

# LevelNext Rocket League Spring Showcase – Spring 2022 Official Rules

## 1. Introduction and Acceptance

### 1.1 Introduction

These LevelNext Spring Championship Series – Spring 2022 (“Rules”) govern all regional tournament stages of the LevelNext Rocket League Spring Showcase – Spring 2022 (“Tournament”), sponsored by Learfield (“Learfield”) and Psyonix LLC (“Psyonix”).

These Rules have been designed to ensure the integrity of competitive play of Rocket League (the “Game”) in connection with the Tournament and are intended to promote vigorous competition and to help ensure that all competitive play of the Game is fun, fair, and free from Toxic Behavior (as defined below).

These Rules may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Rules and the English version of these rules, the English version shall prevail, govern and control. Entry into this Tournament does not constitute entry into any other tournament, competition, contest, or sweepstakes.

### 1.2 Acceptance

To participate in the Tournament, each player must agree (or, if under 18 years of age or the age of majority as defined in such player’s country of residence (a “Minor”), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including the Code of Conduct in Section 7 (“Player”). A Player (or, if a Minor, such Player’s parent or legal guardian) must accept these Rules as part of the

Tournament registration form, available at [levelnextsports.com](http://levelnextsports.com). By participating in any game or match that is part of the Tournament, a Player is confirming that he or she (or, if a Minor, his or her parent or legal guardian) has accepted these Rules pursuant to this Section 1.2, including, but not limited to, the eligibility restrictions set forth in Section 5.

## 1.3 Enforcement

College Carball LLC (“CCA”) will have primary responsibility for enforcing these Rules for all Players and may, working with the Tournament Administrators (as defined below), hand out penalties to Players for violations of these Rules, as further described in Section 8.

## 1.4 Amendments

LevelNext may update, revise, change, or modify these Rules from time to time. For each Player, his or her participation in the Tournament after any update, revision, change, or modification to these Rules will be deemed accepted by such Player (or, if a Minor, such Player’s parent or legal guardian) of these Rules as updated, revised, changed, or modified.

# 2. Tournament Structure

## 2.1 Definition of Terms

- “Best-of-X”: means a Match that has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a

Team wins two Games, that Team will immediately be declared the winner of that Match.

- “Eligibility Area”: means the United States (including Puerto Rico, and the US Virgin Islands)
- “Game”: means a single competition between two Teams. For example, a Game is a single 5 minute running time plus overtime if necessary. It takes multiple games to play a best of X Match.
- “Group”: means a collection of Regional Universities or Power-5 Universities. This collection is to be determined after registration closes.
- “Match”: means Tournament play between two Teams that may involve multiple Games, as described in Section 2.3.
- “Power-5 University”: means a University belonging to one of the following conferences: “Pac-12, Big 10, Big 12, ACC, or SEC” (Full list of schools in “Appendix A”)
- “Regional University”: means a University that is not a “Power-5 University”
- “Registration Website”: means the website [levelnextesports.com](http://levelnextesports.com) or any subsequent URL which may replace it from time to time.
- “Rules Website”: means the website [levelnextesports.com](http://levelnextesports.com) or any subsequent URL which may replace it from time to time.
- “Scholastic Award”: means an educational award as set forth in Section 4.
- “Stage”: means a period, part, or phase of the Tournament’s play. A description of each Stage is provided in Section 2.3.
- “Team”: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 6.
- “Tournament Administrator”: means any CCA or Rally Cry employee, member of the admin team, broadcast team, production team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Tournament.
- “Tournament Entities”: means LevelNext, the Tournament Administrators, any official sponsors of the Tournament, and each of their respective parent,

subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

- “Tournament Platform”: means the Rally Cry Tournament Platform
- “University”: means a 4 year educational institution designed for instruction, examination, or both, of students in many branches of advanced learning, conferring degrees in various faculties.
- “Winning Player”: means any Player that is officially declared a Winning Player as set forth in Section 4.

## 2.2 Schedule

As set forth more fully in Section 2.3, the Tournament consists of six Tournament Stages: Registration, [Intracollegiate](#) Qualifiers, Group Stage Part 1, Group Stage Part 2, Last Chance Qualifier, and Championship.

The schedule that corresponds to each Tournament Stage is outlined in this Section (such period referred to herein as the “Tournament Period”).

