

**WorldGaming™ Rocket League Canadian Challenge (the “Tournament”)
Official Rules and Regulations**

THE TOURNAMENT IS OPEN TO LEGAL RESIDENTS OF CANADA WHO ARE AT LEAST 14 YEARS OLD. PLEASE REVIEW SECTION 5 BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE TOURNAMENT. UNLESS SPECIFICALLY PROVIDED FOR BELOW, IF ANY ENTRANT IS FOUND TO BE INELIGIBLE OR IS DISQUALIFIED AT ANY STAGE OF THE TOURNAMENT THEY WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE TOURNAMENT AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED.

INDIVIDUALS THAT ARE PARTICIPANTS IN SEASON 6 OF THE ROCKET LEAGUE CHAMPIONSHIP SERIES (“RLCS”) AND THE ROCKET LEAGUE RIVAL SERIES MAY NOT PARTICIPATE IN THE WORLDGAMING ROCKET LEAGUE CANADIAN CHALLENGE. IN THE EVENT THAT THE ADMINISTRATOR BECOMES AWARE OF AN ENTRANT’S PARTICIPATION IN SEASON 6 OF THE RLCS THAT ENTRANT, AND THEIR TEAM, WILL BE DISQUALIFIED.

By entering and participating in the Tournament, each Entrant, as defined below, unconditionally accepts and agrees to comply with and abide by these Official Rules and Regulations (the "Tournament Rules"). All decisions regarding the interpretation of these Tournament Rules lie solely with the Administrator, the decisions of which are final and binding in all respects.

1. ADMINISTRATOR

- WorldGaming Network LP, 1303 Yonge Street, Toronto, Ontario, M4T 2Y9, is solely responsible for organizing and administering the Tournament (“Administrator”).

2. TOURNAMENT DATES

- The following dates will apply to the Tournament:

Stage	Date/Time	Location
“Registration Period”	May 15, 2018 at 9:00 AM Eastern Time (“ET”) to July 8, 2018 at 2:59 PM ET	N/A
“Online Qualifiers”	June 16 to July 7, 2018. See Section 6.1 for start times.	N/A
“Online Playoffs”	July 21, 2018. Start time to be determined by Administrator.	N/A
“National Finals”	August 19, 2018. Start time to be determined by Administrator.	Scotiabank Theatre, 259 Richmond Street West, Toronto, ON, M5V 3M6

All dates, times, and locations are subject to change. In the event that there is a change to the date, time and/or location of a Tournament Stage, Administrator will use reasonable efforts to notify all Entrants (as defined below) at least 72 hours prior to the event date.

3. TOURNAMENT PRIZES

- Total prize pool: \$20,000
 - First place: \$10,000
 - Second place: \$4,500
 - Third/Fourth place: \$2,000
 - Fifth/Sixth place: \$750
- All prize values are listed in Canadian dollars (“CAD”), are non-transferable, and must be accepted as awarded, without substitutions.
- All prize values will be divided equally between the three (3) Team Members that participate in the National Finals.
- Individual prizes valued at \$667 or less will be awarded in the form of a pre-paid credit card.
- Prizes will be distributed to the winners within 45 days of verification by Administrator. Additional information regarding prize distribution may be provided to the winners at the time of notification. Unclaimed prizes will not be awarded.
- All prize money will be paid directly to and in the name of the Entrants and will not be paid to any third party, including but not limited to agencies, agents or representatives for the Entrants.

- Winner shall be solely responsible for all federal, provincial, and/or local taxes, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law.

