

## Competition Rules & Code of Conduct – The First Yrless Southern Rocket Masters

### 1. Introduction and Acceptance

#### 1.1 Introduction

These Yrless Southern Rocket Masters Official Rules (“Rules”) govern all stages of the The First Yrless Southern Rocket Masters (“Tournament” or “Event”).

These Rules have been designed to ensure the integrity of competitive play of Rocket League (the “Game”) in connection with the Event, 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 Behaviour (as defined below).

The Event Administrators (as defined in 2.1.2) keep the right to default to another game as backup, which will be played instead. Prizes for the Tournament will still be allocated to Winning Players of the emergency backup game. If Rocket League services become unavailable, this does not constitute a refund, as we will still be able to provide an alternative experience.

#### 1.2 Acceptance

To participate in the Event, each player must agree (or, if a Minor (as defined below), 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 8. A player (or, if a Minor, such player’s parent or legal guardian) accept these Rules by signing up, paying for and participating in the Tournament. By participating in any game or match that is part of the Event, a player is confirming that he or she (or, if a Minor, his or her parent or legal guardian) has accepted the Rules presented here.

#### 1.3 Enforcement

YourCorps and Insert Coin To Play Charitable Trust will have primary responsibility for enforcing these Rules for all players at the Event and may, working with the Event Administrators (as defined below), hand out penalties to players for violations of these Rules, as further described in Section 9.

#### 1.4 Amendments

YourCorps and Insert Coin To Play Charitable Trust may update, revise, change, or modify these Rules from time to time. For each player, his or her participation in the Event after any update, revision, change, or modification to these Rules will be deemed acceptance by such player (or, if a Minor, such player’s parent or legal guardian) of these Rules as updated, revised, changed, or modified.

### 2. Event Structure

#### 2.1 Definition of Terms

##### 2.1.1 Win

An occurrence where one team of three scores more goals than the other in one game, indicated either through (a) the UI at the top centre of the game play screen during regular play time (5 minutes), or through (b) the UI at the top centre of the game play screen during over time (x minutes).

### 2.1.2 Event Administrator

YourCorps (James Wards, his staff and volunteers) and Insert Coin To Play Charitable Trust (Marcin Lipski, his staff and volunteers) employee or member of the admin team, broadcast team, production team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Event.

### 2.1.3 Team

A team consists of 3 Players. They have either signed up before Friday 6<sup>th</sup> May 2022 as a whole team, or will be put together from solo and duo sign-ups on Friday 6<sup>th</sup> May 2022. Teams cannot change their players at any time unless due to a major medical issue or direct harm/danger to a player.

### 2.1.4 Match

A collection of up to 5 games where teams play for 5 minutes of regular game play time each (or more, depending on over time). In a best of three scenario 2 wins are necessary, in a best of five scenario 3 wins are necessary for winning the whole match.

### 2.1.5 Placement

After two qualifications matches in phase 1 teams will be placed based on their Wins and Goals into a leader board. The same will happen in phase 2 after another qualification match.

### 2.1.6 Session

A set of matches that is played until a winner or multiple winners are determined by one of the following methods: (a) completion of a set number of matches or (b) completion of a set time period.

### 2.1.7 Goal

When the ball crosses the goal line of either goal on any of the regular maps in Rocket League. A goal is indicated by the UI through a “Goal” announcement across the screen and a replay of the game play leading to the goal.

## 2.4 Event Format and Scoring - The First Yrless Southern Rocket Masters

### 2.4.1

The Event will last approximately ten (10) hours. In the first phase Players will earn points based on their Wins and Goals from 2 matches against random teams. The top 20 teams from phase 1 move onto phase 2. In phase two each team plays 1 match. Points from the matches during the first phase will carry over to the second phase. The top 10 teams after phase 2 move into the group stage.

**Subject to the terms and conditions of these Rules, any changes to the event format and schedule can happen at any time.**

At the conclusion of the Event, and subject to the terms and conditions herein, the top 10 teams will be awarded during the award ceremony.

#### 2.4.2 Scoring System – Qualification phase

Win = 1 point

#### 2.4.4 Tiebreakers

Tiebreakers in scoring after each phase will be determined in the order presented here: (1) total points scored; (2) more total goals scored; (3) less total goals conceded; (4) a best of 1 elimination game, or (depending on time availability) (5) a coin flip.

### 2.5 Prizes

#### 2.5.1 The First Yrless Southern Rocket Masters

The following prizes will be awarded to each team within the top 10 teams at the conclusion of the Event. **All prizes are sponsored by Yrless.**

1. \$1000 -> 3x 333.33
2. \$800 -> 3x 266.66
3. \$650 -> 3x 216.66
4. \$550 -> 3x 183.33
5. \$450 -> 3x 150
6. \$400 -> 3x 133.33
7. \$350 -> 3x 116.66
8. \$300 -> 3x 100
9. \$250 -> 3x 83.33
10. \$250 -> 3x 83.33

All prizes will be awarded as The Warehouse Gift Vouchers to individual players in the top 10 teams.