### 2.2.1 Key Dates

- Registration (March 1st, 2022 - March 28th, 2022 [Closes at 12:00 AM PT])
- [Intracollegiate](#) Qualifiers (April 1st, 2022 - April 3rd, 2022)
- Group Stage Part 1 (April 4th, 2022 - April 10th, 2022)
- Group Stage Part 2 (April 13th, 2022 - April 17th, 2022)
- Last Chance Qualifier (April 19th, 2022 - April 21st, 2022)
- Championship (April 26th, 2022 - April 28th, 2022)

### 2.2.3 Rescheduling

LevelNext may, in its sole discretion, reorder the schedule and/or change the date for any Match or session of the Tournament (or change any Game mode to be played in

connection therewith). However, if the Tournament schedule is so modified, LevelNext will inform all Players at its earliest convenience.

## 2.3 Tournament Stages and Format

### 2.3.1 Intracollegiate Qualifiers

Upon registration on the Tournament Platform, all Teams will be placed into an Intracollegiate Qualifier ("Intracollegiate Qualifier"). The Intracollegiate Qualifier will consist of a single elimination bracket ("Single Elimination Bracket") Qualifier (University specific) to identify the top Team to represent the University for the span of the Tournament. Intracollegiate Qualifiers are only applicable to Universities who have more than two (2) Teams register on the Tournament Platform. Seeding will be determined by LevelNext and/or Tournament Administrators at their discretion. All Matches will be Best-of-Five.

- The winning Team from an Intracollegiate Qualifier will advance to Group Stage Part 1.
- If only one (1) Team from a University registers on the Tournament Platform, that Team will advance to Group Stage Part 1.

### 2.3.2 Group Stage Part 1

Winning Teams from Intracollegiate Qualifiers will be divided into Groups and placed into a swiss bracket ("Swiss Bracket"), Group Stage Part 1 ("Group Stage Part 1"). All Teams will be placed into sixteen (16) different Groups, separated into five (5) Power-5 Groups and eleven (11) Regional Groups as determined by the Tournament Administrators. Seeding will be determined by LevelNext and/or Tournament Administrators at their discretion. All Matches will be Best-of-Five.

- (5) Power-5 Groups (ACC, Big 10, Big 12, Pac-12 and SEC) The number of Teams in these Groups will vary based on the number of Teams that register for

the Tournament and advance from the [Intracollegiate](#) Qualifiers from each Group.

- (11) Regional Groups: The number of Teams in these Groups will vary based on the number of Teams that register for the Tournament and advance from the [Intracollegiate](#) Qualifiers from each Group. These Teams will be split up by skill and geography (That geographical breakdown will be based on the number of Teams that register for the Tournament and advance from the [Intracollegiate](#) Qualifiers from each Group.)

### 2.3.3 Group Stage Part 2

The top eight (8) ranked Teams from each Group after Group Stage Part 1 will compete in Group Stage Part 2 (“Group Stage Part 2”) for that Group. Each Group Stage Part 2 consists of a single elimination bracket with Best-of-Five Matches. Teams will be seeded from first through eighth based on how they performed in Group Stage Part 1.

The Single Elimination Bracket for Group Stage Part 2 will proceed as follows:

- Match 1 - The first and eighth seeded Teams will play each other. The loser of Match 1 will be eliminated from Group Stage Part 2 and be ranked in fifth to eighth place in their Group.
- Match 2 - The fourth and fifth seeded Teams will play each other. The loser of Match 2 will be eliminated from Group Stage Part 2 and be ranked in fifth to eighth place in their Group.
- Match 3 - The second and seventh seeded Teams will play each other. The loser of Match 3 will be eliminated from Group Stage Part 2 and be ranked in seventh place in their Group.
- Match 4 - The third and sixth seeded Teams will play each other. The loser of Match 4 will be eliminated from Group Stage Part 2 and be ranked in fifth to eighth place in their Group.

- Match 5 - The winner of Match 1 will play the winner of Match 2. The loser of Match 5 will be eliminated from Group Stage Part 2 and be ranked in third to fourth place in their Group.
- Match 6 - The winner of Match 3 will play the winner of Match 4. The loser of Match 6 will be eliminated from Group Stage Part 2 and be ranked in third to fourth place in their Group.
- Match 7 - The winner of Match 5 will play the winner of Match 6. The winner of Match 7 will be Group Stage Part 2 Champion in their Group and be ranked in first place in their Group. The loser of Match 7 will be eliminated from Group Stage Part 2 and be ranked in second place in their Group.
  - The first place Team will advance directly to the Championship.
  - The second place Team will advance to the Last Chance Qualifier.
  - The third place Team will advance to the Last Chance Qualifier.
  - The fourth place Team will advance to the Last Chance Qualifier.

