

2019 Fortnite World Cup Online Open Official Rules

1. Introduction and Acceptance

1.1 Introduction

These 2019 Fortnite World Cup Online Open Official Rules (“**Rules**”) govern all stages of the 2019 Fortnite World Cup Online Open (“**Online Open**” 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 8. A player (or, if a Minor, such player’s parent or legal guardian) may accept these Rules by clicking to accept or agree to these Rules, where this option is made available to you by Epic Games, Inc. (“**Epic**”) in the Game client. 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 9.

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 Arena

The in-game competitive playlist that will be live beginning March 27, 2019 at 8:00 AM EST and will continue to remain active for the duration of the Event.

2.1.2 Elimination

An occurrence where one player depletes the HP and Shield (if any) of another player. 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.

2.1.3 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.

2.1.4 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.

2.1.5 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.

2.1.6 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.

2.1.7 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.

2.1.8 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 Online Open Week 1 Schedule (All Dates) - Times Listed in Game

2.2.1 April 13: Round 1 Semi-Finals Solos [All Regions]

2.2.2 April 14: Round 2 Finals Solos [All Regions]

2.3 Online Open Week 2 Schedule (All Dates) - Times Listed in Game

2.3.1 April 20: Round 1 Semi-Finals Duos [All Regions]

2.3.2 April 21: Round 2 Finals Duos [All Regions]

2.4 Online Open Week 3 Schedule (All Dates) - Times Listed in Game

2.4.1 April 27: Round 1 Semi-Finals Solos [All Regions]

2.4.2 April 28: Round 2 Finals Solos [All Regions]

2.5 Online Open Week 4 Schedule (All Dates) - Times Listed in Game

2.5.1 May 4: Round 1 Semi-Finals Duos [All Regions]

2.5.2 May 5: Round 2 Finals Duos [All Regions]

2.6 Online Open Week 5 Schedule (All Dates) - Times Listed in Game

2.6.1 May 11: Round 1 Semi-Finals Solos [All Regions]

2.6.2 May 12: Round 2 Finals Solos [All Regions]

2.7 Online Open Week 6 Schedule (All Dates) - Times Listed in Game

2.7.1 May 18: Round 1 Semi-Finals Duos [All Regions]

2.7.2 May 19: Round 2 Finals Duos [All Regions]

2.8 Online Open Week 7 Schedule (All Dates) - Times Listed in Game

2.8.1 May 25: Round 1 Semi-Finals Solos [All Regions]

2.8.2 May 26: Round 2 Finals Solos [All Regions]

2.9 Online Open Week 8 Schedule (All Dates) - Times Listed in Game

2.9.1 June 1: Round 1 Semi-Finals Duos [All Regions]

2.9.2 June 2: Round 2 Finals Duos [All Regions]

2.10 Online Open Week 9 Schedule (All Dates) - Times Listed in Game

2.10.1 June 8: Round 1 Semi-Finals Solos [All Regions]

2.10.2 June 9: Round 2 Finals Solos [All Regions]

2.11 Online Open Week 10 Schedule (All Dates) - Times Listed in Game

2.11.1 June 15: Round 1 Semi-Finals Duos [All Regions]

2.11.2 June 16: Round 2 Finals Duos [All Regions]

2.12 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.

2.13 Event Format and Scoring

2.6.1 Solos

2.6.1.1 Format

Any eligible player (as determined by Epic in accordance with these Rules) may queue up and participate in Stage One of the Online Open (“**Stage One**”) of the Event for Solos.

For Round 1 of the applicable Event week (“**Round 1**”) for Solos, players who rank in the Champion League within Arena in their respective region by the start of Round 1 will be eligible to compete in a single session during their respective regions’ Round 1 window as listed in-game. Each session will last approximately 3 hours. Players may only participate in a maximum of 10 matches during the session. Players will earn points based on the scoring system listed in Sections 2.6.1.3 or 2.6.1.4 (as applicable). Matches will count only if the match begins before the Round 1 Solos window closes. Players may only participate in a single region’s Round 1 window each week.

At the conclusion of Round 1, the top 3000 point earners from each server region will advance and be able to queue up for Round 2 of the applicable Event week (“**Round 2**”) for Solos; provided, that, such players enable (if not already enabled) Two-Factor Authentication (“**2FA**”) on their Epic accounts . It will not be possible to enter Round 2 without (a) ranking in a region’s top 3000 players during that week’s Round 1 Solos; and (b) having 2FA enabled on a player’s Epic account. To enable 2FA, players must visit <https://epicgames.com/2FA>, log in to their Epic accounts, and follow the onscreen instructions.

