



NATIONALS

APL NATIONALS
ROCKET LEAGUE
RULESET

V 1.0

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Important Notes

A. This rulebook covers all game-related rules – regarding teams, in-game rules and code of conduct.

B. The APL Esports Administration Team reserves the right to modify this document at any time to ensure the integrity of the Competition. Players & Teams will be notified of changes by email.

C. These rulesets apply only to 'APL Nationals'. No section is to be reproduced by Teams, Players or third parties, under any circumstances.

D. Eligible Countries:

- India
- Indonesia
- Japan
- Saudi Arabia
- Singapore

1.0 Tournament Information

1.1 Schedule

1.1.1 Sign-ups will commence on the 13th of February and will remain open until 24 hours before the commencement of each country's qualifiers.

1.1.2 Qualifiers will take place on the following dates -

Country	Date
India	<ul style="list-style-type: none">● 10th April
Indonesia	<ul style="list-style-type: none">● 21st March
Japan	<ul style="list-style-type: none">● Qualifier 1 - 13th March● Last Chance Qualifier - 20th March
Saudi Arabia	<ul style="list-style-type: none">● Qualifier 1 - 12th March● Last Chance Qualifier - 19th March
Singapore	<ul style="list-style-type: none">● 7th March

1.1.3 The Finals will take place on the following dates -

Country	Date
India	<ul style="list-style-type: none">● 11th April
Indonesia	<ul style="list-style-type: none">● 28th March
Japan	<ul style="list-style-type: none">● Day 1 - 27th March● Day 2 - 03rd April
Saudi Arabia	<ul style="list-style-type: none">● Day 1 - 26th March● Day 2 - 02nd April
Singapore	<ul style="list-style-type: none">● 14th March

1.2 Team Rosters

1.2.1 The minimum team size is **three (3)** players.

1.2.2 The maximum team size is **four (4)** players.

1.2.3 All players on a team must have the same **Home Country** (see “Terminology”).

1.2.4 A team is only allowed to participate in the Open Qualifiers for their respective home country.

1.2.5 Players must be of or over the age of fifteen (15) at the date of the team’s commencement in their respective Qualifiers. Failure to comply with this rule will result in the entire team’s disqualification.

1.2.6 Players must nominate and declare one member of their roster to be the “Team Captain”, who will represent the team for all official decisions and serves as the main point of contact for the team.

1.2.7 Rosters changes will not be permitted after the sign-ups close.

1.3 General Eligibility

1.3.1 Players are permitted to only play on one (1) team throughout the Tournament (APL Nationals).

1.3.2 The Tournament consists entirely of teams. Players must combine to form a team consisting of at least three (3) individual players, with no more than four (4) individual players on each team.

1.3.3 Teams must be composed of individuals from the eligible countries (India, Indonesia, Japan, Saudi Arabia, Singapore).

1.3.4 The Open Qualifiers are open to all legal residents of the Eligible Countries (see “Eligible Countries” listed in Terminology for a complete list of eligible regions) that are 15 years of age or older by the start of the qualifier in their country of residence.

1.3.5 Players will be required to sign up as a member of the Tournament at the registration page located at <https://aplesports.com/Nationals> and, depending on the registration functionality, either share the Gamertag or other name they use in the Title Game or

otherwise choose a username (in either instance, the “User Name”). Each Player will be known publicly by his or her User Name, rather than his or her real name until the later stages of the Tournament when Player names may be revealed. Each Player represents and warrants that their User Name and Team Name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 7.0

1.3.6 Any Player who is a Minor must have his/her parent or legal guardian sign the Minor up to enter the Tournament and the Tournament Organizers may require additional proof that the Minor has permission from his or her parent or legal guardian to participate. The form of that additional proof will be determined by the Tournament Organizers in their sole discretion. The Tournament is void outside of the Eligibility Area and where prohibited by law.

