

Rocket League WGN North American Championship (the "Tournament")
Official Rules and Regulations

THE TOURNAMENT IS OPEN TO LEGAL RESIDENTS OF CANADA OR THE CONTINENTAL USA WHO ARE AT LEAST 15 YEARS OLD AND MEET THE ELIGIBILITY REQUIREMENTS SET OUT IN SECTION 5 BELOW. 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 8 OF THE ROCKET LEAGUE CHAMPIONSHIP SERIES ("RLCS") MAY NOT PARTICIPATE IN THE ROCKET LEAGUE WGN NORTH AMERICAN CHAMPIONSHIP. IN THE EVENT THAT THE ADMINISTRATOR BECOMES AWARE OF AN ENTRANT'S PARTICIPATION IN SEASON 8 OF THE RLCS THAT ENTRANT, AND THEIR TEAM, WILL BE DISQUALIFIED.

TO PARTICIPATE, ENTRANTS ON PLAYSTATION® 4 ("PS4") MUST HAVE A PLAYSTATION PLUS ("PS PLUS") ACCOUNT, ENTRANTS ON XBOX ONE MUST HAVE AN XBOX LIVE GOLD ACCOUNT, AND ENTRANTS ON NINTENDO SWITCH MUST HAVE A NINTENDO SWITCH ONLINE ACCOUNT. THERE ARE COSTS ASSOCIATED WITH MAINTAINING SUCH ACCOUNTS.

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. In addition, all Entrants must adhere to the Esports Code of Conduct, attached to these Tournament Rules as Schedule "A" (the "Code of Conduct").

1. ADMINISTRATOR

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

2. TOURNAMENT DATES

The following dates will apply to the Tournament:

Stage	Date/Time	Location
"Registration Period"	Open Qualifiers: June 5 – July 21, 2019 Live Qualifier: August 1 – 22, 2019	Online
"Open Qualifiers"	June 29 – July 20, 2019	
"Closed Qualifier"	July 27, 2019	
"Live Qualifier"	August 23 and 24, 2019	FAN EXPO Canada, Metro Toronto Convention Centre, South Building, 222 Bremner Blvd, Toronto, Ontario, M5V 3L9
"Grand Finals"	August 24 and 25, 2019	

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 value of all prizes: \$20,000
 - 1st place: \$10,000 **and** the following travel prize, including Team Pass and travel/accommodation expenses for three (3) players to attend and compete in the Rocket League Pro Circuit at DreamHack Montreal, September 6 – 8, 2019 (valued at \$6,000).

- “Team Pass” includes entry for Team of three (3) players into Dreamhack Montreal, and entry into the Rocket League Pro Circuit. By entering into the Rocket League Pro Circuit, all players agree to comply with and abide by the rules & regulations of said event.
- At least two (2) Team Members on the winning Team must confirm that they are able to attend and compete as a Team in the Rocket League Pro Circuit by August 30, 2019, or the 1st place Team will forfeit the travel prize in its entirety and no alternate prize component will be awarded. The travel prize will then be awarded to the Team that placed 2nd. If the trip is unable to be awarded to the 2nd place Team for the same reason, it will be awarded to one of the two 3rd/4th place Teams, and so on, until the travel prize has been awarded. If the trip is unable to be awarded to any of the top eight (8) Teams for the same reason, it will go unawarded. For greater clarity, the first place Team will still be deemed the winner of the Tournament and will receive the \$10,000 cash prize.
- Travel/accommodation expenses for each player to include economy class airfare from the closest airport with direct flights to the Montreal area and paid accommodation from September 5 – 9, 2019, at the Administrator’s selection.
 - 2nd place: \$4,000
 - 3rd/4th place: \$1,750
 - 5th/6th: \$750
 - 7th/8th: \$500
- All cash 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 Grand Finals.
- Individual prizes valued at \$600 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, state, 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

