

2019 Fortnite World Cup Finals Official Rules

1. Introduction and Acceptance

1.1 Introduction

These 2019 Fortnite World Cup Finals Official Rules (“**Rules**”) govern all stages of the 2019 Fortnite World Cup Finals (“**Finals**” or “**Event**”).

These Rules have been designed to ensure the integrity of competitive play of Fortnite (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 Behavior (as defined below).

1.2 Acceptance

To participate in the Event, each player must agree (or, if under 18 years of age or the age of majority as defined in such player’s country of residence (a “**Minor**”), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including the Code of Conduct in Section 12. A player (or, if a Minor, such player’s parent or legal guardian) may accept these Rules by completing and signing a Player Participation Form (“**Player Participation Form**”) using the form provided by Epic Games, Inc. (“**Epic**”). 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 these Rules pursuant to this Section 1.2.

1.3 Enforcement

Epic 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 13.

1.4 Amendments

Epic 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 Elimination

An occurrence where one player depletes the HP and Shield (if any) of another player. Subject to Section 11.1, elimination credit is determined by (a) the action feed located at the bottom left corner of the gameplay screen, and (b) the UI illustrating total number of eliminations earned during a single match; provided, that, in no event shall elimination credit be awarded to a player for any portion of a match following such player's elimination.

2.1.2 Event Administrator

Any Epic 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 Game Mode

A specific ruleset, set of gameplay elements, or win conditions for a given match. Game modes can be very broad and may or may not differ from one match to the next. Event Administrators will explain the specific parameters for each game mode before the beginning of a match.

2.1.4 Match

A single instance of competition within Fortnite that is played until a player or team either achieves a Victory Royale (as defined below) or certain victory conditions are otherwise met.

2.1.5 Placement

A player's or team's time spent in play in a match, relative to that of other players or teams in such match, prior to being eliminated. Placement rank is illustrated in the UI after being eliminated.

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 Victory Royale

An occurrence where a player or team meets the victory conditions of the current game mode of the match being played. More typically, this refers to obtaining a first place placement finish.

2.2 Rescheduling

Epic may, in its sole discretion, reorder the schedule and/or change the date for any match or session of the Event (or change any game mode to be played in connection therewith). However, if the Event schedule is so modified, Epic will inform all players at its earliest convenience.

2.3 Fortnite World Cup Finals

2.3.1 Solos

2.3.1.1 Format

Solos players will battle it out to gain points in a series of six (6) matches. Solos players will be ranked on a leaderboard (the “**Leaderboard**”) based on the scoring system listed in Sections 2.3.1.2 or 2.3.1.3 (as applicable). At the conclusion of six (6) matches, and subject to the terms and conditions herein, the top ranked Solos players will be awarded prizes based on his or her placement on the Leaderboard.

2.3.1.2 Scoring System

Victory Royale: 10 Points

2nd - 5th: 7 Points

6th - 15th: 5 Points

16th - 25th: 3 Points

Each Elimination: 1 Point

2.3.1.3 Tiebreakers

Tiebreakers will be determined in the order presented here: (1) total points scored; (2) total Victory Royales in the session; (3) average eliminations in the session; (4) average placement per match in the session; finally (5) a coin flip.

2.3.2 Duos

2.3.2.1 Format

Duos teams will battle it out to gain points in a series of six (6) matches. Duos teams will be ranked on the Leaderboard based on the scoring system listed in Sections 2.3.2.2 or 2.3.2.3 (as applicable). At the conclusion of six (6) matches, and subject to the terms and conditions herein the top ranked Duos teams will be awarded prizes based on their placement on the Leaderboard.

2.3.2.2 Scoring System

Victory Royale: 10 Points

2nd - 5th: 7 Points

6th - 10th: 5 Points

11th - 15th: 3 Points

Each Elimination: 1 Point

2.3.2.3 Tiebreakers

Tiebreakers will be determined in the order presented here: (1) total points scored; (2) total Victory Royales in the session; (3) average eliminations in the session; (4) average placement per match in the session; finally (5) a coin flip.

2.4 Prizes

2.4.1

The following prizes will be awarded to each Solos player and Duos team based on his/her/its placement on the Leaderboard at the conclusion of the Finals.