1.3.7 No owner of a team, or manager of a team, or if a team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one team within the Eligibility Area in the Tournament.

1.3.8 As per 1.3.7, no member or owner of a team, or if that team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may play for or be involved with another team, and/or organization.

1.3.9 Players are required to adhere to all points under the 7.0 Code of Conduct section.

1.3.10 Teams that are deemed in violation of 1.3.7 or are determined directly by APL Esports to directly or indirectly be owned or controlled by a person and/or entity that operates sports (including esports) gambling, wagering, bookmaking or betting sites or platforms are not eligible to participate in the Tournament.

1.3.11 Please note that APL Esports may require a Player or a Team to execute and deliver “Winner Forms” at any time during the Tournament, including as a condition of participating in a particular Match or phase of the Tournament.

1.4 How to play in the Tournament

To apply to play in the Tournament, visit <https://aplesports.com/Nationals> and follow the instructions about how to register as a Player or a Team. Your registration information will be collected and used in accordance with the privacy policy posted at <https://smash.gg/about/privacy> and, notwithstanding anything to the contrary stated therein, such information will be used by APL Esports in accordance with the Privacy

Policy and Terms of Service (the “APL Esports Policies”) posted on <https://aplesports.com/Nationals> (“Tournament Website”), which are incorporated herein by this reference. By participating in the Tournament, you agree and acknowledge that you have read, understood and agree to be bound by the APL Esport Policies.

Please review the APL Esports Policies carefully before participating in the Tournament. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the APL Esports Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the APL Esports Policies, APL Esports may share Player information with the Tournament Entities, who will use such information to the extent needed to perform their duties and functions in connection with the Tournament.

Registrations for each qualifier closes 24 hours prior to the commencement of that Qualifier.

2.0 Online Information

2.1 Open Qualifiers

2.1.1 The Open Qualifiers will take place -

Country	Date
India	<ul style="list-style-type: none">● 10th April
Indonesia	<ul style="list-style-type: none">● 21st March
Japan	<ul style="list-style-type: none">● Qualifier - 13th March● Last Chance Qualifier - 20th March
Saudi Arabia	<ul style="list-style-type: none">● Qualifier - 12th March● Last Chance Qualifier - 19th March
Singapore	<ul style="list-style-type: none">● 7th March

2.1.2 Open Qualifiers for Japan and Saudi Arabia

There will be two open qualifiers for Japan and Saudi Arabia, teams can enter both qualifiers for a country and if a team/player is unsuccessful in the first Qualifier, they may compete during the Last Chance Qualifier for the same country.

Each open qualifier is a double-elimination bracket, with matches up to (and including) the Winners' Round of 32 and Losers' Round of 16 being Best-of-3 and the rest of the bracket being Best-of-5.

Four (4) teams will qualify from the first Qualifier for the Finals.

Two (2) teams will qualify from the Last Chance Qualifier for the Finals.

2.1.3 Open Qualifiers for India, Indonesia and Singapore

There will be one (1) open qualifier for India, Indonesia and Singapore.

Each open qualifier is a double-elimination bracket, with matches up to (and including) the Winners' Round of 32 and Losers' Round of 16 being Best-of-3 and the rest of the

bracket being Best-of-5.

Four (4) teams will qualify from the Open Qualifier for the Finals.

2.1.4 Teams have fifteen (15) minutes from the opening of the check-in to the smash.gg lobby to contact their opponent and begin the match. Failure to start the match or attempts to intentionally delay the match will result in an immediate forfeit.

2.1.5 BOTH teams are responsible for ensuring the scores are correct after a match.

2.1.6 Seeding will be done by and at the discretion of the Tournament Organiser.

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

2.2 Finals

2.2.1 The Finals will take place on the following dates -

Country	Date
India	● 11th April
Indonesia	● 28th March
Japan	● Day 1 - 27th March (Groups) ● Day 2 - 03rd April (Playoffs)
Saudi Arabia	● Day 1 - 26th March (Groups) ● Day 2 - 02nd April (Playoffs)
Singapore	● 14th March

2.2.2 BOTH teams are responsible for ensuring the scores after a match are correct.

2.2.3 Finals for Japan and Saudi Arabia

The Finals in each country starts off with two four-team double elimination groups. All group stage matches will be Best-of-5. The top two teams from

each group qualify for the double-elimination playoff bracket.

