



ELEAGUE



ELEAGUE STREET FIGHTER V INVITATIONAL **RULEBOOK**

This document outlines the rules and regulations pertaining to ELEAGUE Street Fighter V Invitational. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ELEAGUE management. 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 at its sole discretion.

1.0 ELEAGUE Street Fighter V Invitational 2018 – Event Information

1.1 Format

- 1. Group Stage** – Round robin and double-elimination bracket
- 2. Playoffs** – Double-elimination bracket

1.2 Dates

- 1. June 1st – July 13th**

1.3 Prize Pool: \$250,000 total

- 1. 1st = \$150,000**
- 2nd = \$40,000**
- 3rd = \$20,000**
- 4th = \$12,000**
- 5th-6th = \$5,000**
- 7th-8th = \$3,000**
- 9th-16th = \$1,000**
- 17th-24th = \$500**

1.4 Each player that participates in the ELEAGUE Street Fighter V Invitational 2018 (“Player”) will be required to execute an ELEAGUE release form (the “Player Agreement”).

1.5 Prize money will be paid within 90 days of the conclusion of the ELEAGUE Street Fighter V Invitational 2018.

1.6 Any applicable withholding or other taxes on prize money paid out by ELEAGUE shall be the sole responsibility of the Player/Organization (as defined below) receiving payment.

1.7 If Player is not a member of and not otherwise obligated (contractual or otherwise) to an esports sponsor, management or other similar group, organization or entity (including any group, organization or entity that, by contract or otherwise, would have claim to any earnings or award prizes received by Player) (“Organization”), as a pre-requisite to Player’s receipt of any prize money, Player must (a) provide to ELEAGUE management complete and executed tax forms appropriate in light of Player’s receipt of prize money (e.g., IRS Form W-8BEN or Form W-9); (b) provide to ELEAGUE management written instructions detailing information (e.g., name, address, wire instructions, etc.) necessary to effect payment of prize money to Player; and (c) provide any other information or documentation and/or take any other actions reasonably necessary (in the sole discretion of ELEAGUE management) to effect the foregoing.

1.8 If the Player is a member of or otherwise obligated (contractual or otherwise) to an Organization, ELEAGUE management shall pay the Organization any prize money resulting from Player’s participation in the ELEAGUE Street Fighter V Invitational 2018 (upon ELEAGUE management’s reasonable determination that such prize money is due to the Organization pursuant to contract or otherwise) and no compensation or fee will be paid directly to Player in connection with Player’s participation in the ELEAGUE Street Fighter V Invitational 2018. Player shall look solely to the Organization for any payment relating to Player’s participation in the ELEAGUE Street Fighter V Invitational 2018 (including, without limitation, any prize money) in accordance with Player’s agreement (written or otherwise) with such Organization. Notwithstanding the foregoing sentences of this section, if Player has both (a) provided to ELEAGUE management a written certification duly executed by the Organization certifying that such Organization has been notified of Player’s participation in the ELEAGUE Street Fighter V Invitational 2018 and has agreed that ELEAGUE management may transfer or pay any award or prize money awarded to Player in connection with the ELEAGUE Street Fighter V Invitational 2018 directly to Player, and (b) effected the actions set forth in (a) through (c) of section 1.7, ELEAGUE management, in its sole discretion, may

pay any prize money resulting from Player's participation in the ELEAGUE Street Fighter V Invitational 2018 directly to Player.