Fortnite World Cup Finals Prizes				
Solos			Duos	
Rank	Prize		Rank	Prize
1st	\$3,000,000		1st	\$3,000,000
2nd	\$1,800,000		2nd	\$2,250,000
3rd	\$1,200,000		3rd	\$1,800,000
4th	\$1,050,000		4th	\$1,500,000
5th	\$900,000		5th	\$900,000
6th	\$600,000		6th	\$450,000
7th	\$525,000		7th	\$375,000
8th	\$375,000		8th	\$375,000
9th	\$300,000		9th	\$225,000

10th	\$225,000		10th	\$225,000
11th-15th	\$150,000		11th-50th	\$100,000
16th-20th	\$112,500			
21st-100th	\$50,000			

2.4.2 Prizing Information

Only the highest scoring players (as determined by Epic pursuant to this Section 2.4.2) will be eligible to receive the prizes set forth in Section 2.4.1. No other player with a score lower than the highest scoring players shall be, at any time or under any circumstances, entitled to win any prizes in connection with the Event.

The highest scoring players will be notified by Epic of their status as a potential winning player at the email address associated with such players' Epic account at the start of the Event within 7 days of completion of the Event, or such other time as reasonably required by Epic for such notification, and will be subject to verification of eligibility pursuant to Section 3 and compliance with these Rules. Upon formal notification from Epic, a potential winning player shall have 45 days from the date such notice was emailed to respond and provide any information or materials requested by Epic, including the Release (as defined below) for purposes of verification of eligibility pursuant to Section 3. Such response from a potential winning player must be delivered to the email address from which Epic's notification was sent or, at Epic's sole option, another email address specified in the notification.

The date of receipt by Epic shall be decisive for a potential winning player's compliance with the deadlines set forth in this Section 2.4.2. The failure by any such player to timely respond to any notification or request for materials or information will result in such player's disqualification as a potential winning player, and such player shall not be entitled to win any prizes in connection with the Event. In such cases, no alternate Winning Player (as defined below) will be named, and Epic shall have the right, in its sole and absolute discretion, to (a) award any prize amounts that would have otherwise been awarded to such disqualified player as part of a future Fortnite World Cup event or (b) donate any such prize amounts to charitable causes and efforts. A winning player ("**Winning Player**") will only be announced once the verification of eligibility process has been completed by Epic pursuant to these Rules.

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

PRIZES ARE SUBJECT TO APPLICABLE FEDERAL, STATE AND LOCAL INCOME TAX AND IT IS THE RESPONSIBILITY OF EACH WINNING PLAYER TO (I) CHECK WITH HIS OR HER LOCAL TAX ADVISOR TO DETERMINE WHICH TAXES APPLY TO HIM OR HER AND (II) PAY SUCH TAXES TO THE APPROPRIATE TAX AUTHORITY. It is Epic's policy to withhold tax at the backup withholding rates in effect for US and non-US residents. Prize income and tax withholding will be reported on forms 1099-MISC for US residents and 1042-S for non-US residents.

Epic 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 (or, if a Minor, to the Winning Player's parent or legal guardian). The Winning Player will be sent a Prize Acceptance and Release Form ("**Release**"). Unless restricted by applicable law, the Winning Player (or, if a Minor, such Winning Player's parent or legal guardian) will be required to complete and return the Release in accordance with the deadlines set forth in this Section 2.4.2.

3. **Player Eligibility**

3.1 **Player Qualification**

3.1.1 To be eligible to participate in any Finals match, a player must have (a) qualified to advance to the Finals as a winning player in the 2019 Fortnite World Cup Online Open, and successfully pass the eligibility screening to be confirmed for competing in the Finals; or (b) been automatically seeded into the Finals as a winning player in the Fortnite China Open. Earned qualification spots cannot be transferred, sold, traded, or gifted to any person(s) or organization under any circumstance.

3.2 **Player Age**

3.2.1 Players must be at least 13 years old (or such other age, if greater, as may be required in such player's country of residence) in order to participate in the Event. Additionally, Minors must have permission to participate from a parent or legal guardian.

3.2.2 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 13.2.

3.3 **Proof of Identity**

Each player must present a valid government-issued ID confirming his or her personal identity during the Event check-in process, as further described in Section 7.2.

3.4 **Player Travel**

3.4.1 Each player is responsible for obtaining any visas or other travel documentation needed to participate in the Event. Each player is also responsible for booking and paying for his or her travel arrangements to the Event, subject to the terms and conditions of Epic's Fortnite World Cup Travel Consent and Release Form.

