

British Esports Cup Featuring Rocket League - 2025 Official Rules

These are the Official Rules for the British Esports Cup Featuring Rocket League for 2025.

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1. Introduction and Acceptance.

1.1 Introduction

These Rules are designed to protect the Event, and are intended to help ensure that it is fun, fair, and free from Toxic Behavior.

1.2 Acceptance of these Rules

By participating in the Event, including by joining any Session or Match in the Event, or by clicking to accept these Rules, you agree to these Rules.

1.3 Minors

If you are under 18 years of age (or the age of majority as defined in your country of residence) (a "Minor"), you must have permission from your parent or legal guardian to agree to these Rules and to participate in the Event. In addition, if you are a Minor, your parent or legal guardian must also agree to these Rules on behalf of themselves and your behalf. If you're the parent or guardian of a Minor, you need to accept the Rules. If you accept the Rules as the parent or guardian of a Minor, you confirm you're the Minor's parent or legal guardian and you agree to supervise and be fully responsible for their participation in the Event, including compliance with these Rules.

1.4 Teams

These Rules also apply to each Team that has been authorized to participate in the Tournament and its Owner(s). The Owner(s) of a Team may be individuals or a legal entity, and these Rules apply equally to both. Participation in any Tournament by a Team is conditioned on the acceptance of these Rules by the Players(s) of the Team.

1.5 Changes to the Rules

British Esports may change these Rules from time to time by notifying you of such changes by any reasonable means, including by posting revised Rules online at <https://britishesportscup.gg/>. By continuing to participate in the Event, you are agreeing to the updated Rules. If you do not agree to the updated Rules, you must withdraw your participation in the Event.

2. Event Structure

2.1 Event Format

2.1.1 Format Summary

The British Esports Cup format is subject to change based on the final number of registrations. British Esports and BLAST reserve the right to adjust the below format as appropriate once final numbers of teams competing are confirmed.

For the British Esports Cup, the Double Elimination Bracket will consist of two (2) days of Matches and will continue until there are two (2) remaining Teams, who will compete in the offline Grand Final.

The Qualifier stage of the British Esports Cup will take place online, and teams will compete in a Double Elimination Bracket. A team will not be eligible to advance if it loses Two (2) Matches in the Double Elimination Bracket.

The series length of the matches will increase throughout the Double Elimination Bracket.

- Day One - Best-of-Five - Two pools of Double Elimination, narrowing down to 16 teams.
- Day Two - Best-of-Seven - Single 16-team Double Elimination bracket (8 in Upper, 8 in Lower)

The Grand Final will take place in a live LAN event, and be Best-of-Seven.

Seeding and Match schedules for each day will be determined by Tournament Administrators.

2.1.2 Grand Finals In-Person Event Format

The British Esports Cup Grand Finals consists of the top Two Qualified Teams from the Double Elimination Bracket.

The Grand Final will have a series length of Best-of-Seven.

2.1.3 Alternate Team Advancement for Grand Finals

If a Team declines or is otherwise unable to participate in the British Esports Cup Grand Finals due to any reason or fielding ineligible players, their Grand Finals spot will be awarded to the next highest-placing Team in the Double Elimination bracket, starting with 3rd and 4th place.

In the case where no other Team from 3rd or 4th place is able to attend, the advancement slot will be awarded to the next eligible highest-placing Team in the bracket.

All decisions regarding eligibility will be subject to this rulebook and determined by British Esports, BLAST, and/or Tournament Administrators.

2.1.4 Platforms

Players acknowledge and agree that the Event is cross-platform, other Players may participate in the Event on different platforms (PC or console (as applicable)), and that 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. Epic makes no adjustments in the Event to accommodate different platforms, and it is each Player's responsibility to select the platform they use to participate in the Event.

2.2 Seeding

2.2.1 Seeding for British Esports Cup

For seeding purposes in the British Esports Cup, Teams will be organized by the following parameters:

- 1) Professional Known Player Rankings
- 2) All 3 Starters' average "Ranked 3v3 Standard Mode" Matchmaking Rating as tracked on the in-game leaderboards by a specific time period on March 10 2025: 6:00 PM GMT (UTC+0)

2.4 Schedule

The tentative schedule and dates for Events are as below and outlined on the [Tournament Website](#). Dates may be changed; final dates and times will be displayed on [start.gg](#).