4. TRAVEL ALLOWANCE

- Each National Finalist (as defined below) will be provided with airfare (economy class and from the closest airport with direct flights to Toronto) and paid accommodation from August 18 through to August 20, 2018 at the Administrator's selection. If a National Finalist lives close enough to the location of the National Finals that airfare would not be reasonably required (as determined by Administrator) an alternate form of transportation may be provided. Hotel accommodation will be provided for all National Finalists. National Finalists must be available to travel to Toronto on the dates set out in the Tournament Rules or they will forfeit their right to participate in the National Finals and their Team may be disqualified. All decisions of the Administrator are final.
- The specific details of the trips will be determined by Administrator at its sole discretion. No change in travelling arrangements will be made once the booking has been confirmed. The Releasees (as defined below) are not responsible if any scheduled event is delayed, postponed or cancelled for any reason. All other costs and expenses associated with the trip, including but not limited to, ground transportation between a National Finalist's residence and the departure airport, and between the destination airport and hotel, additional accommodations if required, meals, gratuities, medical and travel insurance, travel documentation (i.e. valid photo ID, such as a driver's license or other ID required to travel), items of a personal nature, applicable taxes (including airport taxes), personal charges at lodging, luggage fees, security fees or other expenses not specifically described herein are the sole responsibility of each National Finalist. Entrants will be required to have valid photo identification required to travel to Toronto, and to present valid identification at hotel check-in along with a valid credit card for potential incidentals or damages.

5. ELIGIBILITY

- To enter the Tournament, each Entrant must: (a) reside in Canada during the Tournament schedule; (b) be a permanent resident or citizen of Canada, or a holder of a permit or visa to work or study in Canada; (c) be 14 years of age or older on or before the date that the Entrant's Team competes in the Online Qualifiers; and (d) not be a participant in Season 6 of the Rocket League Championship Series or Rocket League Rival Series.
- The Administrator shall have the right at any time to require proof, to its sole satisfaction, of identity, date of birth and/or residency to show eligibility to participate in the Tournament and to deny any Entrant from playing or from being awarded any prize in the event that it is determined that one or more of the Entrants does not meet the eligibility criteria herein.
- Any Entrant that is at least 14 years old, but is under the age of majority in their province of residence (each a "Minor"), must have permission from a parent or legal guardian to participate. If it is determined that an Entrant is a Minor in their province of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Tournament. Note: Age of majority may differ depending on province of residence. It is an Entrant's responsibility to verify the age of majority where they live.
- In order to participate:
 - Eligible individuals must be a member of a team made up of three (3) Entrants (a "Team", or collectively "Teams"), as either the "Team Captain" or "Team Participant", (each a "Team Member" or collectively, "Team Members"). The Entrant who registers the Team for one of the online tournaments will be deemed the Team Captain and will be responsible for all communications with the Administrator as it relates to that online tournament, and for all subsequent Stages if applicable. A Team of two (2) or fewer Entrants will not be eligible to participate during any Stage of the Tournament. Each Entrant is only permitted to be a Team Member of one (1) participating Team at any given time.
 - **Player Substitutions:** In addition to a Team's three registered Team Members, each Team may have one (1) additional Entrant designated as a substitute player (a "Substitute"). The Substitute must be identified by the Team Captain when registering for one of the Online Qualifiers' online tournaments, and may participate in place of one of the other registered Team Members during any Stage of the Tournament. Substitutes may not be registered as a Team Member or designated a Substitute on any other Team, and must meet the eligibility requirements set out in these Tournament Rules. For the National Finals, the Team Captain must advise the Administrator if they plan to use their Substitute in place of one of their registered Team Members before travel arrangements have been made.