3.4.2 All Minor players must be accompanied by a parent or legal guardian during travel to and from the Event in order to participate. Please note, parents/legal guardians will not be allowed in player-only areas at the Event, and instead will be designated a special section at the Event venue.

3.5. **Fortnite EULA**

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

3.6 **Epic Affiliation**

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

3.7 **Player Names**

3.7.1 All team and individual player names must follow the Code of Conduct in Section 12. Epic and the Event Administrators each may restrict or change team and individual player tags or screen names for any reason.

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

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

3.8 **Good Standing**

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

3.9 Additional Restrictions

The Event in all parts is open to eligible players from across the world (as determined by Epic pursuant to this Section 3), but is void wherever restricted or prohibited by law.

4. Team Formation Rules

4.1 Duos

4.1.1 For the avoidance of doubt, both members of a Duos team must satisfy the eligibility criteria listed under Section 3 in order for such team to be confirmed for competing in the Event. If only one member of a Duos team satisfies the eligibility criteria, the entire team will be considered ineligible.

4.1.2 During the Finals, if one player on a Duos team is absent for one or more games, or an entire session, the remaining player may attempt to play Solo. Notwithstanding the foregoing, the absent player may be subject to penalties as further described in Section 13.

4.1.3 Each member of a Duos team shall be deemed to have jointly and severally made and entered into all of the representations, warranties and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Event Administrators' rights pursuant to these Rules relate to and are exercisable against the Duos team as a whole and each individual member of the Duos team. If any right of disqualification arises as to any individual member of the Duos team, then the right of disqualification may be exercised either as to such individual member of the Duos team, or to the Duos team as a whole, as the Event Administrators may elect in their sole discretion. If the Event Administrators elect to disqualify only a single member of a Duos team, then the remaining player shall continue to be bound by these Rules. In such a case, the Duos team may not replace the disqualified player, and the sole remaining player may attempt to play Solo pursuant to Section 4.1.3.

5. Player Equipment

5.1 Epic-Provided Equipment

Event Administrators will provide equipment in the following categories for all stages of the Event.

5.1.1 Gaming PC

5.1.2 Monitor

5.1.3 Hand warmers (upon request)

5.1.4 Headsets/Microphones

5.1.5 PC Keyboard

Logitech G PRO

5.1.6 PC Mice

5.1.6.1 Logitech G403

5.1.6.2 Logitech G502

5.1.6.3 Logitech G600

5.1.6.4 Logitech G PRO

5.1.7 Controllers

5.1.7.1 Scuf Vantage (PS4)

5.1.7.2 Scuf Impact (PS4)

5.1.7.3 Scuf Infinity (PS4)

5.1.7.4 Xbox One Elite Controller

5.1.7.5 Xbox One Controller

5.1.7.6 PS4 Controller

5.1.8 Competition "Desk"

5.1.9 Chair

5.1.10 Mousepad

5.1.11 Requested Peripherals

Event Administrators will attempt to provide each player with the peripherals such player requested through his or her eligibility survey. These peripherals will be sealed and not accessible outside the stage area. At the conclusion of the Event, these peripherals must be returned to Event Administrators. If a player's requested peripherals malfunction or are otherwise unavailable for any reason, Epic will provide backup peripherals as listed in Sections 5.1.5, 5.1.6, and 5.1.7.

5.2 **Player-Owned Equipment**

All player-owned or team-owned equipment must be checked by Event Administrators prior to use in the Event. Unapproved equipment will not be permitted for Event use, and players will be required to use approved Epic-provided equipment instead. Event Administrators may disallow the use of any individual piece of equipment for reasons relating to Event security, safety, or operational efficiency or effectiveness, in each case as determined by the Event Administrators. Player-owned equipment in the following categories may be approved for stage use or designated practice, and must be removed from the stage or practice area at the conclusion of the Event:

5.2.1 Cord holders

5.2.2 Personal Mousepad

5.2.3 Controller Thumbstick Toppers

Player-owned equipment in the following categories may be approved for warm-up use only at the designated practice area, and are not to be brought onto the stage. Any player-owned equipment with malicious software installed may be subject to penalties as further described in Section 13

5.2.4 Mice

5.2.5 Keyboards

5.2.6 Controllers

5.3 **Exceptions**

5.3.1 Peripherals for players with accessibility needs will be handled on a case-by-case basis.

5.3.2 Nintendo Switch

Event Administrators will work to fairly accommodate players who utilize a Nintendo Switch as their preferred method of play.