The schedule is subject to change and may be adjusted based on final numbers of registrations.

2.5 Rescheduling

British Esports and/or the Tournament Administrator may change the schedule, the date and/or the time for any Match or Session of the Event. However, Tournament Administrators will inform players of any changes at its earliest convenience.

2.6 Prizes

Prizes will be awarded to each Team (divided evenly between the Winning Team Starters) based on its final standing at the British Esports Cup.

Prize Pool Distribution (GBP)

- 1st - £3,000
- 2nd - £1,000
- 3rd-4th: £500

Prizing Information

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 Winning Players. Non-cash prizes (if any) cannot be redeemed for cash. All prize details are at the sole discretion of British Esports.

Winning Players may not substitute a prize, but British Esports reserves the right, at its sole discretion, in case of justified reasons, to substitute a prize (or portion thereof) with one of comparable or greater value. Additional terms and conditions may apply to acceptance and use of a prize.

Winning Players and Teams will be contacted by the Tournament Administrators post-event and are subject to eligibility checks.

Winning Players will also be required to provide certain payment information to British Esports, including any required bank information forms, in order to receive the prizes. British Esports may withhold payment of the prizes if the Winning Player fails to provide the applicable payment forms to British Esports in a timely manner.

British Esports will determine the payment method for the prizes in its sole discretion and, except as otherwise required by applicable law, all payments will be made directly to the Winning Player in such Winning Player’s capacity as an individual (or, if a Minor, to the Winning Player’s parent or legal guardian). No prize payments will be made by British Esports to any organization, company, or other entity. Each Winning Player will be provided a Prize Pool Acceptance and Release Form. Unless restricted by applicable law, each Winning Player (or, if a Minor, such Winning Player’s parent or legal guardian) will be required to complete and submit the Prize Pool Acceptance and Release Form. In addition, by accepting a prize, the Winning Player agrees (or such Winning Player’s parent or legal guardian agrees) to release Psyonix 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.

3. Player Eligibility;

To be eligible to participate in any Event Match or receive any prizes in connection with an Event, you must meet the eligibility criteria in this Section.

3.1 Player Age; Cabined Accounts

You must be at least 13 years old (or such other age, if greater, as may be required in your country of residence). You must ensure that your age information on your account is accurate. You cannot use a Cabined Account to participate in the Event.

3.2 UK Residents

All players must be UK residents in order to compete in the British Esports Cup.

3.3 Epic TOS and Rocket League EULA

You must comply with Epic's Terms of Service ("**Epic TOS**") (<https://www.epicgames.com/site/en-US/tos>) and the Rocket League End User License Agreement ("**Rocket League EULA**") (<https://www.psyonix.com/eula>), including all rules, policies and other terms referenced in the Epic TOS and the Rocket League EULA. These Rules add to, and do not replace, the Rocket League EULA.

3.4 2FA

You must enable (if not already enabled) Two-Factor Authentication ("**2FA**") on your Epic Account. To enable 2FA, please visit <https://epicgames.com/2FA>, log in to your Epic Accounts, and follow the onscreen instructions.

3.5 Player and Team Names

3.5.1 All Team and individual Player names must follow the Code of Conduct. British Esports and the Tournament 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, Psyonix, 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, Tournament Administrator, Psyonix or Epic employee, or any other person or entity.

3.5.4 Teams and Players must use the same name for the duration of the entire Tournament.

3.5.5 Tournament Administrators each reserves the right to prohibit or restrict the use of any name 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).

3.5.6 Team Logos

Teams that qualify for the Grand Final are required to provide Tournament Administrators a logo in both 1) .png format, and 2) .psd, or .ai format. If a logo is not provided, or is rejected, Tournament Administrators will replace the logo with a standard Tournament logo.

3.5.7 Sponsor Prohibitions

Team Names, Player names, logos, and avatars may not consist of any sponsors or any branding referring to prohibited categories.

All other sponsorships, endorsements, promotional activities, and Commercial Identifications listed in Team Names are subject to final approval by Event Administrators. Tournament Administrators reserve the right to prohibit or edit any Team Name.