All playoff matches will be Best-of-7 with the grand final including a bracket reset if the team coming from the lower bracket wins the first series.

2.2.4 Finals for Indonesia and Singapore

The Finals in each country follows a Four (4) Team Double Elimination format.

All matches will be Best-of-5 apart from the Grand Finals which will be Best-of-7 with a game advantage to the team advancing from the Winners Final.

2.2.5 Finals for India

The Finals in India follows a Four (4) Team Single Elimination format.

All matches will be Best-of-5 apart from Grand Finals which will be Best-of-Seven.

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

2.2.7 All “Finals” decisions will be at the discretion of the Tournament Organiser.

2.3 Prize Breakdown

2.3.1 Total prize pool of USD 25,000. The breakdown being as follows:

- \$8,000 for Saudi and \$8,000 for Japan

Position	Prize
1st	\$4,000
2nd	\$2,500
3rd	\$1,000
4th	\$500

- \$3,500 for Singapore and \$3,500 for Indonesia

Position	Prize
1st	\$2,000
2nd	\$900
3rd	\$450
4th	\$150

- \$2,000 for India

Position	Prize
1st	\$1,500
2nd	\$500

3.0 Match Settings

3.1 Qualifier Game Settings

3.1.1 All matches will be played on the latest version of Rocket League on the following settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PC, PS4, XBOX, SWITCH, EPIC
- Default Servers:
 - India - Asia Maritime
 - Indonesia - Asia Maritime
 - Japan - Asia East
 - Saudi Arabia - Middle East
 - Singapore - Asia Maritime
 - If both teams agree to play on a different server region they can. This agreement should take place in the smash lobby chat or in-game chat. Screenshots of this agreement are necessary to resolve conflicts if any.

3.2 Final Game Settings

3.2.1 All matches will be played on the latest version of Rocket League on the following settings:

- Default Arena: DFH Stadium
- Team Size: 3v3

- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PC, PS4, XBOX, SWITCH, EPIC
- Default Servers:
 - India - Asia Maritime
 - Indonesia - Asia Maritime
 - Japan - Asia East
 - Saudi Arabia - Middle East
 - Singapore - Asia Maritime
 - If both teams agree to play on a different server region they can. This agreement should take place in the smash lobby chat or in-game chat. Screenshots of this agreement are necessary to resolve conflicts if any.

3.3 Arena Pool

3.3.1 During the Open Qualifiers and the Finals all games are played on the eligible arenas listed below at the Tournament Organiser's discretion. In the Finals, a team can avoid an eligible arena due to performance issues once a detailed request has been made to the Tournament Organiser with twenty-four (24) hours' notice prior to the match start time. The Tournament Organiser reserves the right to reject a request at their discretion.

- Aquadome
- Beckwith Park
- Beckwith Park (Stormy)
- Beckwith Park (Midnight)
- Champions Field

- Champions Field (Day)
- DFH Stadium (Day)
- DFH Stadium
- DFH Stadium (Stormy)
- Forbidden Temple (Standard)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Salty Shores (Night)
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

4.0 General Match Protocol

4.1 Entering a match

4.1.1 At the commencement of a competition match, details for the corresponding match will be allocated by Smash GG. Teams are to follow instructions by Smash GG or the tournament admins.

- (a) Players may not join their designated side until three Players from each Team have joined the Game.
- (b) Teams that do not have three (3) Players ready to play within ten minutes of the Match start time are subject to penalties including a possible Match forfeiture.
- (c) During broadcasted matches, teams are not to not enter the pitch until an Admin instructs them to do so.