5.3.3 Mobile

Event Administrators will work to fairly accommodate players who utilize a mobile device as their preferred method of play.

5.4 Computer Programs

5.4.1 Players are prohibited from installing their own programs and/or software and must only use the programs and/or software authorized by, and in the manner provided by, Event Administrators.

5.4.2 Voice Chat

Voice chat will be provided via the native system used in the Epic-provided headsets. Use of a third party voice chat software (e.g., Discord) is not permitted. Event Administrators may monitor any match communication at the Event at their discretion.

5.4.3 Social Media

Players shall not use Event equipment to view or post on any social media or communication channels. This includes, but is not limited to, Facebook, Twitter, Instagram, Reddit, email, and Discord.

5.4.4 Non-Essential Equipment

Players shall not connect any non-essential equipment, such as cameras, cell phones, music players, and flash drives, to Event machines at any time, for any reason.

5.4.5 Streaming

Players shall not install or use live-streaming software or direct feeds from the Event stations. This includes, but is not limited to, direct recording software, sound recording software, and screen sharing applications.

6. Dress Code

During, and in connection with, the Event, all players must adhere to the dress code set forth in this Section 6 (the "**Dress Code**").

Without in any way limiting the foregoing, the Dress Code shall apply to all players during the Event's media day, walkouts, gameplay, and such other Event-related activities as may be designated by the Event Administrators.

6.1 Guidelines

Except as expressly permitted in Section 6.3, players must not wear apparel of any kind during, or in connection with, the Event that contains visible logos, brand names, and/or insignias (each, a "**Commercial Identification**"). Players must also present themselves in a manner that

is appropriate for the audience of the Game and is consistent with the spirit and tone of the Event (as determined by the Event Administrators) (e.g., no shirtless players, swimwear, lingerie, etc.).

6.2 Commercial Identification

Certain apparel items may contain limited Commercial Identifications pursuant to the following guidelines:

Shirts, Sweaters, and Jackets

Sleeves: One (1) Commercial Identification not to exceed 58 sq.cm (9 sq.in) on one (1) sleeve.

Front: One (1) Commercial Identification not to exceed 116.2 sq.cm (18 sq.in).

Back: One (1) Commercial Identification not to exceed 116.2 sq.cm (18 sq.in).

Shorts, Skirts, and Pants

One (1) Commercial Identification not to exceed 25.8 sq.cm (4 sq.in).

Hats, Headbands, Wristbands, and Other Accessories

One (1) Commercial Identification not to exceed 77.4 sq.cm (12 sq.in).

Notwithstanding the foregoing and for the avoidance of doubt, players may only wear a maximum of three (3) Commercial Identifications in the aggregate across all apparel items.

6.3 Event Apparel Suite

Epic will provide all players with access to a full suite of Event-branded apparel that is consistent with the Dress Code ("**Event Apparel**"). Event Apparel will be provided free of charge to all players. Players may (but shall not be obligated to) wear Event Apparel during, and in connection with, the Event. However, players may not add to or otherwise modify the Commercial Identifications on any Event Apparel.

For the avoidance of doubt, the Dress Code shall apply to any dress worn over any Event Apparel.

6.4 Restrictions

Players are prohibited from wearing Commercial Identification of any of the entities, products, or services on the following (non-exhaustive) list:

- Drugs or drug paraphernalia.
- Tobacco or tobacco related products, including vaping products.
- Alcohol.
- Firearms.
- Pornography or any other adult-only materials.
- Any business (a) whose content is discriminatory, harassing, or otherwise hateful in nature, or (b) whose practices are detrimental to the image of, or results in public criticism of or reflects badly on, Epic (as determined by the Event Administrators);
- Any business that encourages illegal activities or violates applicable law.
- Gambling products (including fantasy sports betting), lotteries or illegal wagering.
- Any business that promotes the use of in-game hacks, cheating, exploits, or in-game currency farming.
- Video game logos, characters, developers or publishers that are not owned or otherwise affiliated with Epic.
- Political candidates.
- High toll phone services.