3.6 Epic Account; Good Standing

3.6.1 In order to facilitate seeding and the prize payment process , each Player must (a) have an active, valid Epic Games Account registered to such Player (“**Epic Account**”) and (b) provide such Epic Account to Psyonix as part of the Registration Process. To open an Epic Account, Players can visit <https://www.epicgames.com/id/register/date-of-birth> and follow the onscreen instructions. For clarity, providing an Epic Account as part of the Registration Process does not guarantee that a Player will receive a prize in connection with the Tournament. Only Winning Players will be eligible to receive prizes in connection with the Tournament.

3.6.2 The Epic Account you use in connection with the Event must be in good standing, with no undisclosed violations. This also means that your Epic Account must be registered in your name, and cannot have been previously purchased, gifted, or otherwise transferred from another Player.

3.6.3. You (and your Epic Account) must be free of or have fully served any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules.

3.6.4 Epic may share tournament leaderboard standings information with Sony for any Players participating on PlayStation 4 or PlayStation 5 devices

3.7 Team Rosters

3.7.1 Team Point-of-Contact

Each Team must declare one member of their Roster to be the Team Point-of-Contact or Team Captain who represents the Team for all official decisions and serves as the main point of contact for the Team.

3.7.2 Team Size and Rosters

Teams may only use Players who are on their Roster for a Match. Upon registering for the Tournament, Rosters must contain a minimum of three (3) starting Players (each, a **“Starter”**), and may contain up to one (1) designated reserve Player who may be used as an alternate (each, a **“Reserve”**). An individual may not simultaneously be part of more than one Roster at a time.

- **“Starter”**: A Roster must contain a minimum of three (3) Starters. A Starter is eligible to compete in a Match.
- **“Reserve”**: A Roster may contain up to one (1) Reserve. A Reserve is eligible to compete in a Match.

3.7.3 Player or Team Names

Players or Teams may not change their User Names, 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.

Roster Continuity

A **“Roster”** is the three (3) or four (4) Players (as applicable) who are registered under a Team. If a Team has three (3) Players, all three (3) Players will be considered **“Starters”**. If a Team has four (4) Players, three (3) Players will be considered **“Starters,”** and one (1) Player will be considered a **“Reserve”**.

3.7.4 Team Exclusivity

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

3.7.5 Registration

Each Player on a Team must satisfy all eligibility requirements in these Rules for Players, and each Player must register on the Registration Website (<https://www.start.gg/tournament/british-esports-cup-2025/>) 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 invite. In the event a Team progresses to further rounds of the Tournament, the Tournament Administrators will attempt to notify the Team through its Team Point-of-Contact.

3.7.6 Team Eligibility Verification

All members of a Team that fall within the prizing thresholds must successfully pass the verification of eligibility process in order to be eligible to receive such prizes. 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 prizes in connection with the Tournament.

3.8 Responsibilities of Team Owners, Managers and Coaches

3.8.1 No Team (including its agents, officers, employees and subcontractors) or Owner may engage in collusion, Match fixing, the bribery of 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.

4. Gameplay Rules

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

4.1 Match Settings

4.1.1 Game Settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox
- Server: Europe (EU)
- Team Colors: Default

4.1.2 Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Overclocking controllers is not permitted. Note that wireless controllers are not permitted at any in-person Tournament events. At any in-person Tournament event, all controllers are subject to approval from Psyonix and/or the Tournament Administrators.

4.1.3 Arenas

All Games are played on the default DFH Stadium. For broadcast matches, the map rotation will be the following standard arenas:

Best of 5:

1. Mannfield (Night)
2. Forbidden Temple
3. DFH Stadium
4. Utopia Coliseum (Dusk)
5. Champions Field

Best of 7:

1. Mannfield (Night)
2. Forbidden Temple
3. DFH Stadium
4. Utopia Coliseum (Dusk)
5. AquaDome (Salty Shallows)
6. Neo Tokyo
7. Champions Field

For broadcast Matches, Teams may request to avoid an 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 Teams to avoid an arena.

4.2 Match Procedures

4.2.1 Hosting and Team Colors

Tournament Administrators will specify which Team is blue and which Team is orange. Teams will be instructed how to host the Match.

In all broadcast Matches, a Tournament Administrator will host the Match.

4.2.2 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. During any Match before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), 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.

4.2.3 Servers

“Europe” servers will always be used for European Matches.

4.2.4 Game Start

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

In broadcast matches, Players may not join their designated side until instructed by a Tournament Administrator.