#### 2.5.2 Prizing Information

Only the top 10 teams (as determined by the Event Administrator pursuant to this Section 2.5.2) (collectively, “Final Players”) will be eligible to receive the prizes set forth in Section 2.5.1. No other player with a score lower than the Final Players shall be, at any time or under any circumstances, entitled to win any prizes in connection with the Event.

For clarity, prizes are awarded “as is” with no warranty or guarantee, either express or implied. Prizes are not transferable or assignable and cannot be transferred by Final Players. Non-cash prizes (if any) cannot be redeemed for cash. Additional terms and conditions may apply to acceptance and use of a prize.

### 3. Player Eligibility

#### 3.1 Player Age

3.1.1 To be eligible to participate in any Event match, a player must be at least 10 years old. If a player is under 18 years of age or the age of majority as defined in such player's country of residence (a "Minor"), such player must have permission from a parent or legal guardian in order to participate in the Event.

3.1.2 Ineligible players who mislead or attempt to mislead Event Administrators by providing false eligibility information will be subject to disciplinary actions as further described in Section 9.2.

#### 3.2 Rocket League EULA

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

#### 3.5 Player Gamertag/Nickname

3.5.1 All team and individual player names must follow the Code of Conduct in Section 8. The Event Administrators each may restrict or change team and individual player tags or screen names for any reason.

3.5.2 The name used by a team or player may not include or make use of the terms Rocket League®, Epic, or any other trademark, trade name, or logo owned by or licensed to Epic.

3.5.3 The name used by a team or player cannot be an impersonation of another team, player, streamer, celebrity, government official, Rocket League employee, or any other person or entity.

3.7.3 For the duration of the Event, only a single player may play on a given game machine (i.e., multiple players cannot participate on the same machine at any point during any Event match).

### 4. Issues

#### 4.1 Definition of Terms

##### 4.1.1 Bug

An error, flaw, failure, or fault that produces an incorrect or unexpected result, or otherwise causes the Game and/or a hardware device to behave in unintended ways.

##### 4.1.2 Intentional Disconnection

A player losing connection to the Game due to the player's actions. Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

#### 4.1.3 Server Crash

All players losing connection to the Game due to an issue with the Game server.

#### 4.1.4 Unintentional Disconnection

A player losing connection to the Game due to problems or issues with the game client, platform, network, or PC.

### 4.2 Technical Issues

Due to the nature and scale of esports competitions, except as otherwise determined by the Event Administrator in its 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 Epic in its sole discretion, any technical issues or Bug encounters, whether defined in this Section 5 or not, must be played through and will not be cause for a remake.

## 5. Communication

5.1 Event Administrators will be available to answer player-specific questions and provide additional assistance throughout the Event. They will be announced and highlighted during the welcome and information session each day of the Tournament at 9 AM NZDST.

## 6. Pre- and Post-Match Process

### 6.1 Pre- Match process

All matches will be played on court 1 of the ILT Stadium Southland. There will be a separate players area, as well as warm-up zone and a stage with 20 computers where the players will compete. Only players, and Event Administrators (and their support staff and volunteers) will be allowed in the 3 areas. Players will be asked to find themselves in the warm-up zone while the game scheduled ahead of theirs is going on. Players will be required to be in the warmup-zone, check-in with an Event Administrator and have their game settings (as well as preferred choice of keyboard + mouse or gamepad choice) screenshoted on a phone, printed or written down at least 5 min before the game scheduled ahead of theirs ends. If players fail to do so, the Event Administrators might issue a strike point (as per 8.2).

#### 6.1.1 Setup time

Between the gameplay of each match there will be up to 5 min of setup time for players to adjust their game settings. As per 6.1 the player will be required to have their settings with them to quickly adjust before the each match starts after 10 min. There will be announcements of how much time is left at 1 min, as well as a countdown started at 10 s before the match begins. Any issues around settings have to be reported directly to an Event Administrator who will help the players to resolve the issue.

### 6.2 Scoring

6.2.1 Once a game is over the players are responsible for not changing from the score screen. The Event Administrators will require to take the goals score from that screen.

6.2.2 At times, unforeseen issues may arise that result in score reporting delays and/or inaccuracies. For the duration of the Event, the score displayed within the Leaderboard will be the official score, regardless of accuracy.

### 6.3. Post-match process

As per 6.2.1 all players are required to remain on the score screen and in their seat until an Event Administrator has confirmed to them that a score has been recorded. After that players may move freely around the players only zone, but are asked out of respect and sportsmanship to remain on stage. The Event Administrators consider it advantageous for the player to spectate, cheer and learn from the other players in their match while remaining on stage. Players not competing in the ongoing matches are not allowed at any point during a match to interfere with another player who is still playing in their match. The Event Administrators reserve the right to issue a strike point (as per 9.2) if they consider any player disturbing another player on stage.

## 7. 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 8 (“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, Event Administrators, spectators, and sponsors (as applicable).

7.1.3 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 Event Administrator (as decided by the Event Administrator). 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 Players shall not (a) proclaim to be, or represent themselves as, a banned player or a cheater/rule breaker, or (b) glorify or otherwise endorse the breaking or violation of these Rules.

7.1.5 Any violation of these Rules may expose a player to disciplinary action as further described in Section 9.2, whether or not that violation was committed intentionally.