All sponsorships, endorsements, promotional activities, and Commercial Identifications worn by players during, and in connection with, the Event are subject to approval by Event Administrators.

If an Event Administrator decides (in its sole discretion) that a player has violated the Dress Code, such Event Administrator reserves the right to require such player to immediately change his or her attire in compliance with the Dress Code. Failure of such player to comply may result in disciplinary action as further described in Section 13.

7. **Onsite Venue and Competition Area Layout**

7.1 General Venue Access

Access to the locker room, holding area, and Event floor (the “**Competitive Areas**”) is strictly limited to the invited checked-in players participating in the Event. Managers, coaches, media, guardians, family, and friends of players will not be allowed in the Competitive Areas. Players must check-in at the registration area before they are granted access to any of the Competitive Areas. Player credential badges must be worn at all times while in the venue and external player areas. Those without credentials will be barred from entry without exception. Credentials may not be traded, sold, leased, or given to anyone.

7.2 Check-in Procedure

The registration area for the venue will be published to players prior to the start of the Event. Players must present a valid government-issued ID at the registration area in order to check-in. The check-in process may also require the following:

- Filling out and signing a Player Participation Form, including an identity release form and NDA.
- Attaching a wristband to indicate a player's session and/or Seat number.

7.3 Locker Room and Holding Area

Checked-in players will be directed to the locker room where personal items and non-approved equipment may be stored; provided, however, that Epic and the Event Administrators do not assume responsibility for any lost or stolen personal items and/or equipment so stored.

Players will then proceed to the holding area to await the pre-match announcements.

Players may only return to the locker room once dismissed at the conclusion of the applicable session.

7.4 Event Floor

The Event floor is comprised of the area immediately surrounding any competition PCs used during gameplay. The presence of players on the Event floor is restricted solely to the players actively competing. Event Administrators will direct players from the holding area to their assigned seat on the Event floor.

7.5 Wireless Devices

Subject to Section 5.3, wireless devices, including mobile phones and tablets, are not allowed on the Event floor while the players are involved in active play.

7.6 Food and Drink Restrictions

No food is allowed on the Event floor under any circumstances. Drinks are permitted only in Event Administrator-approved containers.

7.7 Audiovisual Content + Media

All players participating in the Finals will be required to participate in certain audiovisual content created by Event Administrators. This includes but is not limited to: (a) media/press briefings; (b) pre and post-game interviews; and (c) player spotlights/promotional segments.

8. Onsite Match Process

8.1 Role of Event Administrators

8.1.1 Responsibilities

Event Administrators have jurisdiction regarding Game-related issues, questions, or situations which occur before, during, and immediately following gameplay. Their jurisdiction includes, but is not limited to:

- Providing any announcements, updates, and assistance to the players, including Event start times and other important information.
- Assisting players in finding their assigned seating.
- Checking and monitoring player equipment usage.
- Ordering pause/resume during play.
- Confirming the end of the Heat and its results.

8.1.2 Alerting an Event Administrator

During the Event, players will have an assigned Event Administrator to serve as a main point of contact. Players should raise their hands to request assistance from their assigned Event Administrator as needed.

8.2 Pre-Match Setup

8.2.1 Setup Time

Players will have a designated block of time prior to the start of their respective session (“**Setup Time**”) to ensure they are fully prepared. Event Administrators will inform players of their scheduled setup time and duration as part of their match schedule.

Setup Time is considered to have begun once players enter the Event floor, at which point they are not allowed to leave without permission or accompaniment of Event Administrators.

Setup is comprised of the following:

- Ensuring the quality of all Epic-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of the voice communication system.
- Adjusting in-game settings and key-bindings.

- Limited in-game warm-up.

Certain changes to peripheral, video, audio, and in-game settings may be prohibited. See Section 5 for more information.

8.2.1.1 Technical Failure of Equipment

If a player encounters any equipment problems during Setup Time, the player must notify his or her designated Event Administrator immediately.

8.2.1.2 Ready Confirmation

At the conclusion of Setup Time, Event Administrators will confirm with each player that his or her setup is complete. Once all players have confirmed completion of setup, Event Administrators will direct players into the official match lobby.

8.2.1.3 Gameplay Restrictions

Restrictions may be added at any time before or during a match if there are known issues with any gameplay elements that affect the integrity of the Event, as determined at the sole discretion of Event Administrators.