2.0 ELEAGUE Street Fighter V Invitational 2018 – Schedule

All dates and times subject to change by ELEAGUE management

2.1 Group Stage

1. June 1st – Group A
2. June 8th – Group B
3. June 15th – Group C
4. June 22nd – Group D

2.2 Playoffs

1. July 13th

3.0 ELEAGUE Street Fighter V Invitational 2018 – Format (See Exhibit A for visual example)

3.1 Definitions and Settings

1. Match – A match is a number of Games (defined below) between two (2) Players. The Match winner is the Player who wins the majority of the Games. The number of Games in each Match will depend on the stage of the ELEAGUE Street Fighter V Invitational 2018 and is enumerated in sections 3.2, 3.3, and 3.4 of the rulebook.
2. Game – An instance of Street Fighter V played using the below settings
 - 3.1.2.1 Game Mode: Versus (NO Handicap)
 - 3.1.2.2 Rounds: 2/3
 - 3.1.2.3 Round Time: 99 Seconds
 - 3.1.2.4 Victory Settings: First to 2
 - 3.1.2.5 Stages: In-game stages for each Game are picked randomly. The following in-game stages are banned: “Skies of Honor” and “Kanzuki Beach”. If either of those in-game stages is randomly selected for a Game, a different in-game stage will be randomly selected until a non-banned in-game stage is selected (for the avoidance of doubt, Players may not change any other characteristics of the Game (e.g., the character selected, side of the console (1P or 2P), etc. during the in-game stage selection process).
 - 3.1.2.6 Skins: Only default skins are allowed. In case of a “mirror match” (i.e., a Game in which each Player selects the same character), each Player must use a unique color of the character's default skin. The higher seeded Player, shall have the first option to choose a color of the default skin.
3. The latest version of Street Fighter V shall be used unless tournament officials decide a version rollback is needed due to game integrity threatening bugs or other reasons.

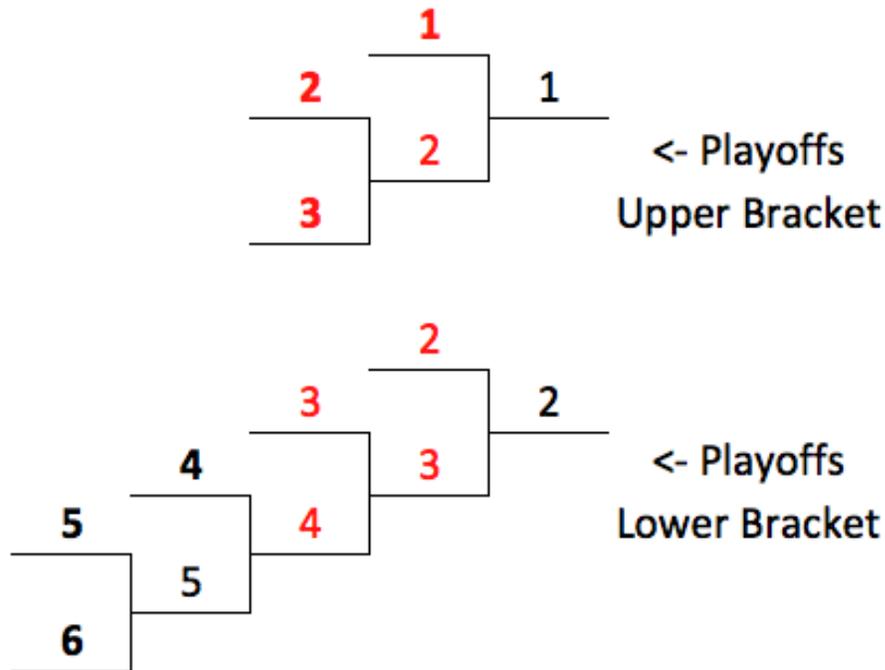
3.2 Group Stage – June 1st – June 22nd

- The “Group Stage” consists of twenty-four (24) players. Those twenty-four (24) Players will be split into four (4) groups of six (6) Players (i.e., Group A, Group B, etc.). Each group will compete in a round-robin format with each Player playing a single Match against every other Player in the Player’s group. All round-robin matches will be best of three (bo3) Games. Each group will play on the day designated in Section 2.1 above to determine the two (2) Players from that group who advance to the playoffs.

The round-robin will be used to determine the standing of each group. Players will be ranked in their group based on the following criteria (in order of appearance):

- 3.2.1.1 Match wins
- 3.2.1.2 Match wins amongst tied Players
- 3.2.1.3 Game win-loss differential amongst tied Players
- 3.2.1.4 Total Game win-loss differential in respective group
- 3.2.1.5 Best-of-one tie-breaker Matches

After the round-robin format, each player will be placed in a double-elimination bracket based on their ranking, all these games will be played in best of five (bo5) Games, as shown in the graphic below:



Once the bracket is completed, the top two (2) Players of each group advance to the playoffs. Rank one (1) will advance directly to the upper bracket of the playoffs and rank two (2) will advance directly to the lower bracket of the playoffs. The bottom four (4) players, will be eliminated from the ELEAGUE Street Fighter V Invitational 2018.