- With the exception of the Team that qualifies during the Live Qualifiers, each of the Teams that qualify for the Grand Finals will be provided with airfare (economy class and from the closest airport with direct flights to Toronto) and paid accommodation from August 23 through to August 26, 2019 at the Administrator’s selection for up to three (3) Team Members (as defined below). If a Finalist (as defined below) lives close enough to the location of the Grand 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 Finalists. 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 Grand Finals. All decisions of the Administrator are final. For US tax reporting purposes: the approximate retail value of the travel allowance to compete at the Grand Finals is \$1,000 CAD.
- The specific details of the trip(s), including travel prize for the winning Team to attend and compete in the Rocket League Pro Circuit, will be determined by the 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 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, or a valid passport if travelling between two or more countries), 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 Finalist. Entrants will be required to have valid photo identification in order to travel 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) be a legal or permanent resident (as such term is defined by Canadian or USA immigration) or citizen of Canada or the continental USA; (b) reside in Canada or the continental USA while participating in the Tournament; and (c) be 15 years of age or older on or before the date that they first participate in the Tournament.
- With the sole exception of Cineplex part-time Cast Members, employees, officers, and directors of the Administrator, Cineplex Entertainment LP (“Cineplex”), and any Tournament sponsors, and each party’s respective parents, affiliated and subsidiary entities, are not eligible to participate in the Tournaments.

- 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 under the age of majority in their province or state 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 or state 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 or state of residence. It is an Entrant’s responsibility to verify the age of majority where they live.
- Prior to the start of the Tournament:
 - All Entrants on PS4 must have a PlayStation Network ID with active PS Plus account, Entrants on Xbox One must have an Xbox Gamertag with active Xbox Live Gold account, Entrants on Nintendo Switch must have a Nintendo Switch Online account (there are costs associated with maintaining such accounts), and Entrants on PC must have a Steam ID (collectively known as an Entrant’s “Game Account”).
 - All Entrants must have a physical copy of Rocket League or valid digital game license.
- All Team Captains must have a WorldGaming account and agree to the Terms and Conditions found at <http://worldgaming.com/terms-and-conditions> (the “WorldGaming 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 will be disqualified.
- All Entrants participating in the Live Qualifier must have purchased a FAN EXPO Canada admission ticket for Friday, August 23, prior to registering to compete.
- 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 8 below, all Entrants that qualify for and participate in the Live Qualifier and Grand Finals will be required to sign a declaration and release confirming their understanding of, compliance with, and acceptance of the Tournament Rules with a standard release of all liability (the “Declaration”) before the Entrant is permitted to participate. If the Entrant is a Minor, their 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.
- **Accessibility:** Any Entrant with a disability that requires accommodation to play at the Grand Finals must contact the Administrator at support@worldgaming.com with “*Rocket League – Accommodation Request*” in the subject line at least two (2) weeks prior to the start of the Grand Finals. Administrator will work with you to arrange for a suitable accommodation.
- **Quebec Entrants ONLY:** The Grand Finals 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 their language preference at least 24 hours prior to the start of the Grand Finals, they will be required to play the Game in English.

6. TEAM REQUIREMENT

- In order to participate, each individual must be a member of a team consisting of a minimum of three (3) Entrants, but no more than four (4) Entrants, (a “Team”, or collectively, “Teams”), as either a “Team Captain”, “Team Participant”, or “Team Substitute” (each a “Team Member”, or collectively, “Team Members”). A Team of two (2) or fewer Team Members will not be eligible to participate during any Tournament Stage. Each Entrant is only permitted to be a Team Member of one (1) Team that qualifies for the Closed Qualifier or Grand Finals.
- **Roster Continuity:** A Team’s “Starting Roster” is defined as the three (3) starting Team Members and does not include the Team Substitute. To maintain “Roster Continuity”, at least two (2) Team Members on the Starting Roster must participate during every Tournament Stage for qualification and/or Points earned to carry over. If two or more Team Members on a Team’s Starting Roster are not able to participate, they would be considered a new Team and any previous qualification or Points earned will not carry over.
- **Roster Changes:** A Team may change, add, or remove their Team Substitute prior to the start of the Closed Qualifier, provided that the new Team Substitute is not already on a Team that has qualified for the Closed Qualifier or the Grand Finals. Qualification for the Closed Qualifier and Grand Finals, and/or Points previously earned, will only carry over following roster changes if a Team retains at least two (2) Team Members on their Starting Roster. Please contact support@worldgaming.com regarding roster changes with the subject “*Rocket League – Roster Change*” or contact the Administrator in the [WorldGaming Discord](#) server. All roster changes must be approved by the Administrator and will only be accommodated if circumstances would prohibit the Team’s further participation in the Tournament. The Administrator reserves the right to deny or approve any such request that does not meet the above requirement. Rosters will be considered locked and may not be changed during any one (1) of the individual Open Qualifiers, and after the start of the Closed Qualifier.
- **Substitutions:** A “Substitution” is defined as a change to a Team’s Starting Roster during Tournament play. This is not permitted during a Match, either in between or during Games. A Team may only Substitute Team Members that are already

registered as part of their Team. Substitutions may only occur in between Matches, and Teams are limited to one (1) Team Member change during each of the individual Open Qualifiers and the Closed Qualifier. Substitutions are not permitted during the Grand Finals.

