

## TOURNAMENT RULES

1. **COMPETITION OVERVIEW** Competitions/Tournaments are governed by these Official Rules ("Rules"). Every player participating must read, understand, and agree to the Rules before participating in the tournament. Any failure to follow them will result in punitive measures.

2. **ELIGIBILITY** As of the start date of any Ravens Gaming League Event in which they qualify to compete, players who wish to compete must:

- Have a valid Account.
- Own or have access to the game title and console (Xbox, PlayStation, Nintendo, PC, etc.).
- Have a valid and active Console account.
- Players must have an acceptable, non-offensive gamertag. We reserve the right to review all gamertags at our discretion and remove any player who we deem has an unacceptable gamertag.

3. **GAMEPLAY FORMAT AND SETTINGS:** See Above

4. **EXTRA TIME:** If the game title doesn't offer an automated solution when matches end in a tie, the tiebreaking procedure will be noted in an Announcement pinned to the Tournament page. Please consult the Tournament's Moderator.

5. **DISCONNECTION:** Having a stable connection is your responsibility. In the event of a disconnect, restarts are solely decided by Tournament Administrators and a decision will be communicated to the Player(s).

6. **NO SHOWS AND FORFEITS:** Each player has up to a maximum 15 minutes from the time a match notification is sent to begin play. If in determination, a player was not ready begin in time, it will be considered non-appealable forfeit.

7. **CONCEDING MATCHES:** Players should fully complete each match, if at all possible. Should a player decide to concede a match, the player will need to provide a reason via the DROP DOWN BOX as well as in the CHAT PORTION of the game. Full points will not be awarded to the player that concedes.

8. **PAUSES:** Pausing should not be used. Pausing without cause, even with confirmation from opposition, may result in a non-appealable forfeit or other repercussions from Tournament Administrators.

9. **TOURNAMENT COMMUNICATIONS.** During the competition, Players should remain active in the chatroom provided for each match. Any relevant tournament information should be shared amongst the competing Players in this chatroom. If you need to contact an admin for any reason, please do so.

10. **SPORTSMANSHIP AND PROFESSIONALISM.** All Participants are required to act in a respectful and sportsmanlike manner at all times. Tournament Administration maintains the sole right in judgement for violations of these rules and standards of integrity for good sportsmanship. Participants may not use language or engage in conduct that is deemed by Tournament Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, or otherwise offensive or objectionable. Likewise, Players may not promote or incite hatred or discriminatory conduct. Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth, sexual orientation, or any other reason. Cheating will not be tolerated. It is

each Participant's responsibility to know and understand the rules as they exist during the Tournament period. Any form of cheating will not be tolerated. If a Tournament Administrator determines that a Player, Roster Captain, Roster Manager or any of their agents or other representatives is cheating or otherwise interfering with the Tournament, that individual will face ejection and or other appropriate penalties determined by Tournament Administration.

11. COMPETITION PERIOD. The competition period lasts from one hour before the first game as stated by the tournament brackets to elimination or victory in the tournament.

12. PRIZES. There will be one Prize. Prizes will differ for every tournament and are stated under the Prizing section within the tournament. Prizes are as stated and are not transferable. No cash alternatives available. Ravens Gaming League reserves the right to substitute any Prize with a Prize of equal, greater or less value. Prizes may be considered as a taxable benefit to the winner. The winner will be directly responsible for accounting for and paying to relevant tax authority, any tax liability arising on their prize.

13. SELECTION OF WINNERS. All valid entries are tournament players who accept these rules & regulations. There will be one winner per tournament unless otherwise stated. The Competition winner will be the person who wins the tournament by winning every bracket they play in. The winner will be notified (which may be via a public announcement on the Club's website, social media channels or other relevant channel) no later than 7 days after the tournament end date and asked to message the Club with further contact details (if necessary). If a potential winner of a Prize has not confirmed receipt of the notification 14 days after the match specified on the competition page or is not eligible to enter the Competition or receive the Prize (for any reason), the Ravens Gaming League reserves the right to either (i) select an alternative winner on the same basis as described above (who will be given a reasonable deadline to respond); or (ii) not award the Prize. The winner may be asked to provide identification and proof of address proving their eligibility before they are entitled to receive the Prize. Winners may be required to participate in further publicity or advertising. Unless otherwise agreed, the Prize will be delivered to the winner by post. Accepting the Prize constitutes acceptance of these terms and conditions. Notwithstanding this, if a winner does not confirm agreement and acceptance of these terms and conditions, the Ravens Gaming League reserves the right to withdraw the Prize and select an alternative winner on the same basis as described above.

14. WINNER LIST. The winner must provide, and consent to his/her surname and county of residence being made publicly available upon request. Each Winners' name will be available for a period of 28 days after the selection of the winner.

15. SPIRIT OF THE COMPETITION. If an entrant attempts to compromise the integrity or the legitimate operation of this Competition by hacking or by cheating or committing fraud in ANY way, we may seek damages from that entrant to the fullest extent permitted by law. Further, we may, in our absolute discretion, disqualify that entrant's entry to this Competition and may ban the entrant from participating in any of our future promotions, so please play fairly.