In Round 2, players will compete in a single session during their respective regions' Online Open Round 2 window as listed in-game. This session will last approximately 3 hours. Players may only participate in a maximum of 10 matches during the session. Players will earn points based on the scoring system listed in Sections 2.6.1.3 or 2.6.1.4 (as applicable). Matches will count only if the match begins before the Round 2 window closes. Players may only participate in a single region's Round 2 window each week.

At the conclusion of Round 2, the top point earners from each region as set out in Section 2.6.1.5 will be sent an Eligibility Survey (as defined below) to determine participation in the Fortnite World Cup Finals ("**Stage Two**" or "**Finals**") to be held offline at a physical event and/or be awarded prizes as set out in Section 2.7 if found eligible.

2.6.1.2 China Qualification

A separate Fortnite World Cup tournament series will take place in the Chinese region (the "**China Qualification Series**"), and will be hosted by or on behalf of Tencent Holdings Limited. The top Solos player from the China Qualification Series will be automatically seeded into Stage Two. This entry path is regionally locked for only those players with lawful residence in China.

2.6.1.3 Scoring System

Victory Royale: 10 Points

2nd - 5th: 7 Points

6th - 15th: 5 Points

16th - 25th: 3 Points

Each Elimination: 1 Point

2.6.1.4 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.

2.6.1.5 Advancement

Advancement from Stage One to Stage Two will be determined by points earned at the conclusion of Stage One, Round 2 Solos. Total number of advancements per server region will differ based on the server region of participating players.

Fortnite World Cup Finals Qualification Solo Player Spots

Europe

Week 1: 8
Week 3: 8
Week 5: 8
Week 7: 8
Week 9: 8
TOTAL: 40

NA East

Week 1: 6
Week 3: 6
Week 5: 6
Week 7: 6
Week 9: 6
TOTAL: 30

NA West

Week 1: 2
Week 3: 2
Week 5: 2
Week 7: 2
Week 9: 2
TOTAL: 10

Asia

Week 1: 1
Week 3: 2
Week 5: 1
Week 7: 2
Week 9: 1
TOTAL: 7

Brazil

Week 1: 1
Week 3: 2
Week 5: 1
Week 7: 2
Week 9: 1
TOTAL: 7

Oceania

Week 1: 1

Week 3: 1

Week 5: 1

Week 7: 1

Week 9: 1

TOTAL: 5

2.6.2 Duos

2.6.2.1 Format

Any eligible team (as determined by Epic in accordance with these Rules) may queue up and participate in Stage One of the Event for Duos.

For Round 1 of the applicable week for Duos, teams who have both players who rank in the Champion League within Arena in their respective region by the start of Round 1 will be eligible to compete in a single session during their respective regions' Round 1 window as listed in-game. This session will last approximately 3 hours. Teams may only participate in a maximum of 10 matches during the session. Teams will earn points based on the scoring system listed in Sections 2.6.2.3 or 2.6.2.4 (as applicable). Matches will count only if the match begins before the Round 1 Duos window closes. Teams may only participate in a single region's Round 1 window each week.

At the conclusion of Round 1, the top 1500 ranked teams from each server region will advance and be able to queue up for Round 2 of the Event; provided, that, such players enable (if not already enabled) 2FA on their Epic accounts. It will not be possible to enter Round 2 without (a) ranking in a region's top 1500 teams during that week's Round 1; and (b) having 2FA enabled on both players' Epic accounts. To enable 2FA, players must visit <https://epicgames.com/2FA>, log in to their Epic accounts, and follow the onscreen instructions.

In Round 2, teams will compete in a single session during their respective regions' Online Open Round 2 window as listed in-game. This session will last approximately 3 hours. Teams may only participate in a maximum of 10 matches during the session. Teams will earn points based on the scoring system listed in Sections 2.6.2.3 or 2.6.2.4 (as applicable). Matches will count only if the match begins before the Round 2 window closes. Players may only participate in a single region's Round 2 window each week.

At the conclusion of Round 2, the top point earning teams from each region as set out in Section 2.6.2.5 will be sent an Eligibility Survey to determine participation in the Finals to be held offline at a physical event and/or be awarded prizes as set out in Section 2.7 if found eligible.

2.6.2.2 China Qualification

The top Duos team from the China Qualification Series will be automatically seeded into Stage Two. This entry path is regionally locked for only those players with lawful residence in China.

2.6.2.3 Scoring System

Victory Royale: 10 Points

2nd - 5th: 7 Points

6th - 10th: 5 Points

11th - 15th: 3 Points

Each Elimination: 1 Point

2.6.2.4 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.