- **Roster Changes:** All roster changes must be approved by the Administrator. A Team may change any one of their registered Team Members or their Substitute, provided that the new Team Member has not qualified previously on a different Team, but must always retain at least two (2) of the three (3) original Team Members (those initially registered by the Team Captain). At least two (2) of the three (3) original Team Members must participate in every Tournament Match. Please contact support@worldgaming.com regarding roster changes with the subject “Rocket League Canadian Challenge – Roster Change” or contact the Administrator in the Discord server (see Section 6.1 – Structure).
- **Roster Lock Deadline:** Rosters will be considered locked and may not be changed up to one (1) hour prior to the designated start time of the Online Qualifiers’ online tournament or the Online Playoffs, if applicable. Rosters may not be changed after the start of the Online Playoffs.
- Prior to the start of the Tournament, all Team Members and Substitutes must have either a PS4™ copy of Rocket League or a Steam license.
 - Entrants participating on PS4™ must also have an active PlayStation® Plus paid membership. There is a cost associated with maintaining a PlayStation® Plus account.
- All Team Captains must also have a WorldGaming account and agree to the Terms and Conditions found at <http://worldgaming.com/terms-and-conditions> (the “World Gaming Terms and Conditions”). There are no fees or service charges to create or maintain an account. If an Entrant attempts to bypass the age gate by entering a false date of birth that Entrant, and his/her Team, will be disqualified.
- With the sole exception of Cineplex part-time Cast Members, employees, officers and directors of the Administrator, Cineplex Entertainment LP (“Cineplex”), WG Limited (WorldGaming Network LP and WG Limited are collectively referred to as “WorldGaming”) and any Tournament sponsors including but not limited to Psyonix Inc. (collectively referred to as “Tournament Sponsors”) and each parties respective parents, affiliated and subsidiary entities, and the immediate family (spouse, parent, sibling, child) or members of their same households (whether related or not) of such employees, officers or directors are not eligible to participate in the Tournament.
- During the Tournament, if it is determined by the Administrator that an Entrant has a WorldGaming account that is suspended or was cancelled due to a violation of current or past WorldGaming Terms and Conditions, harassment of other WorldGaming players and/or WorldGaming employees or suspected or confirmed fraud or unfair gameplay, that Entrant will be considered ineligible, will be disqualified from the Tournament, will not move forward to the next round and, if applicable, will be required to return any Prizes that may be awarded.
- As set out in Section 9 below, all Entrants that qualify for and participate in the National Finals will be required to sign a declaration and release confirming his or her understanding of, compliance with, and acceptance of the Tournament Rules with a standard release of all liability (the “Declaration”) before travel will be booked and the Entrant being permitted to participate. If the Entrant is a Minor, his/her parent/legal guardian must sign the Declaration on their behalf before being allowed to participate. If the parent or legal guardian does not consent to signing the Declaration, the Entrant will not be permitted to participate.
- The Tournament is subject to all applicable Canadian federal, provincial and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.

6. TOURNAMENT

6.1 – STRUCTURE

All details are subject to change at the discretion of the Administrator. Any changes will be communicated to each participating Team and posted on the Website (as defined below) as early as possible.

Glossary:

- Game: a single game competition played between two Teams.
- Match: a “Best of” series of either 3 or 5 Games, as identified below, between two Teams.
- Round: a round of the Tournament (i.e. Round of 16, Semifinals, etc.)

Online Qualifiers

- How to Enter:
 - The Online Qualifiers are open to all eligible Teams and will consist of four (4) online tournaments to be held at 1:00 PM ET on:
 - June 16, 2018