7. TOURNAMENT STRUCTURE

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

Glossary

- Game: a single game competition played between two (2) Teams.
- Match: a "Best of" series, consisting of either three (3), five (5), or seven (7) Games, as identified below, between two (2) Teams.
- Round: an individual round of the Tournament (i.e. Round One, Upper Finals, etc.)

Open Qualifiers

- How to Enter:
 - The Open Qualifiers are open to all eligible Entrants and will consist of four (4) online tournaments to be held at 1:00 PM ET on:
 - June 29
 - July 6
 - July 13
 - July 20
 - **Schedule Changes:** The Administrator reserves the right to postpone one or more Rounds of an online tournament due to technical issues, participation levels, or for any other reason. If an online tournament is postponed it will be resumed on the following Sunday at 7:00 PM ET.
 - To register for and participate in the Open Qualifiers, the Team Captain, must:
 - Navigate to <http://worldgaming.com/rocketleague2019> (the "Website") during the Registration Period, and under "HOW TO JOIN", select their preferred date from the options presented.
 - The Team Captain will be required to create and/or login to their WorldGaming account on the WorldGaming Website prior to being able to join any online tournament during the Open Qualifiers. Available spots are assigned on a first come, first served basis.
 - During registration, the Team Captain must provide a Team Name and a valid Game Account for all Team Members. Only Entrants who's Game Accounts 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 Game Account 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 Game Account used to enter the Tournament. In the event the Administrator is unable to conclusively verify that the name of an Entrant matches the Game Account 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 and the Team has not already qualified for the Grand Finals.
- **Format:**
 - Double elimination bracket
 - 3 vs 3
 - All Matches Best of 3 Games to top 8, top 8 Best of 5 Games
- **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 Team Captains 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:** Any Team that is not ready to play within 15 minutes of the designated start time may forfeit the Match at the discretion of the Administrator. If a Match is not played and neither Team 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 one Team Member available in the Rocket League channel of 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 or videos 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 Closed Qualifier:** The winning Team from each online tournament will be deemed a Finalist, will automatically qualify for the Grand Finals and will not be permitted to participate in further online tournaments. The 2nd through 12th place Teams will earn points based on the final results of each online tournament. After the Open Qualifiers, the eight (8) Teams with the most accumulated points will qualify for the Closed Qualifier. In the event that a qualified Team is unable to attend the Closed Qualifier, or is disqualified or found to be ineligible by the Administrator a replacement will be determined, at the discretion of the Administrator, by selecting the Team with the 9th most accumulated points. Points will be distributed as follows:
 - 2nd: 50
 - 3rd: 25
 - 4th: 12
 - 5th/6th: 6
 - 7th/8th: 3
 - 9th/12th: 1
- **Tiebreaker:** If two or more Teams have the same number of accumulated points at the end of the Open 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 the highest placing in the earlier online tournament will be considered the higher ranked Team.
 - For example: If Team A placed 2nd in the online tournament on June 15, and Team B placed 2nd in the online tournament on June 22, Team A will be considered the higher ranked Team.

Closed Qualifier

- The eight (8) Teams that qualify for the Closed Qualifier will play a double elimination bracket to determine three (3) additional Finalists that will qualify for the Grand Finals.
- **Format:**
 - Double elimination bracket
 - 3 vs 3
 - All Matches Best of 5 Games
- **Check-in:** Team Captains must check in and confirm their attendance on the WorldGaming Website at the designated start time of the Closed Qualifier. The designated start time can be found under the "My Tournaments" tab of the Team Captain's WorldGaming account. Any Team Captain that does not check in will be removed from the Closed Qualifier at the discretion of the Administrator.
- **Seeding:** Teams will be seeded into the Closed Qualifier based on their total accumulated points during the Online Qualifiers, with the highest seeds going to the Teams with the most points.
- **Round "Byes":** Any Team without an opponent in a 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:** Any Team that is not ready to play within 15 minutes of the designated start time may forfeit the Match at the discretion of the Administrator. If a Match is not played and neither Team 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 one Team Member available in the Call of Duty channel of 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 or videos 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 Grand Finals:** The Teams that win the Upper Final and Lower Final, and the Team that finishes in 3rd place will qualify for the Grand Finals and will be deemed Finalists. In the event that a qualified Team is unable to attend the Grand 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 the Team that finished in 4th place during the Closed Qualifier.
 - The Team that wins the Winners Finals will qualify for the Grand Finals as the 5th seed overall.
 - The Team that wins the Losers Finals will qualify for the Grand Finals as the 6th seed.
 - The Team that places 3rd will qualify for the Grand Finals as the 7th seed.