8.2.1.4 Absent Players / Teams

If all members of a team are not present during Setup Time, that team will be considered to have finished last place with 0 eliminations for that match. In matches where all members of multiple teams are missing, all missing teams will be considered to have finished last place with 0 eliminations for that match.

9. **Onsite Issues**

9.1 Definition of Terms

9.1.1 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.

9.1.2 Intentional Disconnection

A player losing connection to the Game due to 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.

9.1.3 Match Lobby Remake

An occurrence where the Event Administrators close and cease all activity in a match due to technical issues. Following this match closure, a new match may begin to replace the closed match. The results of any match that was remade are considered void and do not count towards the overall scoring.

9.1.4 Server Crash

All players losing connection to the Game due to an issue with the Game server or venue internet instability.

9.1.5 Unintentional Disconnection

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

9.2 Reporting Procedure

Players are responsible for alerting their designated Event Administrator immediately should they experience a technical issue. Failure to report issues in a timely manner may cause the issue to be disregarded by Event Administrators.

9.3 Remake Conditions

Event Administrators may order the match lobby to be remade due to technical issues in their sole discretion. The following conditions serve as a guideline as to when Event Administrators will remake the match lobby.

9.3.1 If a player unintentionally disconnects prior to the start of a match, Event Administrators will delay the start of match to allow the player to rejoin. The match is considered started once the bus countdown has begun.

9.3.2 Once the match has started, any technical issues must be played through and will not be cause for a remake. Forced remakes will only be considered during extreme situations, such as:

- 5 or more players crash during a single match.
- Server crashes prior to the completion of the match.

9.3.3 As a general rule, encountering a bug does not constitute a remake. Exceptions will be considered if a bug directly affects a large portion of the lobby.

9.3.4 In cases where a player experiences a technical issue but does not qualify for remake, Event Administrators will make a reasonable effort to resolve the issue prior to the start of the next match.

9.4 Medical Issues

9.4.1 Players in need of medical assistance should alert Event Administrators immediately. Event Administrators will not pause or restart matches due to medical issues. Serious medical issues will be escalated as necessary by Event Administrators for further assistance.

9.4.2 Players have the option to return mid series if medical issues subside. Players may only return to the Event floor during a scheduled break. Access to the Event floor will be restricted during all other times.

10. Communication

10.1 During a match, players must keep their headsets on and only look at their screen. After being eliminated from a match, players may remove their headsets but may not communicate with other players. In Duos, both players must be eliminated before headsets are removed.

10.2 Event Administrators will be available to answer select questions and offer assistance with any potential issues in the official Fortnite World Cup Discord channel.

11. Post-Match Process

11.1 Scoring

11.1.1 Event Administrators will record and report the scores at the conclusion of each match. Event Administrators will inform players where to view the reported scores for the Event.

11.1.2 At times, unforeseen issues may arise that result in score reporting delays and/or inaccuracies. To the extent this occurs, Event Administrators will inform players once the scoring issue has been resolved.

11.1.3 Players that notice a scoring issue should report the issue to their designated Event Administrator in a timely manner. Failure to report issues in a timely manner may cause the issue to be disregarded by Event Administrators.

11.2 Next Match Preparation

11.2.1 Time Between Matches

Event Administrators will inform players of the time remaining before the next match lobby, as applicable. Players should remain in their seats during this time to ensure they are ready to enter the next match lobby. If players are not seated and have not entered into the match lobby at the designated time, they may be penalized at the sole discretion of Event Administrators.

11.2.2 Technical Troubleshooting

Event Administrators and IT staff will assist players in resolving technical issues. Players should alert an Event Administrator immediately to ensure their issue is addressed before the start of the next match. Players should not attempt to resolve technical issues on their own without speaking to an Event Administrator. Players may adjust the changeable game settings during this time.

11.2.3 Restroom Breaks

Event Administrators may designate specific times for players to use the restroom after a match. Players will only be allowed to use the restroom during the designated restroom break times. Players should resolve any technical issues, adjust changeable game settings, and/or indicate readiness for the next match before leaving to use the restroom. In the case of an emergency requiring a player to leave the Event floor during non-designated times, matches will not be delayed or restarted if players fail to return to their seats by the designated time.