- June 23, 2018
 - June 30, 2018
 - July 7, 2018
- A Team may participate in the Online Qualifiers by designating a Team Captain, having said Team Captain navigate to <http://worldgaming.com/rocketleagueecc> (the “Website”) during the Registration Period and, under “REGISTER”, click the “ROCKET LEAGUE TOURNAMENTS” button and select their preferred date and time from the options presented. The Team Captain will be required to create and/or login to their WorldGaming account on <http://worldgaming.com/> (the “WorldGaming Website”) prior to being able to register for the selected online tournament. Available spots are assigned on a first come, first served basis.
- During registration, the Team Captain must provide a Team Name and a valid PlayStation® Network ID (“PSN™ ID”) for all Team Members. Only Entrants who’s PSN™ IDs match those registered by the Team Captain are eligible to play in the Tournament. Any Team playing at any stage of the Tournament, with a Team Member whose PSN™ ID does not match any of those registered by the Team Captain, will be disqualified and will not be eligible to continue in the Tournament, or if applicable, receive a prize. Each Entrant permits the Administrator to verify that his/her name is registered to the PSN™ ID used to enter the Tournament. In the event the Administrator is unable to conclusively verify that the name of an Entrant matches the PSN™ ID used to enter the Tournament, that Entrant, and his/her Team, will be disqualified.
- A Team may enter into more than one (1) online tournament, provided space is available.
- How to Play:
 - **Format:** Double elimination bracket; all Matches Best of 3 Games series (“Bo3”) until Top 3; Winners Finals, Losers Finals, and Grand Finals Best of 5 Games series (“Bo5”).
 - **Check-in:** All online tournaments have a designated start time which can be found under the “My Tournaments” tab of the Team Captain’s WorldGaming account. Team Captains must check in and confirm their attendance on the WorldGaming Website at the designated start time of each online tournament that they’ve registered for. Any Team Captain that does not check in will be removed from the online tournament at the discretion of the Administrator.
 - **Seeding:** Seeding is generated randomly based on the number of Teams that check in.
 - **Round “Byes”:** Any Team without an opponent in an online tournament round will receive a “bye” to the next round, at the discretion of the Administrator. All Matches will appear automatically under the “My Tournaments” tab of the Team Captain’s WorldGaming account when both participating Teams have been determined.
 - **No-shows:** All Teams must have three (3) Team Members online and ready to play at the designated start time. Any Team that is not ready to play within 10 minutes of the designated start time may forfeit the first Game in the series, at the discretion of the Administrator; further, any Team that is not ready to play within 15 minutes of the designated start time may forfeit the first Match, at the discretion of the Administrator. If a Match is not played and neither Team Captain requests a no-show victory through either a Support Ticket or through the Discord server, both Teams will forfeit the Match and will be eliminated from the online tournament.
 - **Discord:** All Teams must have at least one (1) Team Member in the [WorldGaming Discord](#) server for the duration of each online tournament that they’ve registered in, or they may be disqualified at the discretion of the Administrator.
 - **Proof of Results:** Team Captains are required to take appropriate in-game screenshots that display the final results of each Game, and should be prepared to provide them immediately at the request of the Administrator. Failing to do so, or providing false or doctored information, may result in immediate disqualification from the Tournament and future tournaments, at the discretion of the Administrator.
 - **Qualifying for the Online Playoffs:** The winning Team from each online tournament will automatically qualify for the Online Playoffs and will not be permitted to participate in further online tournaments. The 2nd through 8th place Teams will earn points based on the final results of each online tournament. After the Online Qualifiers, the 12 Teams with the most cumulative points will also qualify for the Online Playoffs. Points will be distributed as follows:
 - 2nd: 25
 - 3rd: 12
 - 4th: 5
 - 5th/6th: 3
 - 7th/8th: 1

- **Tiebreaker:** If two or more Teams have the same number of accumulated points at the end of the Online Qualifiers, the Team with the highest placing in any single online tournament will be considered the higher ranked Team. If both Teams' highest placing in any single online tournament is the same, the Team that achieved their highest placing in the more recent online tournament will be considered the higher ranked Team.