#### 2.3.4 Last Chance Qualifier

The Last Chance Qualifier (“Last Chance Qualifier”) (“LCQ”) is a forty-eight (48) Team, Single Elimination Bracket. Seeding will be determined by LevelNext and/or Tournament Administrators at their discretion. All matches are Best-of-Five.

- Teams that placed third and fourth in their Group’s Group Stage Part 2 Single Elimination Bracket are placed into the 1st round of the LCQ. The winners of this Match will advance to the 2nd round of the LCQ while the loser of this Match will be eliminated from the LCQ.
- Teams that placed second in their Group’s Group Stage Part 2 Single Elimination Bracket are placed into the 2nd round of the LCQ, and will play the winners of the 1st round of the LCQ. The winners of this Match will advance to the 3rd round of the LCQ while the loser of this Match will be eliminated from the LCQ.
- Teams that win in the 2nd Round of the LCQ will play against other 2nd Round LCQ winners. All eight (8) Teams that win their Match in the 3rd round of the

LCQ will advance to the Championships. The eight (8) Teams that lose their Match in the 3rd round of the LCQ will be eliminated from the LCQ.

### 2.3.5 Championship

The Championship (“Championship”) is a 24 Team, Double Elimination Bracket (“Double Elimination Bracket”). All matches are Best-of-Seven. The top sixteen (16) seeds will be assigned to the sixteen (16) Teams that placed first in their Group during Group Stage Part 2 Single Elimination Bracket and will start in the Upper Bracket (“Upper Bracket”). The bottom eight (8) seeds will be assigned to the eight (8) Teams that advanced from the LCQ and will start in the Lower Bracket (“Lower Bracket”). Seeding will be determined by LevelNext and/or Tournament Administrators at their discretion. The Championship’s Double Elimination Bracket will allow for a bracket reset opportunity in the Grand Finals, with the Team coming from the Lower Bracket being required to win two Matches. The winner of the Championship’s Double Elimination Bracket will receive first place in the Tournament.

## 2.4 Tiebreakers

If two or more Teams within Group Stage Part 1 achieve the same number of Match wins, resulting in a tie, the tie(s) will be resolved by applying the tiebreaking mechanisms listed below (I-V), in order of application. All calculations involve only Games from the Tournament, as applicable.

- I. Overall Game Differential: The total number of Games won by a Team minus the total number of Games lost by such Team (“Game Differential”).
- II. Head to Head: Game Differential in Games between tied Teams.
- III. Game Differential Against Common Opponents: Calculate the Game Differential for tied Teams against the highest ranked Team that is not a tied Team (“Included Teams”). If still tied, then the same process will be used, but will also



include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.

- IV. Unresolved Tie: If none of the tiebreakers can resolve the tie, then the Teams will draw lots (method to be determined at the sole discretion of LevelNext and the Tournament Administrators). If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

## 3. Game Play Rules

This Section sets forth the “Game Play Rules” governing play during the Tournament.

### 3.1 Match Settings

#### 3.1.1 Game Settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PS4, PS5, Nintendo Switch, Epic, Steam, Xbox One or Xbox One X
- Server: US-East/US-West

#### 3.1.2 Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

### 3.1.3 Arenas

In the [Intracollegiate](#) Qualifiers, Group Stage Part 1, Group Stage Part 2, and Last Chance Qualifier, all Matches are played on DFH Stadium. In all other stages of the Tournament, the first Match is played on DFH Stadium. All subsequent Matches will be played on an eligible arena, chosen by Tournament Administrators at their sole discretion. League Play Teams may request to avoid an eligible arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by League Play Teams to avoid an eligible arena. The following eligible arenas may be selected:

- 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 (Day)
- Salty Shores (Night)
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum

- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

## 3.2 Match Procedures

### 3.2.1 Hosting and Team Colors

In each Match, the higher seeded Team is blue and the lower seeded Team is orange. The higher seeded Team will be responsible for hosting the Match by creating a private game lobby and communicating the game lobby name and password to the lower seeded Team. The lower seeded Team will join the game lobby. In the event that a Match is scheduled to be on an official stream, a Tournament Administrator will host the Match and provide game lobby name and password to the competing Teams.

### 3.2.2 Re-Hosts

Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues. In all stages except the Championship, Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

### 3.2.3 Servers

“US-East” will be the default server unless both Teams agree to play on “US-West.”

### 3.2.4 Game Start

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

### 3.2.5 Substitutions

A “Substitution” is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one (2) Substitutions per Match.

Teams are allowed two substitute players.