Live Qualifier

- **How to Enter:**
 - The Live Qualifier is open to all eligible Entrants that have not already qualified for the Grand Finals and will take place at FAN EXPO Canada on August 23 and 24. The Live Qualifier will consist of one (1) live tournament featuring up to 32 Teams.
 - Pre-registration is available on a first come, first served basis, from August 1 at 12:01 AM ET to August 22 at 8:59 PM ET. To pre-register for and participate in the Live Qualifier, the Team Captain must:
 - Navigate to <http://worldgaming.com/rocketleague2019> (the "Website") during the Registration Period, and under "HOW TO JOIN", select the Live Qualifier.
 - The Team Captain will be required to create and/or login to their WorldGaming account on the WorldGaming Website prior to being able to join.
 - The Team Captain must submit a photocopy of all Team Members' FAN EXPO Canada tickets to confirm their attendance.
 - During registration, the Team Captain must provide a Team Name and a valid Game Account for all Team Members. Only Entrants whose Game Accounts 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 Game Account 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 Game Account used to enter the Tournament. In the event the Administrator is unable to conclusively verify that the name of an Entrant matches the Game Account used to enter the Tournament, that Entrant, and his/her Team, will be disqualified.
 - Any unfilled spots will be open for registration at the WorldGaming booth at FAN EXPO Canada on a first come, first served basis, on August 22.
- **Platform:** The Live Qualifier will be played exclusively on PC/Steam. All Entrants must have an active Steam account and an authorized game license.
- **Format:** GSL / Dual tournament; 3 vs 3; all Matches Best of 5 Games series
 - August 23 at 11:30 AM ET: Stage One, Groups Stage – Double elimination
 - The Team that wins the Upper Final will be deemed the 1st seed of the Group
 - The Team that wins the Lower Final will be deemed the 2nd seed of the Group
 - Any Team that loses two Matches during Stage One will be eliminated from the Tournament.
 - August 24 at 11:00 AM ET: Stage Two, Playoffs – Single elimination
 - The 1st seed of Group A will play the 2nd seed of Group B and the 2nd seed of Group A will play the 1st seed of Group B in the Semifinals.
 - The two Teams that win their Semifinals Matches will play each other in the Finals.
- **Check-in:** All Team Captains must check in at the tournament desk to confirm their attendance prior to the designated start time. Any Team Captain that does not check in will be removed from the tournament at the discretion of the Administrator.
- **Seeding:** Seeding will be random based on the number of Teams registered.
- **Round "Byes":** Any Team without an opponent in a tournament Round will receive a "bye" to the next Round, at the discretion of the Administrator.
- **No-shows:** Any Team that is not ready to play within 15 minutes of the designated start time may forfeit the Match at the discretion of the Administrator.
- **Discord:** All Teams must have one Team Member available in the Rocket League channel of the [WorldGaming Discord](#) server for the duration of the tournament, or they may be disqualified at the discretion of the Administrator.
- **Qualifying for the Grand Finals:** The winning Team from the Live Qualifier tournament will be deemed a Finalist and will automatically qualify for the Grand Finals. In the event that the qualified Team is unable to attend the Grand 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 the Team that finished in 2nd place.

Grand Finals

- The Grand Finals event will consist of a live in-person tournament, open to the four (4) Teams that qualified directly during the Open Qualifiers, the three (3) additional Teams that qualified during the Closed Qualifier, and the one (1) additional Team that qualified during the Live Qualifier.
- **Travel Requirement:** Each Finalist must be willing and available to travel to Toronto, Ontario and participate in the Grand Finals on the date and time as determined by the Administrator or the Finalist will forfeit their right to participate in said event. Releasees, as defined below, are not responsible and not liable if any Finalist is not able to or prevented from travelling to Toronto, Ontario.
- **Platform:** The Grand Finals will be played exclusively on PC/Steam. All Finalists must have an active Steam account and an authorized game license.
- **Format:** GSL / Dual tournament; 3 vs 3