4.2.5 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. Teams are limited to one Substitution per Match. Teams are permitted to revert a Substitution between Games in order to play with their initial Player line-up, but would not be able to make any additional Substitutions in that Match. Teams may start a Game with any combination of three (3) Players from their registered Roster.

4.2.6 Reporting Scores

After a Match is completed, the winning Team must submit the Match on start.gg. The losing Team must also confirm the Match result. Taking a screenshot of the results screen or saving the replay file of the Match is required 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 have submitted false or doctored results will be subject to disciplinary action.

4.2.7 Observers

In-game observers are not allowed except for Tournament Administrators or previously authorized individuals. Teams that are found to have shared lobby details for the purposes of allowing an unauthorized observer into the Match will be subject to disciplinary action. Reserves are not permitted to be in-game observers.

A Player or Team shall be permitted to stream live coverage of his/her/its Gameplay through an online streaming platform (e.g., Twitch, Kick, Tiktok, YouTube, etc.). Teams may also submit a special request for a single "Team Stream" observer to be authorized to join any not- broadcast by filling out a Broadcast Application and receiving observer authorization a minimum of 24 hours before the start of the applicable tournament day. Coaches, Managers and Reserves are not permitted to be a Team Stream authorized observer. Broadcast Applications can be found on britishessportscup.gg.

An authorized observer may not join a specific side as a player at any time during the Match, or its associated Team will be subject to disciplinary action.

4.3 Match Obligations

4.3.1 Punctuality

All Teams must have three (3) Players physically present or in the online Match lobby by the designated Match start time. Teams that do not have three (3) Players ready to play after five (5) minutes of the Match start time will be subject to disciplinary actions.

Match start times may be adjusted by Tournament Administrators, in their sole discretion, depending on any Tournament accelerations or delays.

4.3.2 Forfeits

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators. Notwithstanding the foregoing, even with such authorization, such Teams may be subject to disciplinary actions.

5. Issues

5.1 Definition of Terms

"Bug" means an error, flaw, failure, fault or other technical issue that produces an incorrect or unexpected result, or otherwise causes Rocket League and/or a hardware device to behave in unintended ways.

"Intentional Disconnection" means a Player losing connection to Rocket League due to the Player's actions or inaction. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

"Server Crash" means all Players losing connection to Rocket League due to an issue with the game server.

"Unintentional Disconnection" means a Player losing connection to Rocket League due to problems or issues with the game client, platform, network, or PC.

5.2 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 and will not be cause for a remake.

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. During a broadcast Match, Tournament Administrators may halt Gameplay to review and subsequently restart the Game if deemed necessary by Tournament Administrators in their sole discretion.

5.3 Match Disruptions

5.3.1 Disconnects

If a disconnect occurs, the shorthanded Team must continue to play out the single Game within the Match.

The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match but may not join in the middle of subsequent Games in the Match.

After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five (5) 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 must substitute another Player from their roster (subject to the Substitution rules set forth in Section 2.2.5) or forfeit the Match.

Semi-Finals and Grand Final

If a disconnect occurs, the shorthanded Team must immediately notify the Tournament Administrators in the designated chatroom. The Tournament Administrators may pause the Game once the disconnect notification has been received, at their sole discretion. If Tournament Administrators identify that a Player has disconnected without being notified, they may pause a Match to allow the Player to reconnect.

Once the Game has been paused, the disconnected Player will have eight (8) minutes to rejoin before the Game resumes. In the event of multiple pauses for disconnections, the total time will be counted towards the eight (8) minutes of reconnection time. If the Player cannot rejoin within that time, the shorthanded Team will forfeit the single Game within the Match.

If the Player does not rejoin during the same Game in which they disconnected, the Player will have three (3) additional minutes following the Game to rejoin before the next Game of the Match begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match but may not join in the middle of subsequent Games in the Match. If the disconnected Player is unable to join the Game prior to the next Game in the Match, the Player's Team must substitute another Player from their roster

(subject to the Substitution rules set forth in Section 2.2.5) or forfeit the Match.

Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have thirty (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 or from continuation of play as determined by the Tournament Administrators. If a Team cannot field a full Team of three (3) Players to continue play, it will forfeit the Game. If a Team cannot field a full Team of three (3) Players in the subsequent eight (8) minutes of Game forfeiture, they will forfeit the Match.

5.3.2 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 stay attentive to Tournament Administrators' instructions.

5.3.3 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.

5.3.4 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.