A Substitute must be registered to the Team upon registering on the Tournament Platform, prior to Registration closing as defined in section 2.2.1.

### 3.2.6 Reporting Scores

For all stages excluding the Championship, after a Match is completed, the winning Team must submit the Match result on the Tournament Platform. The losing Team must also confirm the Match result. During the Championship stage, after a Match is completed, the winning Team must submit the Match result on the Tournament Platform and report the results to the Tournament Administrators in the designated chat room. Taking a screenshot of the results screen or saving the replay of the Match is strongly recommended in case of disputed results. If a Team disputes a Match claiming a win and submits proof of its claim, the other Team must submit proof of its claim to avoid an automatic forfeit of the Match. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.

### 3.2.7 Guest Accounts

Players may not compete using guest accounts. All participants must have a unique and valid account from the platform being used to compete in the tournament. Valid accounts include: Epic Account (as defined below), Steam, Microsoft® Account, Nintendo Account, or PlayStation™ Network ID, and appropriate access levels to Epic Games Store, Steam, Xbox Live™, Nintendo™ Network, or the PlayStation™ Network as applicable.

### 3.2.8 Observers

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

### 3.2.9 Technical Issues

Due to the nature and scale of online competition, except as otherwise determined by Tournament Administrators in their sole discretion, Matches will not be restarted or made null due to bugs, intentional disconnections, server crashes, or unintentional disconnections. Except as otherwise determined by Tournament Administrators in their sole discretion, any technical issues or bug encounters must be played through. If a Team calls for a rematch due to a technical issue or bug encounter, such Team must save the replay and submit it to the Tournament Administrators for review.

In addition, Players acknowledge and agree that in participating in a Rocket League competitive event the individual Player solely determines which platform to use (i.e., PC or console (as applicable)) and understands that he/she may face Players competing on a different platform. Additionally, Players acknowledge that the different platforms may offer features, such as controllers, Player interface, and/or ability to individualize certain game settings/sensitivities, etc., which may arguably provide a competitive advantage to one platform over another. Players acknowledge their sole competitive platform choice and agree and waive any responsibility or liability of LevelNext relating to such Player's involvement in a multiplatform competition, including any alleged competitive advantage of any other platform.

## 3.3 Team Rosters

### 3.3.1 Team Captains

Each Team must declare one member of its roster to be the "Team Captain" who represents the Team for all official decisions and serves as the main point of contact for the Team.

### 3.3.2 Rosters

Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of three Players and up to one designated reserve Player who may be used as an alternate (the “Designated Reserve Player”). Rosters may also include a manager who does not play in Tournament Matches. An individual may not simultaneously be part of more than one roster competing in this tournament at a time. Rosters will be locked after the Registration period has ended, Teams will not be permitted to add or swap players after Registration has ended.

### 3.3.3 Roster Submission

Starting rosters for each Match must be submitted to Tournament Administrators at least 24-hours before the applicable Match.

### 3.3.4 Player or Team Names

Players or Teams may not change their Usernames, in-Game names, or Team Names without approval from Tournament Administrators. All such names must comply with these Rules and Tournament Administrators may request that they be changed at any time. A roster shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another.

## 3.4 Match Obligations

### 3.4.1 Punctuality

All Teams must have three Players in the online Match lobby and in the designated chatroom by the Match start time. Teams that do not have three Players ready to play after ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

### 3.4.2 Forfeits

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators and, even with authorization, are subject to further penalties for forfeiting.

### 3.4.3 Communications

Teams will communicate with their opponents and Tournament Administrators in a designated chatroom during all online stages of the Tournament.

## 3.5 Match Disruptions

### 3.5.1 Disconnects

3.5.1.1 Non-Broadcast Matches in the [Intracollegiate](#) Qualifiers, Group Stage Part 1, Group Stage Part 2, LCQ, and Championship

During the [Intracollegiate](#) Qualifiers, Group Stage Part 1, Group Stage Part 2, LCQ, and Championship, a Game must be restarted if a Player disconnects within the first minute and no goals have been scored. If a Player disconnects from a Game after the first minute or after the first goal has been scored, the current Game must be played to completion and the disconnected Player should attempt to rejoin as soon as possible. Any Team that leaves a Game following a Player disconnection, unless specifically provided for above, may forfeit the current Game, or Match, at the discretion of the Tournament Administrator.

After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five minutes to rejoin before the next Game of the Match begins. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team may substitute another Player from their roster.

A Game can be restarted if a Player experiences network issues within the first minute and no goals have been scored. In this case, Teams may agree to restart and/or switch the server if connectivity issues significantly hinder gameplay.