- Stage One, Groups Stage: Double elimination, Best of 5 Games series
 - The Team that wins the Upper Final will be deemed the 1st seed of the Group
 - The Team that wins the Lower Final 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 7 Games series
 - The 1st seed of Group A plays the 2nd seed of Group B and the 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 Finals.
- **Seeding:** Each Team will be assigned into Group A or Group B based on the results of the preceding stages, as follows (OQ- A = Winner of Open Qualifier A, CQ-1 = 1st place during Closed Qualifier, LQ = Live Qualifier, etc.):
 - Group A: OQ-A vs LQ, OQ-D vs CQ-1
 - Group B: OQ-B vs CQ-3, OQ-C vs CQ-2
- **Competition Rules:** Teams will have 10 minutes prior to the start of each Match to setup and ensure their equipment, earphones, and headset are working properly, and will have an optional five (5) minute break between the fourth and fifth Game of a series (if applicable). 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 Finalists must use the hardware, software, monitor, over-ear headset, and any other additional third-party hardware provided for the full duration of all Games. If a 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 Finalists must provide and use their own wired controller, controller cables, and in-ear earphones. All standard controllers, including mouse and keyboard, are permitted. All equipment is subject to approval by the Administrator. Administrator will not permit the use of any equipment that may provide an unfair competitive advantage. If a Finalist suspects that their opponent is using prohibited equipment that Finalist must inform the Administrator immediately. Administrator will attempt to help resolve technical issues related to Finalist-provided equipment, but will not allow such issues to delay the Tournament.
 - All 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.

Gameplay Rules

- 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, PS4, Xbox One, or Nintendo Switch
 - Server: US-East (US-West may be used if both Teams agree to play on it).
- **Arena Selection:**
 - During the Open Qualifiers, Closed Qualifier, and Live Qualifier all Games will be played using DFH Stadium. During the Grand 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 (Day)
 - DFH Stadium
 - DFH Stadium (Stormy)
 - Mannfield
 - Mannfield (Night)
 - Mannfield (Snowy)
 - Mannfield (Stormy)
 - Neo Tokyo
 - Salty Shores
 - Starbase ARC
 - Urban Central

- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

■ **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 record and/or and live stream, broadcast or exhibit any Match of the Tournament, at its sole discretion. If Administrator chooses to live stream, broadcast or exhibit 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.

8. WINNER NOTIFICATION

- Entrants that win a prize (each a "Prize") will be notified by email within twenty-four (24) hours of the conclusion of the Grand Finals. Each Winner must send their 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 Grand 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 participating in the Grand Finals (the "Finalists"), will be required to execute and deliver to the Administrator a Declaration that confirms: (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 Grand Finals, and use the Entrant's name, photo, image and any footage or photo taken of the Entrant; (iv) release of the Administrator, Cineplex, any Tournament sponsors and promoters, and each party's 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 Grand Finals. In the event that Finalist is a Minor, their parent or legal guardian must sign the Declaration on their behalf and provide consent for their Minor child to travel to the Grand Finals. While a parent or legal guardian is permitted to travel with their Minor child to the Grand Finals, it is at their sole cost and expense. If the parent or legal guardian does not consent to the foregoing, the affected Finalist will be disqualified. Declarations for the Grand Finals must be received by Administrator no later than 11:59 PM ET on August 16, 2019, with the

exception of those Teams participating in the Live Qualifier who must submit their Declarations before their first Tournament Match on August 23, 2019.

10. PUBLICITY RELEASE

- Please note, the Grand 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, the Game providers, and Tournaments sponsors with the right to use: (i) their name, email address, mailing address, telephone number and other personal information provided during their 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 Grand Finals; and (ii) their 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. 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, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Tournament Rules and consents to the use of their 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 their administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Entrants participation in the Tournament, Grand 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 an 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 reserves the right, in their sole discretion, to disqualify any Entrant who violates the Code of Conduct, 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 Organizer 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/rocketleague2019>.

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 Tournament Rules, the English version shall govern and supersede.

13. WINNERS LIST

- The list of winners will be posted on <http://worldgaming.com/rocketleague2019> once the verification process has been completed.

Schedule “A”
Esports Code of Conduct

At WorldGaming and Collegiate StarLeague, we are a team of passionate esports enthusiasts. It is our desire to create a community of equally passionate individuals who wish to compete in and/or watch esports events. In order to do so, we aspire to create esports events and tournaments that are engaging, fun, and welcoming to all players and spectators.

As the esports world is ever evolving, this document will continue to change. Any changes to this document will be posted online. Your continued participation in any event or tournament, either as a player or spectator, means that you consent to the rules below, and any updates. We recommend that you review the Code of Conduct (the “Code”) regularly to ensure you are aware of your rights and responsibilities.