Online Playoffs

- The 16 qualified Teams (the four (4) 1st place Teams and the top 12 overall point earners from the Online Qualifiers) will be divided into two (2) Groups of eight (8) Teams, and each Group will play a double elimination bracket to determine the eight (8) Teams that will qualify for the National Finals (the top four (4) Teams per Group).
- The Online Playoffs will be held in accordance with the instructions of the Administrator. Any disputes will be resolved by the Administrator, whose decision shall be final, conclusive and binding. The Administrator's decisions shall be made strictly in accordance with these Tournament Rules and any other rules and procedures put in place for the Online Playoffs.
- **Format:** Double elimination bracket; All Matches Best of 5 Games series
 - The Team that wins the Winners Finals will qualify for the Online Playoffs as the 1st seed of the Group.
 - The Team that wins the Losers Finals will qualify for the Online Playoffs as the 2nd seed of the Group.
 - The Teams that place 3rd and 4th will qualify for the Online Playoffs as the 3rd and 4th seeds of the Group, respectively
 - Any Team that loses two Matches will be eliminated from the Tournament.
- **Groups:** Groups will be announced and provided to Team Captains on July 16, 2018.
- **Seeding:** Teams will be seeded into the Online Playoffs based on the results of the Online Qualifiers, with the highest seeds going to the Teams that placed 1st in their respective online tournament (with the highest seeds being given to those that qualified earliest), followed by the teams that qualified based on accumulated points (with the highest seeds being given to the Teams with the most points). For example:
 - 1st seed = 1st place Online Qualifier A
 - 2nd seed = 1st place Online Qualifier B
 - 3rd seed = 1st place Online Qualifier C
 - 4th seed = 1st place Online Qualifier D
 - 5th seed = Most accumulated points
 - 6th seed = 2nd most accumulated points
 - Etc.
- **Proof of Results:** Team Captains are required to take appropriate in-game screenshots that display the final results of each Game, and should be prepared to provide them immediately at the request of the Administrator. Failing to do so, or providing false or doctored information, may result in immediate disqualification from the Tournament and future tournaments, at the discretion of the Administrator.
- **Qualifying for the National Finals:** The Team that wins the Winners Finals, the Team that wins the Losers Finals, and the Teams that finish in 3rd and 4th place in each Group will qualify for the National Finals, and each Team Member will be deemed a National Finalist. In the event that a qualified Team is unable to attend the National Finals or is disqualified or found to be ineligible by the Administrator a replacement will be determined, at the discretion of the Administrator, by selecting one of the Teams that finished 5th/6th place in their Group during the Online Playoffs.

National Finals

- The National Finals event will consist of a two-stage live tournament to be held on August 19, 2018, open to the eight (8) Teams that qualified during the Online Playoffs and played exclusively on PC (Steam).
- The National Finals will be in accordance with the instructions of the Administrator. Any disputes will be resolved by the Administrator, whose decision shall be final, conclusive and binding. The judges' decisions shall be made strictly in accordance with these Tournament Rules and any other rules and procedures put in place for the National Finals.
- **Travel Requirement:** Each Nationalist Finalist must be willing and available to travel to Toronto, Ontario and participate in the National Finals on the date and time as determined by the Administrator or the entire Team will forfeit their right to participate in said event. No player substitutions, aside from the designated Substitute, are permitted. If two or more Entrants on a qualified Team are not available to participate in the National Finals that Team will be disqualified. Releasees, as defined below, are not responsible and not liable if any National Finalist is not able to or prevented from travelling to Toronto, Ontario.
- **Format:** GSL / Dual tournament

- Stage One, Groups Stage: Double elimination, Best of 5 Games series
 - The Team that wins the Winners Finals will be deemed the 1st seed of the Group
 - The Team that wins the Losers Finals will be deemed the 2nd seed of the Group
 - Any Team that loses two Matches during Stage One will be eliminated from the Tournament.
- Stage Two, Playoffs: Single elimination, Best of 5 Games series
 - The 1st seed of Group A plays 2nd seed of Group B and 2nd seed of Group A plays 1st seed of Group B in the Semifinals.
 - The two Teams that win their Semifinals Matches will play each other in the Grand Finals.
- **Groups:** Groups will be announced and provided to Team Captains on August 7, 2018.
- **Seeding:** Each Team will be assigned into Group A or Group B based on the results of the Online Playoffs, as follows:
 - Group A: A1 vs B4, B2 vs A3
 - Group B: B1 vs A4, A2 vs B3
- **Accessibility:** Any Entrant with a disability that requires accommodation to play at the National Finals must contact the Administrator at accessible@cinplex.com with "Rocket League Canadian Challenge – Accommodation Request" in the subject line at least two (2) weeks prior to the event date. Administrator will work with you to arrange for a suitable accommodation.
- **Quebec Entrants ONLY:** The National Finals event will be hosted, conducted and broadcast in English; however Entrants from Quebec will be permitted to play the Game in English or French. Unless the Entrant provides his/her language preference at least 24 hours prior to the start of the National Finals, he/she will be required to play the Game in English.