3.5.1.2 Broadcast Matches in the [Intracollegiate](#) Qualifiers, Group Stage Part 1, Group Stage Part 2, LCQ, and Championship

If a disconnect occurs during any stage of the Tournament during a broadcasted Match, the shorthanded Team will immediately notify the Tournament Administrators via in-Game chat. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion.

Once the Game has been paused, the disconnected Player will have five minutes to rejoin before the Game resumes. If the Player cannot rejoin within that time, the shorthanded Team will continue to play out the single Game within the Match series.

If the Player does not rejoin during the same Game in which they disconnected, the Player will have three additional minutes following the Game to rejoin before the next Game of the Match series begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute the Designated Reserve Player (subject to the Substitution rules set forth in Section 3.2.5). For spectated / broadcasted Matches, if Tournament Administrators identify that a Player has disconnected without being notified, they may pause a Match to allow the Player to reconnect.

Each Team is allowed a maximum of one pause request per Match. Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have 30 seconds to confirm with Tournament Administrators that each Team is ready to unpause. Once each Team has confirmed its readiness, the Game will resume from a neutral kickoff.

### 3.5.2 Stoppage of Play

Tournament Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

### 3.5.3 Restarts

Tournament Administrators may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.



### 3.5.4 Log Submission

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and Tournament Administrators will issue penalties if they determine that the restart was requested in error.

## 4.1 Scholastic Awards Prize Pool

### 4.1.1 Distribution

A total of \$75,000 of cash prizes will be awarded. See the prize pool breakdown below:

<b>Standing</b>	<b>Award Amount (USD)</b>
First Place	\$18,000
Second Place	\$12,000
Third Place	\$9,000
Fourth Place	\$6,000
Fifth Place	\$4,200
Sixth Place	\$4,200
Seventh Place	\$3,000
Eighth Place	\$3,000
Ninth Place	\$2,400
Tenth Place	\$2,400
Eleventh Place	\$2,400
Twelfth Place	\$2,400
Thirteenth Place	\$1,500
Fourteenth Place	\$1,500
Fifteenth Place	\$1,500

Sixteenth Place

\$1,500

## 5. Player Eligibility

### 5.1 Player Age, Residency and Academic Status

#### 5.1.1 Player Age & Residency

Players must be at least 15 years old (or such other age, if greater, as may be required in such Player's country of residence) in order to participate in the Tournament.

Additionally, Minors must have permission to participate from a parent or legal guardian pursuant to Section 1.2.

#### 5.1.2 Academic Status

Players must (a) be enrolled full time (in accordance with the requirements of their accredited four-year college, university, or vocational-technical school in the U.S. and (b) maintain a minimum 2.5 cumulative GPA or similar, which can be evidenced by an official school transcript, in each case (items (a) and (b)), for the semester during which the Tournament is held.

#### 5.1.3 Ineligible Players

Ineligible Players who mislead or attempt to mislead Tournament Administrators by providing false eligibility information or, if a Minor, a forged parental consent will be subject to disciplinary actions as further described in Section 8.2.

## 5.2 Rocket League EULA

Each Player must follow the Rocket League End User License Agreement (“Rocket League EULA”) (<https://www.psyonix.com/eula/>). These Rules add to, and do not replace, the Rocket League EULA.

## 5.3 Learfield Affiliation

Employees, officers, directors, agents, and representatives of Learfield, Esports Engine, Rally Cry, CCA (including the legal, promotion, and advertising agencies of Learfield) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the Tournament, and each parent company, affiliate, subsidiary, agent and representative of Learfield are not eligible to participate or win.

## 5.4 Team and Player Names, Logos, Avatars and Branding Restrictions

### 5.4.1 Names & Code of Conduct

All Team and individual Player names must follow the Code of Conduct in Section 7. LevelNext and the Tournament Administrators each may restrict or change Team and individual Player tags or screen names for any reason.

### 5.4.2 Names & Trademarks

The name used by a Team or Player may not include or make use of the terms Rocket League®, Psyonix, or any other trademark, trade name, or logo owned by or licensed to Psyonix.

### 5.4.3 Impersonation

The name used by a Team or Player cannot be an impersonation of another Team, Player, streamer, celebrity, government official, Psyonix employee, or any other person or entity.

### 5.4.4 Display Names

Prior to the start of the Tournament, LevelNext and/or Tournament Administrators will work directly with all invited Teams and Players to determine a suitable display name for use in connection with the Tournament. Teams and Players must use this agreed upon identifier for the duration of the Tournament.