The following Code applies to all online and live esports events and tournaments operated by either WorldGaming Network LP or Collegiate StarLeague Inc.

The Code is meant as a guide to ensure that all players compete in a fair and sportsmanlike manner, and that players and spectators demonstrate appropriate social behaviour. Anyone participating in or watching an event or tournament is bound by the Code, and may be asked to leave the venue, and if applicable, disqualified or prohibited in participating in future events or tournaments if they fail to do so.

The following rules apply to individuals participating in an event or tournament (each a “player”).

All players are expected to conduct themselves in a manner that reflects positively on the event or tournament, including all individuals and organizations affiliated with the event or tournament.

■ **Competition:**

- Players are expected to compete to the best of their ability at all times during the event or tournament, and must at all times act in accordance with the rules for the event or tournament, including any direction given by the administrator or anyone acting on its behalf.
- Cheating is defined as any act that gives one player a competitive advantage over another. If a player feels that they have been cheated by another player, that players must raise their concern with the administrator immediately, by providing as much detail as possible. Complaints should always be accompanied by video or photographic evidence, if available, or other documentation to validate the claim. All complaints will be handled on a case-by-case basis, and depending on severity may result in: i) an initial warning, or for a second offense, immediate forfeit of the current game or match; ii) immediate forfeit of current game or match; or iii) immediate disqualification from the event or tournament and prohibition from participating in future events or tournaments. Examples of cheating include, but are not limited to:
 - Collusion and Match Fixing, defined as any agreement between two (2) or more players to disadvantage opposing players.
 - Hacking or modifying the game.
 - Using a prohibited class, team, weapon, item, or action during a game.
 - Spectating an opposing players’ monitor or live streams.
 - Using restricted hardware or equipment 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 players.

■ **Sportsmanship:**

- We are committed to providing players with a competitive environment that is free of harassment and discrimination. To that end:
 - Players may not use language in relation to the event or tournament that is deemed by the administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable.
 - Players 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, ability, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

■ **Prohibited Content:**

- We encourage players to wear their own jerseys and to create unique team names and player nicknames. However, jerseys, team names and players nicknames containing the following are prohibited, and may not be worn or used at any event related to the event tournament, including but not limited to, game play, player/team interviews, public

appearances, or any other event where the players are appearing on behalf of or representing the event or tournament:

- Sponsorship categories including but not limited to, drugs, alcohol or tobacco, legal or otherwise, pornography, or R rated content, firearms, political or religious organizations, hazardous products or services, gambling related products or services, products or services that represent trade with countries subject to embargoes or trade sanctions by Canada and/or the United States;
- Language that is obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable;
- Language that espouses insults, hate or harassment, or is demeaning towards individuals or groups; or
- Content that may infringe the rights of any third party, including but not limited to intellectual property rights, or rights of a person, including parodies or satirical references to third party intellectual property.

■ **General:**

- Players are expected to respond to requests from administrators in a timely manner. Players may not disclose any confidential information provided by administrators or any parties related to the event or tournament, by any method of communication, including all social media channels.
- In addition to the Code of Conduct, players may be obligated to comply with any rules or regulations imposed on them by the game manufacturer or equipment providers (i.e. terms and conditions associated third party accounts required for participation in an event or tournament, including but not limited to PlayStation, Xbox, or Blizzard).

The following rules apply to individuals attending a live event or tournament (each a “Spectator”):

- While watching an esports tournament live is an exciting opportunity, players are not merely participating for the enjoyment of the audience. They are there to compete in an event or tournament, which requires a level of concentration.
- Applauding and cheering for your favourite player or team is encouraged. However, heckling and abusive language towards players, referees, commentators or other spectators is not. Further, any attempt by a spectator to influence the result of a game will be dealt with accordingly and may result in immediate expulsion from the venue (for example, calling out one player’s position on a map, to give an advantage to another player).
- Spectators found to be using language that is deemed by the administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive, objectionable espouses insults, hate or harassment, or is demeaning towards individuals or groups will be asked to leave the venue.

The following rules apply to both Players and Spectators:

■ **No Drugs or Alcohol:**

- Use of drugs or alcohol, legal or otherwise, may lead to disruptive behaviour. Players and spectators believed to be under the influence of drugs or alcohol may be removed, and in the case of players, disqualified from the event or tournament at the sole discretion of the administrator.

All decisions regarding the enforcement of the Code are at the discretion of the Administrator and are final and binding.

Dated: July 30, 2018