4.2 Rehosts

4.2.1 Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues.

4.3 Reporting Scores

4.3.1 After a Match is completed, both teams must submit the Match result to Smash GG or a tournament Admin. Taking a screenshot of the results screen or replay of the Match is strongly recommended in case of disputed results.

- (a) If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match.
- (b) Any Teams or Players found to be submitting false or doctored results will be permanently banned from the tournament and future APL Esports tournaments.

4.4 Technical Pause

4.4.1 Qualifier matches that aren't streamed - If a player suffers any form of network or technical difficulties during a match, their team may take up to a 5 minute pause period following the game in the current series, to either have their player resolve the difficulties, or replace said player by any registered member of the team.

- (a) If the team fails to resolve the issue within the 5 minute period, they will be disqualified from the following game. Then, the team has another 5 minute period where they can attempt to fix the issue. If the issue cannot be fixed in this 5 minute period, the team will be disqualified from the series.

4.4.2 Qualifier matches that are streamed and all final matches - If a player suffers any form of network or technical difficulties during a match, a team member must call it out in ALL CHAT and the in-game moderator will pause the match -

- (a) If the ALL CHAT message is before a goal is scored, the match when unpaused is continued from the previous kick-off timestamp and the goal is considered not scored.
- (b) If the ALL CHAT message is after a goal is scored, the match when unpaused is continued from the following kick-off.
- (c) If the team fails to resolve the issue within a 10 minute period, they will be disqualified from the game currently paused. Then the team has another 5 minute period where they can attempt to fix the issue. If the issue cannot be fixed in this 5 minute period, the team will be disqualified from the series.

4.4.3 Qualifier matches that are streamed and all final matches - If the server dies during a match, a new server will be recreated for that match and the match will continue from the last kickoff timestamp with the latest scoreline (judged by APL moderator at the point of previous server dying)

4.5 Game Restarts

4.5.1 Qualifier matches that aren't streamed - If a player falls subject to technical difficulties within the first minute of a game and no goals were scored, the game is to be restarted.

4.5.2 Qualifier matches that aren't streamed - If a player falls subject to technical difficulties during a game, following either one minute of gameplay or a goal, the game is to continue regardless of the result.

(a) The disconnected player may rejoin during the game the disconnect occurred in.

4.5.3 Qualifier matches that are streamed and all final games - Full match restarts would occur only in special scenarios at the behest of the APL moderation team.

4.6 Substitutions

4.6.1 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 Player change per Match.

4.6.2 Only official broadcasters and APL Moderation and Production teams are permitted to spectate competition matches. Substitutes and coaches are not permitted to spectate competition matches at any point in time.

5.0 Streamed Match Protocol

5.1 Player Settings

5.1.1 During matches all players are to use their registered nickname so casters and spectators can follow the game without being misled. The nickname should be clean, and the team must stick to the same pattern. The degree to which a nickname is deemed clean will be at the discretion of the Tournament Organiser.

5.1.2 Players must only use their approved Team logos for any matches in the Tournament. Failure to comply with this ruleset will result in a team's disqualification.

5.2 Before a Match

5.2.1 The team representative – the captain – must formally introduce themselves to the APL Esports Moderation Team if their game is chosen to be streamed which will be indicated on the smash bracket.

5.2.2 Players must join the server only when instructed to do so by the APL Esports Moderation Team and if their game is chosen to be streamed which will be indicated on the smash bracket.

5.2.3 The match will start once all players are ready and the APL Esports Moderation Team confirm all other involved parties are ready. This includes but is not limited to the production team.

- APL Esports Moderation Team can force the start of the game if they feel that a player is delaying the start of the match for reasons that are not covered under sections 5.0 and 6.0

5.3 During a Match

5.3.1 Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by an APL Moderation Team official.