6. Communication

6.1 Support

Tournament Administrators will be available to answer Player-specific questions and provide additional assistance throughout the Event via the applicable section of the [tournament website](#). Any answers or comments provided online do not change these Rules.

6.2 Match Communications

For each Match, Teams will communicate with their opponents and Tournament Administrators (as applicable) in a designated chatroom during all online stages of the Tournament. For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match is strictly prohibited and may result in immediate disqualification of the Player(s) or Team. Psyonix and/or Tournament Administrators will notify Players of the designated chatroom prior to the start of each stage of the Tournament.

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 7, and (b) the general principles of personal integrity, honesty, and good sportsmanship.

7.1.2 Players must be respectful of other Players, Tournament Administrators, observers, 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 Rocket League 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 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 or Team to disciplinary action, 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 Rocket League 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 (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 Rocket League game client, including but not limited to making changes to game files.
- Playing or allowing another Player to play on an Epic 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 Rocket League 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 Rocket League (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 British Esports or the Tournament Administrators.
- Making any modification to Rocket League 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.
- Otherwise violating these Rules.

7.3 Harassment

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct, including any of the foregoing 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 Reporting

Any Player who witnesses or is subjected to conduct that the Code of Conduct should notify British Esports or a Tournament Administrator. All complaints reported 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.

8. Rules and Conduct Violations

8.1 Enforcement

British Esports will have primary responsibility for enforcing these Rules for all Players at the Event and may, working with the Tournament Administrators (as defined below), impose sanctions on Players for violations of these Rules.

8.2 Investigation and Compliance

8.2.1 You and any control person must fully cooperate with British Esports and/or an Tournament Administrator (as applicable) in the investigation of any violation or suspected violation of these Rules.

8.3 Disciplinary Action

8.3.1 If British Esports, BLAST, or the Tournament Administrator decides that a Player has violated the Code, they may take the following disciplinary actions (as applicable):

- Issue a private or public warning (verbal or written) to the Player or Control Person;
- Match restart;
- Loss of Game;
- Loss of Match;
- Loss of all or any part of the prizes previously awarded to the Player or Team;
- Disqualify the Player from participating in one or more Matches and/or Stages at the Event; and/or
- Prevent the Player from participating in one or more future competitions hosted by British Esports.

8.3.2 The nature and extent of the disciplinary action taken by British Esports regarding disciplinary action will be in the sole and absolute discretion of British Esports and/or its Tournament Administrators.

8.3.3 All decisions by British Esports and/or its Tournament Administrators as to the appropriate disciplinary action will be final.

8.4 Rule Disputes

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

9. Publicity, Interview Consent

9.1 Throughout the tournament there will be photographers, videographers, and press gathering content across the day. You may appear in the background where others are the focus, or in large groups, such as at events. You may also appear in the focus of the video/photograph within a crowd, or individually.

This also applies to game clips and online streams, where your voice, gameplay statistics, Epic Account ID, in-game image, and tag may be clipped and captured. By participating in this tournament you grant British Esports, BLAST, and other respective third party partners, usage of these images/videos without any compensation or prior review.

9.2 Examples of uses of your image or video may be subject to, publication, commercial or otherwise, portfolio, public displays – both internally and externally by British Esports and other third parties for editorial and commercial (including advertising) use, online content across social media or website, or passed to the media for editorial publication and may be used by British Esports in the future for any of the uses stated in this consent form. The photographs/videos may be used to represent British Esports, Student Champs, Women in Esports, esports benefits, and any other third party partners.

9.3 If you are given an opportunity to participate in an interview in connection with the Event, you consent to be recorded for the Interview, and you hereby grant to British Esports permission to use your statements and any audio/video footage from the Interview, as well as your name, tag, likeness, image, voice, gameplay statistics, Epic Account ID, and other biographical information in connection with the Interview. Your participation in an Interview is voluntary, and you are not entitled to compensation for an Interview.

9.4 If considered a minor, parental or guardian permission must be obtained prior by British Esports and/or the Tournament Administrators for any photos or video collated, as cited in 9.1.

10. Privacy Notice

Please refer to British Esport's privacy policy located at <https://britishesports.org/legal/privacy-policy/> , and BLAST's privacy policy located at <https://blast.tv/privacy-policy> , for important information regarding the collection, use and disclosure of personal information by British Esports and BLAST for the British Esports Cup, featuring Rocket League.