6.2 – GAMEPLAY

- All Matches will be played using the following Private Match Settings:
 - Arena: See "Arena Selection" below
 - Team Size: 3v3
 - Bot Difficulty: No Bots
 - Mutators: None
 - Match Time: 5 Minutes
 - Joinable By: Name/Password
 - Platform: Steam or PS4
 - Server: US-East
- **Arena Selection:**
 - During the Online Qualifiers and Online Playoffs all Games will be played using DFH Stadium. During the National Finals, the first Game of each Match will be played using DFH Stadium. Additional Games may be played on alternate Arenas, at the discretion of the Administrator and provided that they are listed below. Eligible Arenas include:
 - Aquadome
 - Champions Field
 - Champions Field (Day)
 - DFH Stadium
 - DFH Stadium (Day / Stormy)
 - Mannfield
 - Mannfield (Night / Snowy / Stormy)
 - Neo Tokyo
 - Starbase ARC
 - Urban Central
 - Urban Central (Dawn / Night)
 - Utopia Coliseum
 - Utopia Coliseum (Dusk / Snowy)
 - Wasteland
- **Match hosting and side choice:**
 - The Team that appears on top of the bracket will be designated the Blue Team, and must host the Match using the Game Settings above. The Team that appears on the bottom of the bracket will be designated the Orange Team.

- The hosting Team is responsible for communicating the Name/Password of the Private Match to the opposing Team.
- If either Team invites a Player/Spectator to a Game that is not a registered member of their Team they may forfeit that Game, at the discretion of the Administrator.
- The hosting Team is responsible for ensuring that all settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Team.
- **Game Start:**
 - Teams may not join their designated side until three (3) Team Members from each Team have joined the Private Match. Any Game started before all Team Members have joined may result in a forfeit for the offending Team.
- **Disconnections:**
 - A Game must be restarted if a Team Member disconnects in the first 20 seconds and before the first goal is scored. If a Team Member disconnects from a Game after the first 20 seconds or after the first goal is scored, the current Game must be played to completion and the disconnected Team Member should rejoin as soon as possible.
 - Any Team that leaves a Game following a Team Member disconnection, unless specifically provided for above, may forfeit the current round, Game, or Match, at the discretion of the Administrator.
- **Network Issues:**
 - With the approval of the Administrator and within the first minute of a Game, Teams may agree to restart and/or switch either the host or the Server if connectivity issues significantly hinder gameplay.
- **Finality of Results:**
 - At the discretion of the Administrator, any Game that is played in full will not be open for review and the results will be considered final.
- **Broadcasts:**
 - The Administrator reserves the right to broadcast any Match of the Tournament, at its sole discretion. If Administrator chooses to broadcast a Match, Administrator will choose to either: (a) host each individual Game, and all participating Team Members on both Teams must join that Game; or (b) join a Game that's being hosted by a participating Team Member.
- **Competition Rules - National Finals only:**
 - The National Finals will be played exclusively on PC/Steam. All National Finalists must have an active Steam account and an authorized game license.
 - Teams will have 10 minutes before the start of a Match and two minutes between each Game of a series to setup and ensure their console, controller, earbuds, and headset are working properly. Time limits will begin immediately after the end of the preceding Match or Game (of a series). Both Teams must wait for the Administrator's approval prior to starting all Games. All time limits will be strictly enforced. Any Team that is not ready to start at the designated time may forfeit the Game and/or Match.
 - **Equipment:**
 - All National Finalists must use the PC, software, monitor, headset, and any other additional third-party hardware provided for the duration of all Games. If a National Finalist finds that an issue has occurred with any provided equipment, they should notify the Administrator immediately. If an issue with provided equipment has occurred, the Administrator will determine the appropriate course of action.
 - All National Finalists must provide their own controller, controller cables, and earbuds. Administrator will attempt to help resolve technical issues related to player-provided equipment, but will not allow such issues to delay the Tournament. All player-provided equipment is subject to approval. Administrator reserves the right to deny the use of any equipment suspected of providing an unfair competitive advantage.
 - All National Finalists competing in a Tournament Match must wear their earbuds in their ears and the Administrator-provided headset over their ears for the full duration of all Games.