2.6.2.5 Advancement

Advancement from Stage One to Stage Two will be determined by points earned at the conclusion of Stage One, Round 2 Duos. Total number of advancements per server region will differ based on the server region of participating players.

Fortnite World Cup Finals Qualification Duos Team Spots

Europe

Week 2: 4

Week 4: 4

Week 6: 4

Week 8: 4

Week 10: 4

TOTAL: 20

NA East

Week 2: 3

Week 4: 3

Week 6: 3

Week 8: 3
Week 10: 3
TOTAL: 15

NA West

Week 2: 1
Week 4: 1
Week 6: 1
Week 8: 1
Week 10: 1
TOTAL: 5

Asia

Week 2: 1
Week 4: 0
Week 6: 1
Week 8: 0
Week 10: 1
TOTAL: 3

Brazil

Week 2: 1
Week 4: 0
Week 6: 1
Week 8: 0
Week 10: 1
TOTAL: 3

Oceania

Week 2: 1
Week 4: 0
Week 6: 1
Week 8: 0
Week 10: 1
TOTAL: 3

2.7 Stage One Prizes

2.7.1

The following prizes will be awarded to each player based on his or her placement within the leaderboard at the conclusion of Stage One for both Solos and Duos.

Event Prizes - NA East Solos

Rank	Prize
1st	\$5,000
2nd	\$4,000
3rd	\$3,000
4th	\$2,500
5th	\$2,250
6th	\$2,000
7th	\$1,750
8th	\$1,500
9th	\$1,250
10th	\$1,000
11th-20th	\$800
21st-30th	\$650
31st-40th	\$550
41st-50th	\$450
51st-75th	\$400
76th-100th	\$350
101st-250th	\$300
251st-500th	\$250
500th-1000th	\$150
1001th-1500th	\$100

Event Prizes - NA East Duos

Rank	Prize
1st	\$10,000
2nd	\$8,000
3rd	\$6,500
4th	\$5,000
5th	\$4,500
6th	\$4,000
7th	\$3,500
8th	\$3,000
9th	\$2,500
10th	\$2,000
11th-20th	\$1,800
21st-30th	\$1,300

31st-40th	\$1,100
41st-50th	\$900
51st-75th	\$800
76th-100th	\$700
101st-250th	\$500
251st-500th	\$350

Event Prizes - NA West Solos

Rank	Prize
1st	\$4,000
2nd	\$3,500
3rd	\$3,000
4th	\$2,500
5th	\$2,000
6th	\$1,700
7th	\$1,500
8th	\$1,250
9th	\$1,000
10th	\$800
11th-20th	\$700
21st-30th	\$500
31st-40th	\$450
41st-50th	\$350
51st-75th	\$250
76th-100th	\$200
101st-250th	\$150
251st-500th	\$100

Event Prizes - NA West Duos

Rank	Prize
1st	\$6,500
2nd	\$5,500
3rd	\$4,750
4th	\$4,000
5th	\$3,500
6th	\$3,000
7th	\$2,500
8th	\$2,000
9th	\$1,500
10th	\$1,000
11th-20th	\$700

21st-30th	\$600
31st-40th	\$500
41st-50th	\$400
51st-75th	\$300
76th-100th	\$250
101st-250th	\$200

Event Prizes - Europe Solos

Rank	Prize
1st	\$5,000
2nd	\$4,000
3rd	\$3,000
4th	\$2,500
5th	\$2,250
6th	\$2,000
7th	\$1,750
8th	\$1,500
9th	\$1,250
10th	\$1,000
11th-20th	\$800
21st-30th	\$650
31st-40th	\$550
41st-50th	\$450
51st-75th	\$400
76th-100th	\$350
101st-250th	\$300
251st-500th	\$250
500th-1000th	\$200
1001th-1500th	\$100

Event Prizes - Europe Duos

Rank	Prize
1st	\$10,000
2nd	\$8,000
3rd	\$6,500
4th	\$5,000
5th	\$4,500
6th	\$4,000
7th	\$3,500
8th	\$3,000
9th	\$2,500

10th	\$2,000
11th-20th	\$1,800
21st-30th	\$1,300
31st-40th	\$1,100
41st-50th	\$900
51st-75th	\$800
76th-100th	\$700
101st-250th	\$500
251st-500th	\$350
501st-1000th	\$200

Event Prizes - Oceania Solos

Rank	Prize
1st	\$3,000
2nd	\$2,500
3rd	\$2,250
4th	\$2,000
5th	\$1,750
6th	\$1,500
7th	\$1,250
8th	\$1,000
9th	\$800
10th	\$600
11th-20th	\$500
21st-30th	\$400
31st-40th	\$300
41st-50th	\$200
51st-75th	\$175
76th-100th	\$150
101st-250th	\$125
251st-500th	\$100