### 5.4.5 Restrictions

LevelNext and/or Tournament Administrators each reserves the right to prohibit or restrict the use of any in-game item during Tournament gameplay (including, without limitation, prohibiting the use of any third party copyrighted materials in a manner that indicates, suggests, or could be interpreted as representing association or affiliation with such third party).

## 5.6 Good Standing

Players must be in good standing with respect to any Psyonix accounts registered by said Player, with no undisclosed violations. Players / Teams must also be free of or served fully any penalties from previously breaking any official Psyonix rules.

## 5.6 Additional Restrictions

The Tournament in all parts is open to eligible Players who reside in the Eligibility Area but is void wherever restricted or prohibited by applicable law.

## 6. Team Formation Rules

### 6.1 Teams

The Tournament is composed entirely of Teams. Players must combine to form a Team consisting of at least three individual Players, but no more than four individual Players.

#### 6.1.1 School

Teams must be composed of players attending the same academic institution. All players on a Team must be able to provide proof of enrollment to the same institution as pursuant to Section 5.1.2.

#### 6.1.2 Regions

If multiple countries or geographic regions are included in the Eligibility Area, each Team must be composed of Players from the same region within the Eligibility Area.

#### 6.1.3 Single Team Affiliation

Players may participate on only one Team at a time throughout the Tournament.

#### 6.1.4 Registration

Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register on the Registration Website before the close of the Registration Process in order to be considered a member of the applicable Team. During the Registration Process, one Team member will create/register the Team Name and Players will be able to join the Team by searching the Team Name or by invitation. In the event a Team progresses to further rounds of the

Tournament, the Tournament Administrators will attempt to notify the Team through its Team Captain.

#### 6.1.5 Eligibility

All members of a Team that fall within the Scholastic Award thresholds set forth in Section 4 must successfully pass the verification of eligibility process described in Section 4.3 in order to be eligible to receive such Scholastic Awards. If one member of a Team fails the verification of eligibility process, all members of that Team will be disqualified as potential Winning Players, and that Team shall not be entitled to win any Scholastic Awards in connection with the Tournament.

#### 6.1.6 Agreement

Each member of the Team, including the Team Captain, shall be deemed to have jointly and severally made and entered into all of the representations, warranties, and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Tournament Administrators' rights pursuant to these Rules relate to and are exercisable against the Team as a whole and each individual member of the Team. If any right of disqualification arises as to any individual member of the Team, then the right of disqualification may be exercised either as to such individual member of the Team, or to the Team as a whole, as the Tournament Administrators may elect in their sole discretion. If the Tournament Administrators elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Rules, and if permitted in the sole discretion of the Tournament Administrators, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Captain) with a new eligible Player and continue to compete under the same Team Name if each disqualified Player promptly signs any writing deemed necessary by Tournament Administrators to permit his/her former Team member(s) to continue to participate in the

Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Administrators. Any Team member who elects to end his/her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to participate in the Tournament in any capacity and will not be eligible to receive any portion of a Scholastic Award won by the Player's Team at the sole discretion of the Tournament Administrator.

## 6.2 Team Relationships

The Rules do not govern Team relationships. The terms of the relationship between Players and their respective Teams are left to each of the Teams and their Players. However, disputes between Team members may be grounds for disqualifying the applicable Team or any of its Team members, as determined by the Tournament Administrators in their sole discretion.

# 7. Code of Conduct

## 7.1 Personal Conduct; No Toxic Behavior

### 7.1.1 Code of Conduct

All Players must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 7 ("Code of Conduct") and (b) the general principles of personal integrity, honesty, and good sportsmanship.

### 7.1.2 Respect

Players must be respectful, supportive, and empathetic of other Players, Tournament Administrators, and spectators.

### 7.1.3 Zero Tolerance Harassment Policy

Any form of verbal, physical, psychological, or sexual harassment towards Players, Tournament Administrators, or spectators will not be tolerated. This includes, but is not limited to, making any verbal or written attack on another Player, Tournament Administrator or spectator that is based on race, ethnicity, religion, gender identity, sexual orientation or age. No profanity, name calling, misogyny, violence, threats, or insults towards Players, Tournament Administrators, or spectators will be tolerated.

### 7.1.4 Violation

Players shall not behave in a manner (a) which violates these Rules, (b) which is disruptive, unsafe or destructive, or (c) which is otherwise harmful to the enjoyment of the Game by other users as intended by Psyonix (as decided by Psyonix). In particular, Players shall not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity (“Toxic Behavior”).