- In the case where leaving the game is authorized by the match format, players should only leave once the end-of-game scoreboard comes up. Failure to do so will be

penalized as decided by the APL Moderation Team.

5.3.2 If there is an interruption during a game, the APL Esports Moderation Team will decide the correct course of action. Under normal circumstances, teams should continue to play.

- (a) If a disconnect occurs the shorthanded Team will immediately notify the Tournament Organizer via in-game chat. The Tournament Organizer chooses how best to proceed based on 4.4 and 4.5
- (b) Tournament Organizers may restart a Game or Match at any time and for any reason.
- (c) At all times, it is the discretion of the APL Moderation Team as to what course of action is taken.
- (d) If a team does not agree with a ruling made by the APL Moderation Team during the restart, the team may object. An objection note will be made, and the game will continue. After the match, 5.4.1 (a) will come into effect if the team so wishes.

5.4 After a Match

5.4.1 Upon completion of a match, the team representative selected as per 1.2.6 will be required to sign a match confirmation form.

- (a) The team representative should, at this time, make a formal objection if they object to a ruling made during the game or the result itself. This will result in a formal investigation by the APL Moderation team.
- (b) Unjustified and repetitive use of this rule 5.4.1 (a) may result in an infraction.

5.4.2 Once the match confirmation form is signed, all players and teams waive all rights to dispute the match result or make a formal objection.

6.0 Exploits and Infractions

6.1 Exploits

6.1.1 There are no predefined exploits within Rocket League, however if a team is unsure whether something may be defined as an exploit, we recommend that the team approaches a member of the APL Esports Moderation Team for clarification prior to a match.

6.2 Infractions

6.2.1 If a team and/or player breaks any rule within the rulebook they may be cautioned and receive a warning.

6.2.2 Warnings may be given out for player misconduct from section 7.0. For clarity, this could include, but is not limited to, the following:

- (a) Refusing to follow the APL Moderation Team instructions;
- (b) Showing dissent by word or action;
- (c) Using insulting language and/or gestures;
- (d) Is guilty of unsporting behaviour.

6.2.3 If a team and/or player receives multiple warnings, the team and/or player may be punished. For all intents and purposes this could include, but is not limited to, the following:

- (a) Match restart
- (b) Game forfeit
- (c) Match forfeit
- (d) Disqualification as per 6.3

6.2.4 It is at the sole discretion of the APL Esports Moderation Team whether a warning should be issued.

6.2.5 It is at the sole discretion of the APL Esports Moderation Team whether disciplinary action should be given and what disciplinary action should be given out.

6.2.6 It is at the sole discretion of the APL Esports Moderation Team whether disciplinary action should be given to a sole player, multiple players, or the team.

6.3 Disqualification

6.3.1 The APL Esports Moderation Team reserves the right to disqualify a team for violations of the rules. In addition, a team may be subject to additional sanctions such as multiple default losses and suspension from future competitions.

6.3.2 A disqualified team will automatically lose all their upcoming matches by default and lose all rights to prizes that would have been awarded.

7.0 Code of Conduct

7.1 Personal Conduct; No Toxic Behavior

7.1.1 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 Players must be respectful of other Players, Tournament Administrators, and fans.

7.1.3 Players may not behave in a manner

- (a) which violates these Rules
- (b) which is disruptive, unsafe or destructive, or which is otherwise harmful to the enjoyment of the Game by other users as intended by Psyonix (as decided by Psyonix). In particular, Players may 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 Any violation of these Rules may expose a Player to disciplinary action as further described in Section 6, whether or not that violation was committed intentionally.

7.2 Competitive Integrity

7.2.1 Each Player is expected to play to the best of her or his ability at all times during any match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:

- (a) 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 action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Tournament.
- (b) Hacking or otherwise modifying the intended behavior of the Game client.
- (c) 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).
- (d) Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- (e) 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.