### 7.2 Competitive Integrity

7.2.1 Each player is expected to play within the spirit of the Game and these Rules at all times during any Event 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 (as defined below), match fixing or throwing, 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 match or Event.

Hacking or otherwise modifying the intended behavior of the Game client.

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 Epic and/or the Event Administrator 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's game client.

Using macro keys or similar methods to automate in-game actions.

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).

Utilising outside assistance regarding any information not otherwise known to the player by the information on his or her own screen (e.g., looking at or attempting to look at spectator monitors while currently in a match). For clarity, a player's receipt of coaching or use of the in-game replay tool does not fall within this prohibition.

7.2.2 Players may not work together to deceive or otherwise cheat other players during any match ("Collusion"). Examples of Collusion include the following:

**Teaming:** Players working together during the match while on opposing teams.

**Communication:** Sending or receiving signals (both verbal and non-verbal) to communicate with opposing players.

**Active Feeding:** Intentionally playing against your own team.

**Passive Feeding:** Intentionally allowing the opposite team to score Goals.

### 7.3 Wagering

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

### 7.4 Harassment

7.4.1 Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, colour, 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 Any player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify an Event Administrator. All complaints reported pursuant to this Section 8.4.2 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 Event Administrators, Epic, or its affiliates concerning the Game, the Event, Epic, or its 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 Supporters, parents/guardians and spectators “sideline” rules; No Toxic Behaviour

Supporters, parents/guardians and spectators are required to follow the same code of conduct as players (detailed in all of 8.). Strike points (as per 9.2) may be issued to any given player if their respective parent, guardian or other supporters do not follow the Rules and the Code of Conduct.

## 8. Rules and Conduct Violations

### 8.1 Investigation and Compliance

Players agree to fully cooperate with an Event Administrator (as applicable) in the investigation of any violation of these Rules. If the Event Administrator contacts a player to discuss the investigation, the player must be truthful in the information that he or she provides to an Event Administrator. Any player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled an Event Administrator during an investigation, will be subject to disciplinary action as further described in Section 9.2.

### 8.2 Disciplinary Action

8.2.1 If the Event Administrator decides that a player has violated the Code or any other part of the Rules, Event Administrator may take the following disciplinary actions (as applicable):

Issue a private or public warning (verbal or written) to the player (counts as 1 strike point);

Loss of session points for the current or future match(es);

Loss of all or any part of the prizes previously awarded to the player;

Disqualify the player from participating in one or more matches and/or sessions at the Event due to reaching 3 strike points;

Disqualify the player from participating in one or more matches and/or sessions at the Event without consideration of strike points; or

Prevent the player from participating in one or more future competitions hosted by the Event Administrator.

8.2.2 For clarity, the nature and extent of the disciplinary action taken by the Event Administrator pursuant to this Section 8.2 will be in the sole and absolute discretion of the Event Administrator. Event Administrator 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 the Event Administrator shall not provide such player with grounds for claims against the Event Administrator under any theory of law, or otherwise be considered a liability on the part of Epic to such player.

8.2.3 If the Event Administrator 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. The Event Administrator may also enforce any applicable penalty specified in the the Event Administrator Terms of Service and/or the Rocket League EULA.

8.2.4 A final decision by the Event Administrator as to the appropriate disciplinary action will be final and binding on all players.

### 8.3 Rule Disputes

The Event Administrator 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 Event 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 the Event Administrator which shall be final and binding; and (b) to waive any right to claim ambiguity in the Event or these Rules, except where prohibited by applicable law. By accepting a prize, 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 the Event Administrator from any and all liability, loss, or damage arising from or in connection with awarding, receipt, and/or use or misuse of prize or participation in any prize-related activities. the Event Administrator 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 prize or resulting from acceptance, possession, or use of a prize, or from participation in the Event; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Event. the Event Administrator reserves the right to cancel or suspend the Event in its sole discretion or due to circumstances beyond its control, including natural disasters. Epic may disqualify any player from participating in the Event or winning a prize if, in its sole discretion, it determines such player is attempting to undermine the legitimate operation of the Event by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other players or Epic's representatives. The internal laws of New Zealand, without reference to any of its conflicts of laws principles, shall govern disputes regarding these Rules and/or the Event. the Event Administrator may, in its sole discretion, cancel, modify, or suspend the Event should a virus, bug, computer problem, unauthorized intervention, force majeure, or other cause beyond the Event Administrator's control corrupt the administration,

security, or proper play of the Event. Any attempt to deliberately damage or undermine the legitimate operation of the Event may be in violation of criminal and civil laws and will result in disqualification from participation in the Event. Should such an attempt be made, the Event Administrator reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution. The Event is subject to all applicable federal, state, and local laws.

#### 10. Publicity

The Event Administrator reserves the right to use the name, gamertag/nickname, likeness, audio, video, game play statistics, for publicity purposes prior to, during, or after the Event end date, in any media, throughout the world, in perpetuity, but only in connection with publicizing the Event 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 Event, 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 Event, any document or agreement entered into in connection herewith, any prize available in connection herewith, and any of the transactions contemplated hereby or thereby.