7. CODE OF CONDUCT

- All Entrants are expected to conduct themselves in a manner that reflects positively on the Administrator, Administrator, Tournament Sponsors, Press, Spectators, and other Entrants. By participating in the Tournament, Entrants agree to abide by the following Code of Conduct.
 - **Competition:**
 - Entrants are expected to compete at the best of their ability at all times during the Tournament.

- Cheating is defined as any act that gives one Entrant a competitive advantage over another. If an Entrant feels that they have been cheated by another Entrant, that Entrant must raise their concern with the Administrator immediately, providing as much detail as possible. Complaints should always be accompanied by video evidence. All complaints will be handled on a case-by-case basis, and depending on severity may result in: i) an initial warning followed by forfeit of current Game or Match for a second offence; ii) immediate forfeit of current Game or Match; or iii) immediate disqualification from Tournament. Examples of cheating include, but are not limited to:
 - Collusion and Match Fixing, defined as any agreement between two (2) or more Entrants to disadvantage opposing Entrants.
 - Hacking or modifying the Game.
 - Spectating an opposing Entrants' monitor or live streams.
 - Using restricted items during a Game.
 - Using restricted hardware during a Game.
 - Using any player that was not registered during registration.
 - Intentionally disconnecting from any Game prior to its official conclusion.
 - Exploiting known in-game bugs, glitches, and unintended Game features to disadvantage opposing Entrants.
- **Sportsmanship:**
 - Administrator and Administrator are committed to providing Entrants with a competitive environment that is free of harassment and discrimination. To that end:
 - Entrants may not use language in relation to the Tournament that is deemed by Administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable.
 - Entrants may not engage in the harassment of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- Entrants may not disclose any confidential information provided by Administrator, Tournament Sponsors, or Press, by any method of communication, including all social media channels.
- **Responsiveness:**
 - Entrants are expected to respond to requests from Administrator in a timely manner. All communications between Administrator and Entrants will be made via the email address associated with each Entrant's WorldGaming account.
- All decisions regarding the enforcement of the Code of Conduct are at the discretion of the Administrator and are final and binding.

8. WINNER NOTIFICATION

- Winners will be notified by email within twenty-four (24) hours of the conclusion of the National Finals. Each Winner must send his/her full mailing address to the Administrator within five (5) days from the date of the email advising them that they are a winner, to successfully claim the prize or such prize may be deemed forfeited. In the event of any dispute concerning the operation of any element of the Tournament, the National Finals, or these Tournament Rules, the decision of the Administrator will be final. Any Entrant found to have violated these Tournament Rules, even after a prize has been awarded, will be disqualified and will be required to return the prize awarded, or cash equivalent in full within thirty (30) days following notice from Administrator that the Entrant has violated the Tournament Rules.

9. RELEASES

- All Entrants at the National Finals (collectively, the "In-Theatre Participants") will be required to execute and deliver to the Administrator a Declaration that confirms the Entrant's: (i) eligibility to participate in the Tournament and acceptance and compliance with these Tournament Rules; (ii) acceptance of the prizes as offered (if deemed a winner); (iii) permission to record the Entrant's participation in and presence at the National Finals, and use the Entrants name, photo, image and any footage or photo taken of the Entrant; (iv) release of the Administrator, Cineplex, WorldGaming, Tournament Sponsors and promoters, and their respective parent, related and affiliated companies and entities, subsidiaries, members, dealers, advertising and promotional agencies, and each of their respective directors, successors, sponsors, partners, licensees, officers, subsidiaries, agents, employees, advisors, assignees, and all others associated with the development and execution of the Tournament (collectively, the "Releasees") from any and all liability in connection with this Tournament or participation in any Tournament related

activities, including any travel related thereto and attendance at the National Finals, if deemed a National Finalist. In the event that an In-Theatre Participant is a Minor, his/her parent or legal guardian must sign the Declaration on his/her behalf and provide consent for their Minor child to travel to the National Finals. While a parent or legal guardian is permitted to travel with their Minor child, it is at their sole cost and expense. If the parent or legal guardian does not consent to the foregoing, the affected In-Theatre Participant will be disqualified. Further, if the Team Captain did not register an eligible Substitute, the Team will be disqualified. Declarations for the National Finals must be received by Administrator no later than 11:59pm EST on August 7, 2018.