12. Code of Conduct

12.1 Personal Conduct; No Toxic Behavior

12.1.1 All players must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 12 (“**Code of Conduct**”) and (b) the general principles of personal integrity, honesty, and good sportsmanship.

12.1.2 Players must be respectful of other players, Event Administrators, and fans.

12.1.3 Players may 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 Epic (as decided by Epic). 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**”).

12.1.4 Any violation of these Rules may expose a player to disciplinary action as further described in Section 13.2, whether or not that violation was committed intentionally.

12.2 Competitive Integrity

12.2.1 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:

- Collusion (as defined below), 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 Event.
- Hacking or otherwise modifying the intended behavior of the Game client.
- 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 Epic in order to gain a competitive advantage.
- Using distributed denial of service attacks or similar methods to interfere with another Participant's connection to the Fortnite game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a match or session).
- Receiving outside assistance regarding the location of other players, other players' health or equipment, or any other 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).

12.2.2 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.
- *Planned Movement*: Agreement between 2 or more opposing players to land at specific locations or to move through the map in a planned way before the match begins.

- *Communication*: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing players.
- *Item Dumping*: Intentionally dropping items for an opposing player to collect.

12.2.3 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 12.2.1 and 12.2.2.

12.3 Harassment

12.3.1 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.

12.3.2 Any player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify an Epic Esports Coordinator or Event 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.

12.4 Confidentiality

A player may not disclose to any third party any confidential information provided by the Event Administrators, Epic, or its affiliates concerning Fortnite, the Event, Epic, or its affiliates, by any method of communication, including by posting on social media channels.

12.5 Illegal Conduct

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

12.6 Drugs and Alcohol

12.6.1 The use or possession of alcohol or illegal drugs during the Event is prohibited. A player believed to be under the influence of alcohol or illegal drugs at any time during the Event will be removed and prevented from taking part in any future events.

12.6.2 The unauthorized use or possession of prescription drugs by a player is also prohibited. Prescription drugs may be used only by the person they are prescribed to, and in the manner, combination, and quantity as prescribed.

13. **Rules and Conduct Violations**

13.1 Investigation and Compliance

Players agree to fully cooperate with Epic and/or an Event Administrator (as applicable) in the investigation of any violation of these Rules. If Epic and/or an Event Administrator contacts a player to discuss the investigation, the player must be truthful in the information that he or she provides to Epic and/or an Event Administrator. Any player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Epic and/or an Event Administrator during an investigation, will be subject to disciplinary action as further described in Section 13.2.

13.2 **Disciplinary Action**

13.2.1 If Epic decides that a player has violated the Code, Epic may take the following disciplinary actions (as applicable):

Issue a private or public warning (verbal or written) to the player;

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; or

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

13.2.2 For clarity, the nature and extent of the disciplinary action taken by Epic pursuant to this Section 13.2 will be in the sole and absolute discretion of Epic. Epic reserves the right to seek damages and other remedies from such player to the fullest extent permitted by applicable law.

13.2.3 If Epic 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 Fortnite. Epic may also enforce any applicable punishment specified in Epic's [Terms of Service](#) and/or the Fortnite EULA.

13.2.4 All Rules violations at the Event will be governed by the Epic Competitive Penalty Matrix. A final decision by Epic as to the appropriate disciplinary action will be final and binding on all players.

13.3 **Rule Disputes**

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

14. **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 Epic 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 Epic 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. Epic 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, 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. Epic 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 the State of North Carolina will govern disputes regarding these Rules and/or the Event. Epic reserves the right, in its sole discretion, to cancel, modify, or suspend the Event should a virus, bug, computer problem, unauthorized intervention, or other causes beyond Epic'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, Epic reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution. Epic reserves the right to disqualify any player it finds to be tampering with the entry process or the operation of the Event or violating these Rules. Epic is not responsible for any problems, bugs, or malfunctions players may encounter. The Event is subject to all applicable federal, state and local laws.

15. Publicity

Epic reserves the right to use the name, tag, likeness, video, game play statistics, and/or Epic account ID of any player, 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, without any compensation or prior review unless specifically prohibited by law.

16. 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.

17. **Privacy**

Please refer to Epic's privacy policy located at <https://www.epicgames.com/site/en-US/privacypolicy> for important information regarding the collection, use and disclosure of personal information by Epic.

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