### 7.1.4 Disciplinary Action

Any violation of these Rules may expose a Player to disciplinary action as further described in Section 8.2, whether or not that violation was committed intentionally.

## 7.2 Competitive Integrity

### 7.2.1 Unfair Play

Each Player is expected to play within the spirit of the Game and these Rules at all times during any Game or Match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:



- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to predetermine the outcome of a Game or Match), match fixing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.
- Hacking or otherwise modifying the intended behavior of the Game client.
- Playing or allowing another Player to play on a Psyonix account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a Match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a Match or session).
- Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by Psyonix or the Tournament Administrators.
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- Making any modification to the Game that has not been disclosed to and authorized by the Tournament Administrators.
- Using any Tournament facilities, services, or equipment provided or made available by the Tournament Entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.

- Disconnecting from the In-Game Lobby before being dismissed by Tournament Administrators and disconnecting from the In-Game Lobby before the final scoreboard appears.
- Changing In-Game Player or User Name to a name other than Player's registered User Name.
- Otherwise violating these Rules.

## 7.3 Wagering

Players shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

## 7.4 Harassment

### 7.4.1 Harassment

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

### 7.4.2 Complaints

Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints reported pursuant to this Section 7.4.2 will be promptly investigated and appropriate action will be taken. Retaliation against any Player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

## 7.5 Confidentiality

A Player may not disclose to any third party any confidential information provided by the Tournament Administrators, LevelNext, or its parent or affiliates concerning the Game, the Tournament, LevelNext, or its parent or affiliates, by any method of communication, including by posting on social media channels.

## 7.6 Illegal Conduct

Players are required to comply with all applicable laws at all times.

## 7.7 Broadcast Conduct

### 7.7.1 Content Availability

Before starting a broadcasted Match, each Team must designate a Player on their Team for a post-Match interview.

### 7.7.2 Player Cameras

All Teams who play in broadcasted Matches will be required to have at least one Player represented via a face camera.

### 7.7.3 Player Wardrobe

When a Player is represented via face camera during a Match or during an Interview, the Player must represent themselves in a professional manner through what the Player is wearing. No inappropriate dress will be permitted. Players may be asked by Tournament Administrators to change if their wardrobe choice does not match these expectations. Players should wear their schools officially licensed merchandise, LevelNext gear or unbranded clothing.

#### 7.7.4 Player Background

When a Player is represented via face camera during a Match or during an Interview, the Player must ensure that their background is clean, free from clutter, paraphernalia, or anything else that might not be appropriate for broadcast. Players may be asked by Tournament Administrators to change or clean their background if it does not match these expectations.

## 8. Rules and Conduct Violations

### 8.1 Investigation and Compliance

#### 8.1.1 Cooperation

Players agree to fully cooperate with LevelNext and/or a Tournament Administrator (as applicable) in the investigation of possible violations of these Rules. If LevelNext and/or a Tournament Administrator contacts a Player to discuss the investigation, the Player must be truthful in the information that he or she provides to LevelNext and/or a Tournament Administrator. Any Player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled LevelNext and/or a Tournament Administrator during an investigation, will be subject to disciplinary action as further described in Section 8.2.

#### 8.1.2 Removal

Players understand and agree that LevelNext has the right, in its sole discretion, to remove a Player from or restrict such Player's participation in any Tournament event as part of any investigation conducted by LevelNext and/or a Tournament Administrator (as applicable) pursuant to Section 8.1.1.

## 8.2 Disciplinary Action

### 8.2.1 Disciplinary Actions

If LevelNext decides that a Player has violated the Code of Conduct or any term of the Rules, LevelNext may take the following disciplinary actions (as applicable):

- Match restart;
- Loss of Game;
- Match forfeiture;
- Issue a private or public warning (verbal or written) to the Player;
- Loss of all or any part of the Scholastic Awards awarded to the Player;
- Disqualify the Player from participating in one or more Matches and/or sessions at the Tournament; or
- Prevent the Player from participating in one or more future competitions hosted by LevelNext.

### 8.2.2 Discretion

For clarity, the nature and extent of the disciplinary action taken by LevelNext pursuant to this Section 8.2 will be in the sole and absolute discretion of LevelNext. LevelNext reserves the right to seek damages and other remedies from such Player to the fullest extent permitted by applicable law.

The enforcement of any applicable punishment by LevelNext shall not provide such Player with grounds for claims against LevelNext under any theory of law, or otherwise be considered a liability on the part of LevelNext to such Player.