10. PUBLICITY RELEASE

- Please note, the National Finals will be filmed for entertainment and promotional purposes and that photographs and video footage will be taken during the events. By participating in the Tournament, each Entrant grants the Administrator, Cineplex, and Tournaments Sponsors with the right to use: (i) his/her name, email address, mailing address, telephone number and other personal information provided during his/her registration in the Tournament and any data collected while the Entrant is playing the Game, for the purpose of administering the Tournament, including but not limited to contacting and announcing the individuals who have qualified for the National Finals; and (ii) his/her name, city and province or state of residence, video footage, images, voice recording, comments and opinions for entertainment, publicity and promotional purposes relating to the Tournament, in any and all media now known or hereafter devised, without further compensation unless prohibited by law. Entrants who have opted-in to receive marketing communications agree that the Releasees may use his/her Personal Information to contact him/her with marketing and other promotional messages related to products and services of the Releasees. In addition, by participating in the Tournament all Entrants acknowledge and agree that the Releasees may disclose their Personal Information to third-party agents and service providers in order to affect any of the activities listed above, in accordance with the Administrator's privacy policy located at <http://worldgaming.com/privacy/>.

11. LIMITATION OF LIABILITY

- By entering this Tournament, each Entrant acknowledges compliance with, and agrees to be bound by, these Tournament Rules and consents to the use of his/her name, city of residence, and/or likeness in any publicity carried out by Releasees, and/or their advertising and promotional agencies and agents without further notice or compensation. Entrants release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Entrants or his/her administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Entrants participation in the Tournament, National Finals, and/or in connection with the acceptance, use and/or misuse by the Entrant of the prize.
- None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Tournament Rules; (iii) any technical or human error that may occur in the administration of the Tournament, including any problems or technical malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Entrants ability to participate in the Tournament, or the ability of the Administrator to receive and/or record and Entrants Game score; and (iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Tournament.
- As a condition of participating in this Tournament, Entrant agrees that (i) under no circumstances will Entrant be permitted to obtain awards for, and Entrant hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii) all causes of action arising out of or connected with this Tournament, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.
- Any attempt to deliberately undermine the legitimate operation of this Tournament is a violation of the Tournament Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Entrants agree to abide by the Tournament Rules.
- The Administrator reserve the right, in their sole discretion, to disqualify any individual who tampers with the entry process and/or void any game results submitted fraudulently. Should multiple users of the same email account

enter the Tournament and a dispute thereafter arise regarding the identity of the entrant, the authorized account holder of said e-mail account at the time of entry will be considered the entrant. "Authorized account holder" is defined as the natural person who is assigned an e-mail address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Tournament is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Tournament, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Tournament, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Organize and/or Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.

- Administrator reserves the right, in its sole discretion, to terminate the Tournament, in whole or in part, and/or to modify, amend or suspend the Tournament, and/or to the Tournament Rules in any way, at any time, for any reason without prior notice. Any changes will be made available on <http://worldgaming.com/rocketleaguecc>.

12. CHOICE OF LAW

- The Tournament is subject to all applicable Canadian federal, provincial and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Tournament Rules or the rights and obligations as between the Entrant and the Administrator in connection with the Tournament shall be governed by and construed in accordance with the laws of the Province of Ontario. By entering, entrants consent to the jurisdiction and venue of the federal, provincial and local courts located in the city of Toronto, Ontario.
- Should there be any discrepancies between the English and French versions of these Official Rules, the English version shall govern and supersede.

13. WINNERS LIST

- The list of winners will be posted on <http://worldgaming.com/rocketleaguecc> once the verification process has been completed.