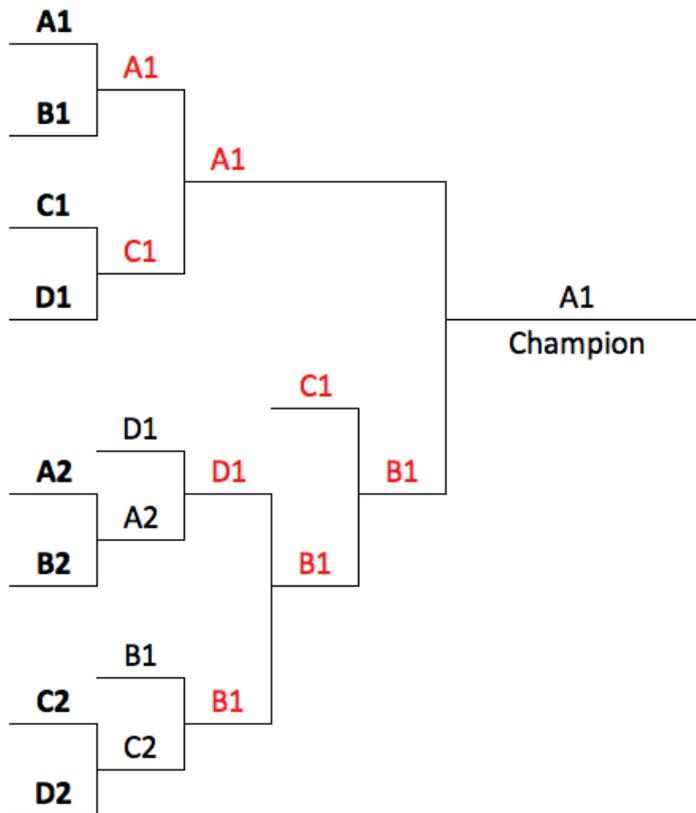
3.3 Playoffs – July 13th

1. The Playoffs will consist of the eight (8) qualifying Players from the Group Stage (the top two (2) from each group).
2. Players are placed into a double-elimination bracket, where Group Winners from the Group Stage are placed into the Upper Bracket, and Group Runners-Up are placed into the Lower Bracket.
3. The initial Upper Bracket matchups will be between the respective Group Winners from Group A and Group B and between the respective Group Winners from Group C and Group D. Initial Lower Bracket matchups will be between the respective Group Runners-Up of Group C and Group D and between the respective Group Runners-up of Group A and Group B.
4. All Matches will be best of five (bo5) Games.
5. For the Grand Final the Player coming from the Lower Bracket must win two (2) best of five (bo5) Games.

Playoffs Example

Matches in **RED** on TBS (as well as Twitch)

Playoffs - Double Elimination - Best-of-Five



3.4 Controllers

1. Legacy controller mode is banned.

3.5 Characters & Stages

1. Match Play

- 3.5.1.1 Sides: Sides will be pre-determined by ELEAGUE by random selection.

3.5.1.2 Character Select (Double-blind)

3.5.1.2.1 Double-blind selection: Each Player must tell tournament officials his/her character for the first Game of each Match at least five (5) minutes before the Game is scheduled to start.

3.5.1.2.2 During character selection for the first Game of each Match, each Player must select the character such Player told tournament officials he/she would select.

3.5.1.3 Character Switching

During a Match, if a Game is lost, the loser of such Game has the option of switching characters before the next Game. The winner does not have the option.

3.5.1.4 Coaching of Players is not allowed.

3.5.1.5 Controllers: All Players MUST disconnect their controller once their Match is complete. Not disconnecting a controller can cause a pause during another Player's Match.

4.0 ELEAGUE Street Fighter V Invitational 2018 – 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. 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 tournament officials.
3. Approximately one (1) minute prior to a Game, a tournament official 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.
2. For Matches, Players must use PS4, 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 a tournament official immediately.
3. All Player equipment is subject to the approval of ELEAGUE management and designated tournament officials. ELEAGUE reserves the right to deny the use of any equipment, device, or other facilitative objects suspected of providing an unfair competitive advantage. ELEAGUE also reserves the right to inspect all equipment.
4. A Player's controller must utilize standard USB interfaces; wireless controllers are prohibited.
5. Players competing in a Match who wish to use a headset must wear the ELEAGUE provided headset.
6. Players may not use a USB flash drive or other storage devices.

