidential information, unofficial roster changes, and disparaging remarks made about ELEAGUE or its partners are prohibited.
7. Admins include all referees, administrators, Tournament Directors of the ELEAGUE Gears Summer Series Invitational and the "ELEAGUE Commissioner".

5.4 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 (2) fouls that a Player or coach receives, such Player will be issued a technical foul.
2. Players/coaches found to have broken a rule above in section 5.2 will be issued a technical foul. If a Player/coach receives a technical foul, the opposing Player will be given a free map win in the then occurring Match or, if the Player receiving the technical foul is not currently playing a Match, the Match immediately following receipt of such technical foul.
3. Violations of any of the additional rules found in section 5.3 may result in a forfeit of the current Match and/or all future Matches in the tournament (i.e., disqualification).
4. Players that forfeit a Match, Players or coaches found to have broken any conduct rules, and/or Players or coaches that have otherwise violated the rules or taken such actions which, in the opinion of ELEAGUE management, are not in the best interests of the ELEAGUE, may be subject to penalties such as a forfeit of a prize, a

fine, and/or a ban from a future tournament(s) in the full discretion of ELEAGUE management.

5. Admins may issue a foul, technical foul, or disqualify a Player for acts of misconduct not listed in the conduct rules to preserve fair play and sportsmanship in ELEAGUE management's sole discretion.

6.0 Legal Matters

- 6.1 Match fixing is defined as an attempt to arrange or influence, in advance, the outcome of a Match, or events within a Match (including the outcome of any Game therein), without limitation, usually for the purpose of making money (directly or indirectly), often from betting. Players, coaches and/or Player Representatives (and their respective related parties), directly or indirectly, are not allowed to accept from, or offer to, any person or entity (whether they are Players or otherwise) any bribes/gifts/rewards of any nature in relation to seeking to influence the outcome, result of, conduct of, a Match, a Game, the ELEAGUE Gears Summer Series Invitational or any aspect or portion thereof. Players are under a strict obligation to immediately report to a admin any approach, or any offer of a bribe/gift/ reward made to them, or any other Player, related to Match fixing or otherwise seeking to influence the outcome, result, or conduct of a Match, a Game, the ELEAGUE Gears Summer Series Invitational or any aspect or portion thereof.
- 6.2 Any form of cheating (e.g., equipment tampering, hacking, purposefully triggering a glitch, etc.) is strictly forbidden and may lead to immediate disqualification of a Player from the ELEAGUE Gears Summer Series Invitational. ELEAGUE reserves the right to review any Matches and/or Games of a Player, including Matches and/or Games of such Player prior to which the Player was initially deemed to have cheated. The Player may also lose any seeding for future ELEAGUE tournaments. Additionally, admins may opt to deduct points and/or disqualify the Player from the ELEAGUE entirely.
- 6.3 Players (and their coaches) and Player Representatives shall act in a professional manner and shall refrain from acting in a vulgar, abusive, or offensive manner or engaging in any illegal activity at the site of each Match, at the ELEAGUE official hotel, in official ELEAGUE transportation, and all other times or instances while the ELEAGUE Gears Summer Series Invitational is in process.
- 6.4 Player Agreements: Each Player remains subject to all of the terms and conditions contained in the Player Agreement, and any conflict between these rules and regulations and the Player Agreement shall be resolved in favor of the Player Agreement.
- 6.5 Spirit of the Rules. Finality of all decisions regarding the interpretation and enforcement of these rules, Player (and Organization) eligibility, scheduling and staging for the ELEAGUE Gears Summer Series Invitational and related or future events, and penalties for misconduct, lie solely with ELEAGUE management, the decisions of which are final in all respects. ELEAGUE decisions relating to these rules (including, without limitation, the interpretation and enforcement thereof) and/or the ELEAGUE Gears Summer Series Invitational 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 ensure fair play and the integrity of ELEAGUE and the ELEAGUE Gears Summer Series Invitational.