- (f) Using distributed denial of service attacks or similar methods to interfere with another Player's connection to the Game client.
- (g) Using macro keys or similar methods to automate in-game actions.
- (h) Intentionally disconnecting from a Match without a legitimate reason for doing so.
- (i) 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).
- (j) Interfering with the operation of the Tournament, the Rules Website or any website owned or operated by Psyonix or the Tournament Administrators.
- (k) Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- (l) Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament.
- (m) Making any modification to the Game that has not been disclosed to and authorized by the Tournament Organizers.
- (n) 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 this Code of Conduct.
- (o) Disconnecting from the In-Game Lobby before being dismissed by Tournament Administrators.
- (p) Changing In-Game Player or User Name to a name other than Player's registered User Name.
- (q) Otherwise violating these Rules.

7.2.2 Each Player is expected to play to the best of his or her ability at all times during any Match and in a way that is consistent with the rules in Sections 7.1 and 7.2.

7.3 Harassment

7.3.1 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.

7.3.2 Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints 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.

7.4 Confidentiality

A Player may not disclose to any third party any confidential information provided by APL Esports, Psyonix, or its affiliates concerning Rocket League, the Tournament, Psyonix, or its affiliates, by any method of communication, including by posting on social media channels.

7.5 Illegal Conduct

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

7.6 Tournament Obligations

7.6.1 Players are required to provide on completion of the Qualifying Stage the required documents and information that APL Esports requires.

7.6.2 Players may be required by APL Esports to provide and appear in Media Day Content and Commercial Obligations. By competing in APL Nationals, players commit to the Tournament Organizer and Administration that they are available and will provide themselves any and all media requirements.

7.7 Team Sponsorships

Teams have the ability to acquire sponsorships. However, sponsors or content falling under the following categories may not be displayed during official Tournament play:

- (a) Brands in categories that have been granted exclusive sponsorship rights for the Tournament by the Tournament Organizers
- (b) Religious programming, political matters
- (c) 900 numbers
- (d) X-rated material
- (e) Habit-forming drugs, drug related paraphernalia
- (f) Herbal remedies or “miracle cure” products
- (g) Tobacco products
- (h) Any adult-oriented products or services (including adult-oriented pay per view

programs and male enhancement products)

- (i) Salacious products or services or other material which would generally be considered obscene or indecent
- (j) Content that a reasonable person would deem objectionable, indecent, vulgar or offensive
- (k) Content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law
- (l) Content which is unlawful, pornographic, libelous, defamatory, or violates a third party's privacy or publicity rights
- (m) Content which constitutes hate speech
- (n) Content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, color, national origin, race, religion, sex, sexual orientation, gender identity, or disability
- (o) Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity)

8.0 Disclaimer of Warranties

The Tournament Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize furnished in connection with the Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE APL ESPORTS POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

Psyonix Inc. is not responsible for the administration, fulfillment, or execution of this Tournament. You agree that the inclusion of each team's Tournament results and the allocation of the Tournament results into the APL Esports qualification system are subject to the review and approval of Psyonix, at its sole and absolute discretion. YOU HEREBY RELEASE AND DISCHARGE PSYONIX INC. AND THEIR AGENTS OR REPRESENTATIVES, FROM ANY AND ALL LIABILITY IN CONNECTION WITH THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, LEGAL CLAIMS, COSTS, INJURIES, LOSS OR DAMAGES, DEMAND OR ACTIONS OF ANY KIND.

9.0 General Release and Limitation on Liability [Important! Please Read.]

Each Player knowingly consents to participate in any or all Tournament activities under his or her own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS THE TOURNAMENT ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

The Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the APL Esports Website or the

Tournament Website, and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the APL Esports Website or the Tournament Website or the field of play in the Title Game. Although the Tournament Organizers attempt to ensure the integrity of the Tournament, they are not responsible for the actions of Players in connection with the Tournament, including an attempt to circumvent the Official Rules or interfere with the administration, security, fairness, integrity, or proper conduct of the Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that the Tournament Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:

- incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the Tournament or send or receive messages requiring action or response by such Player;
- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

10.0 Indemnification

Each Player hereby agrees to indemnify and hold the Tournament Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, "Third Party Claims") relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

Except for matters for which Player is obligated to indemnify the Tournament Entities hereunder, APL Esports will indemnify and hold each Player harmless from and against any Third Party Claims arising from production, distribution and exploitation of the Tournament.