### 8.2.3 Psyonix TOU & EULA

If LevelNext decides that there have been repeated breaches of these Rules by a Player, it may hand out increasing disciplinary action, up to and including permanent

disqualification from all future competitive play of the Game. LevelNext may also enforce any applicable punishment specified in Psyonix's Terms of Use (<https://www.psyonix.com/tou/>) and/or the Rocket League EULA (<https://www.psyonix.com/eula/>).

#### 8.2.4 Final Decisions

A final decision by LevelNext as to the appropriate disciplinary action will be final and binding on all Players.

### 8.3 Rule Disputes

LevelNext has final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, or interpretation thereof.

## 9. Conditions

The Tournament is subject to these Rules. By participating, each Player agrees (or, if a Minor, such Player's parent or legal guardian agrees on such Player's behalf): (a) to be bound by these complete Rules (including the Code of Conduct) and the decisions of LevelNext which shall be final and binding; and (b) to waive any right to claim ambiguity in the Tournament or these Rules, except where prohibited by applicable law. By accepting a Scholastic Award, the Winning Player agrees (or, if a Minor, such Winning Player's parent or legal guardian agrees on such Winning Player's behalf) to release Tournament Entities from any and all liability, loss, or damage arising from or in connection with awarding, receipt, and/or use or misuse of Scholastic Award or participation in any Scholastic Award-related activities. Tournament Entities shall not be liable for: (i) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays, or transmission errors; (ii) data corruption, theft, destruction, and unauthorized access to

or alteration of entry or other materials; (iii) any injuries, losses, or damages of any kind, including death caused by the Scholastic Award or resulting from acceptance, possession, or use of a Scholastic Award, or from participation in the Tournament; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Tournament. LevelNext reserves the right to cancel or suspend the Tournament in its sole discretion or due to circumstances beyond its control, including natural disasters. LevelNext may disqualify any Player from participating in the Tournament or winning a Scholastic Award if, in its sole discretion, it determines such Player is attempting to undermine the legitimate operation of the Tournament by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other Players or LevelNext's representatives. The internal laws of the State of North Carolina, without reference to any of its conflicts of laws principles, shall govern disputes regarding these Rules and/or the Tournament. LevelNext may, in its sole discretion, cancel, modify, or suspend the Tournament should a virus, bug, computer problem, unauthorized intervention, force majeure, or other cause beyond LevelNext's control corrupt the administration, security, or proper play of the Tournament. Any attempt to deliberately damage or undermine the legitimate operation of the Tournament may be in violation of criminal and civil laws and will result in disqualification from participation in the Tournament. Should such an attempt be made, LevelNext reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution. The Tournament is subject to all applicable federal, provincial, state and local laws.

## 10. Publicity

LevelNext reserves the right to use the name, tag, likeness, audio, video, game play statistics, and/or Psyonix account ID of any Player, for publicity purposes prior to, during, or after the Tournament end date, in any media, throughout the world, in perpetuity, but only in connection with publicizing the Tournament or other Game events

and programming, without any compensation or prior review unless specifically prohibited by law.

## 11. Waiver of Jury Trial

Except as prohibited by applicable law and as a condition of participating in this Tournament, each Participant hereby irrevocably and perpetually waives any right s/he may have to a trial by jury in respect of any litigation directly or indirectly arising out of, under or in connection with this Tournament, any document or agreement entered into in connection herewith, any Scholastic Award available in connection herewith, and any of the transactions contemplated hereby or thereby.

## 12. Privacy

Please refer to the Learfield privacy policy located at <https://www.sidearmsports.com/policies/> for important information regarding the collection, use and disclosure of personal information by Learfield.

## Appendix A: Power-5 Universities

ACC	Big Ten	Big 12	Pac-12	SEC
Boston College	Illinois	Baylor	Arizona	Alabama
Clemson	Indiana	Iowa State	Arizona State	Arkansas
Duke	Iowa	Kansas	California	Auburn
Florida State	Maryland	Kansas State	UCLA	Florida
Georgia Tech	Michigan	Oklahoma	Colorado	Georgia
Louisville	Michigan State	Oklahoma State	Oregon	Kentucky
Miami (FL)	Minnesota	TCU	Oregon State	LSU
North Carolina	Nebraska	Texas	USC	Ole Miss



NC State	Northwestern	Texas Tech	Stanford	Mississippi State
Pittsburgh	Ohio State	West Virginia	Utah	Missouri
Syracuse	Penn State		Washington	South Carolina
Virginia	Purdue		Washington State	Tennessee
Virginia Tech	Rutgers			Texas A&M
Wake Forest	Wisconsin			Vanderbilt
Notre Dame				