7. ELEAGUE will attempt to help Players with technical issues related to their controller, but will not allow such issues to delay the ELEAGUE Street Fighter V Invitational 2018 (or any portion or aspect thereof).
8. 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 an 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 will not receive any benefits (prize, etc.) for their ranking in the ELEAGUE Street Fighter V Invitational 2018. Such Players may also be subject to a ban from a future ELEAGUE tournament(s).
2. All Player 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 wearing unapproved apparel or accessories.
3. 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. 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.
4. 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. Tournament officials will consider any timely submitted protest or dispute, and the Tournament officials' determination with respect thereto shall be final and binding in all respects.
5. Language used in communication will be governed by the "ELEAGUE Conduct Rules" (which are set forth below).
6. In-Game Player names and Player names must be pre-approved by ELEAGUE. In-Game Player and Player names have to be clean (i.e., not vulgar or derogatory or otherwise inconsistent with ELEAGUE's values or principles) and without a sponsor.
7. All Players will turn in their cell phones and all other electronic devices to the referees prior to appearing on stage, to be returned once they leave the stage.
8. Each Player must submit all necessary information to the ELEAGUE management by **April 27, 2018**, so travel arrangements and hotels can be booked. Flights are booked by ELEAGUE management with the approval of the Player. If the Player decides to change Player's flight afterwards, all resulting incremental travel costs shall be covered by the Player.
9. 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 tournament officials to be obstructing the broadcast or fair play of the ELEAGUE Street Fighter V Invitational 2018. The same rules apply to hats or hoodies covering a Player's headphones.

10. Photography and/or audiovisual recordings of any kind inside the venue for the ELEAGUE Street Fighter V Invitational 2018 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.
11. 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 of the ELEAGUE television and/or online broadcasts (e.g., institutional promotion), and in connection therewith, ELEAGUE corporate partners and sponsors.
12. 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).
13. Players and/or "Player Representatives" (e.g., without limitation, an Organization, employees, friends, spouse, agents, etc.) shall not, at any time during the ELEAGUE Street Fighter V Invitational 2018, 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 tournament officials in each instance. Tournament officials 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.
14. ELEAGUE management has the final ruling on all tournament matters.

5.0 ELEAGUE Street Fighter V Invitational 2018 – Conduct Rules

5.1 Foul Rules

1. Players may not use a USB flash drive, unplug anything from the console, monitor or audio equipment, or touch power units without a tournament official's permission. Players may not move a monitor, console, or audio equipment without a tournament official's permission. Players may not adjust monitor settings without a tournament official's permission.
2. Players and Player Representatives will act professionally at all times and may not curse or use vulgar or inappropriate language.
3. Player Representatives may not taunt an opposing Player. Taunting of an opposing Player is defined as derogatory or inflammatory language, actions or gestures aimed at an opponent, which is audible, visible, and/or perceptible to the opponent.
4. Players 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 permission.
5. Players that have not been eliminated from the ELEAGUE Street Fighter V Invitational 2018 have priority over other Players regarding the use of warm-up stations.

5.2 Technical Foul Rules

1. Players 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 Player 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, particularly such that results in the delay of a Match.
3. Players and Player Representatives may not incite (or attempt to incite) spectators or other Players into taunting a Player or spectator.
4. Players 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).
5. Players and Player Representatives may not engage in unsportsmanlike physical contact.
6. Players and Player Representatives may not throw anything in the direction of an opponent. Players may not throw anything into the audience or otherwise intentionally make unwanted contact with any spectator, tournament official, or other individual in attendance at the ELEAGUE Street Fighter V Invitational 2018.
7. Players and Player 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, sponsors or affiliates.

5.3 Additional Rules

1. Players are expected to put forth their best effort in all Games.
2. Players, 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 Street Fighter V Invitational 2018 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 Street Fighter V Invitational 2018 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, 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 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. Tournament officials include all referees, administrators, Tournament Directors of the ELEAGUE Street Fighter V Invitational 2018 and the “ELEAGUE Commissioner”.

5.4 Penalties

1. Players 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 receives, such Player will be issued a technical foul.
2. Players found to have broken a rule above in section 5.2 will be issued a technical foul. If a Player receives a technical foul, the opposing Player will be given a free Game 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). The Player may alternatively be forced to continue the current (or, if applicable, following) Match shorthanded.
4. Players that forfeit a Match, Players found to have broken any conduct rules, and/or Players 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. Tournament officials 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 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 Street Fighter V Invitational 2018 or any aspect or portion thereof. Players 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 Player, related to Match fixing or otherwise seeking to influence the outcome, result, or conduct of a Match, a Game, the ELEAGUE Street Fighter V Invitational 2018 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 Street Fighter V Invitational 2018. 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, tournament officials may opt to deduct points and/or disqualify the Player from the ELEAGUE entirely.
- 6.3 Players 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 Street Fighter V Invitational 2018 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 Street Fighter V Invitational 2018 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 Street Fighter V Invitational 2018 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 Street Fighter V Invitational 2018.