The Player or Tournament Entity seeking indemnification (the "Indemnified Party") shall

promptly notify the Tournament Entity or Player, as the case may be, responsible for indemnification (the “Indemnifying Party”) of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If, within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake

the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the Indemnifying Party, at the Indemnifying Party’s expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party’s prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the Tournament.

11.0 Force Majeure

Psyonix and APL Esports reserve the right to modify, suspend, extend or terminate the Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the Tournament or any portion thereof as contemplated herein. In the event the organizers are prevented from continuing with the Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within the Tournament Organizers’ control (each a “Force Majeure” event or occurrence), the organizers shall have the right to modify, suspend, extend or terminate the Tournament.

The Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the Tournament null and void by reason of any of the foregoing. In the event the Tournament Organizers determine, in their sole discretion, that any individual Game or Match or other phase of the Tournament, has been tampered with or that the validity of any Game, Match or other phase of the Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the Tournament, and may conduct the Tournament on the basis of the remaining Game, Match

and/or other phases of the Tournament.

12.0 Transfer of Player Information

By registering for and/or otherwise participating in the Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United States and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by APL Esports in connection with the Tournament by following the instructions provided in the Privacy Policy posted on the APL Esports Website.

13.0 Winner's List/Official Rules

To obtain the list of the winners, visit <https://www.aplesports.com> within six (6) weeks after the end of the Tournament. These Official Rules will be posted on the Tournament Website during the Tournament Period.

14.0 Invalidity/Headings

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the Tournament Organizers in connection with the Tournament and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such Tournament Organizer with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by Psyonix or APL Esports. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference, and shall not be deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.

Definition of Terms

APL Nationals is run by APL Esports and is the esports tournament that features the Rocket League game developed and published by Psyonix Inc.

The Tournament and its structure are determined and maintained by APL Esports.

Psyonix Inc. ("Psyonix") is not responsible for the administration, fulfilment, or execution of this Tournament. YOU HEREBY RELEASE AND DISCHARGE PSYONIX INC. AND THEIR AGENTS OR REPRESENTATIVES, FROM ANY AND ALL LIABILITY IN CONNECTION WITH THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, LEGAL CLAIMS, COSTS, INJURIES, LOSS OR DAMAGES, DEMAND OR ACTIONS OF ANY KIND.

Terminology

Best-of-X: The number of games a team will play against another team during a match. An example of this is the best-of-three (3) format for the Open Qualifier, in which a Team must achieve two (2) game wins to win the overall match.

Game: Is the single title game competition between two teams.

Match: Is the tournament play between two teams that may involve multiple games within it.

Team: refers to the group of players that compete in the tournament together, this often is under a banner, name or organisation.

Eligibility Area: refers to the Eligible Countries and the age requirement of 15 years or older.

Home Country: refers to the country which is the main place of residence of a player (s (proven by legal registration or long term visa in connection with evidence of long-time habitation).

Tournament Entities: refers to the Tournament Organiser (APL Esports) and any official sponsors of the Tournament, including Psyonix and their respective parent, subsidiary and affiliated entities, vendors, agents and representatives, and the officers, directors and

employees of all the foregoing.

Tournament Organiser: refers to APL Esports, and any other entity that is involved in implementing, producing or managing the tournament in whole or in part.

Open Qualifiers: refers to the stage in which teams register and compete for a potential position in the Finals.

Winner: refers to the team that is officially declared a winner.

Eligible Countries/Regions: India, Indonesia, Japan, Saudi Arabia, Singapore