Event Prizes - Oceania Duos

Rank	Prize
1st	\$6,500
2nd	\$5,500
3rd	\$4,500
4th	\$4,000
5th	\$3,500
6th	\$3,000
7th	\$2,500

8th	\$2,000
9th	\$1,500
10th	\$1,000
11th-20th	\$800
21st-30th	\$700
31st-40th	\$600
41st-50th	\$500
51st-75th	\$400
76th-100th	\$200

Event Prizes - Brazil Solos

Rank	Prize
1st	\$3,000
2nd	\$2,500
3rd	\$2,250
4th	\$2,000
5th	\$1,750
6th	\$1,500
7th	\$1,250
8th	\$1,000
9th	\$800
10th	\$600
11th-20th	\$500
21st-30th	\$400
31st-40th	\$300
41st-50th	\$200
51st-75th	\$175
76th-100th	\$150
101st-250th	\$125
251st-500th	\$100

Event Prizes - Brazil Duos

Rank	Prize
1st	\$6,500
2nd	\$5,500
3rd	\$4,500
4th	\$4,000
5th	\$3,500
6th	\$3,000
7th	\$2,500
8th	\$2,000

9th	\$1,500
10th	\$1,000
11th-20th	\$800
21st-30th	\$700
31st-40th	\$600
41st-50th	\$500
51st-75th	\$400
76th-100th	\$200

Event Prizes - Asia Solos

Rank	Prize
1st	\$2,500
2nd	\$2,250
3rd	\$2,000
4th	\$1,750
5th	\$1,500
6th	\$1,250
7th	\$1,000
8th	\$750
9th	\$500
10th	\$450
11th-20th	\$400
21st-30th	\$350
31st-40th	\$300
41st-50th	\$250
51st-75th	\$200
76th-100th	\$150
101st-250th	\$100

Event Prizes - Asia Duos

Rank	Prize
1st	\$5,000
2nd	\$4,500
3rd	\$4,000
4th	\$3,500
5th	\$3,000
6th	\$2,500
7th	\$1,750
8th	\$1,250
9th	\$800
10th	\$700

11th-20th	\$600
21st-30th	\$500
31st-40th	\$400
41st-50th	\$300
51st-75th	\$200

2.7.2 Prizing Information

Only the highest scoring players (as determined by Epic pursuant to this Section 2.7.2) will be eligible to receive the prizes set forth in Section 2.7.1. 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 2.7.2. 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 2.7.2.

3. **Player Eligibility**

3.1 **Player Age**

3.1.1 To be eligible to participate in any Online Open match, a player must be at least 13 years old (or such other age, if greater, as may be required in such player's country of residence). Minors 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 **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.

3.3 **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.

3.4 **Player Names**

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

3.4.2 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.

3.4.3 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.

3.5 **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.

3.6 **Additional Restrictions**

The Event in all parts is open to players from across the world, but is void wherever restricted or prohibited by law.

4. **Player/Team Formation Rules**

4.1 **Solos**

4.1.1 Each Solos player (or, if a Minor, such player's parent or legal guardian) must acknowledge and accept these Rules in-game pursuant to Section 1.2 before participating in Stage One. Players that qualify to advance to Stage Two must successfully pass the eligibility screening to be confirmed for competing in the Finals.

4.1.2 Earned Solos qualification spots cannot be transferred, sold, traded, or gifted to any person(s) or organization.

4.2 **Duos**

4.2.1 Each Duos player (or, if a Minor, such player's parent or legal guardian) must acknowledge and accept these Rules in-game pursuant to Section 1.2 before participating in Stage One. Both members of a team that advances to Stage Two must successfully pass the eligibility screening to be confirmed for competing in the Finals. If only one member of a team passes the eligibility screening, the entire team will be deemed ineligible to compete in the Finals.

4.2.2 Players may only participate on one team at a time throughout each session. If a team qualifies for the next stage of the Fortnite World Cup, both players will be jointly locked for that stage, unless they decide to forfeit their spot for that stage. If a qualified team wants to play again with different partners (i.e., form a new team), all players involved will be removed from the furthest stage or round previously achieved. A qualified team may only disband and remain eligible to compete in the Event if both players agree.

4.2.3 During Stage One all players on a team must be present and partied up together in order to participate in this stage of the Event. Players on a team may not play Solo during Stage One.

4.2.4 Each member of a 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 team as a whole and each individual member of the team. If any right of disqualification arises as to any individual member of the team, then the right of disqualification may be exercised against the team as a whole, as the Event Administrators may elect in their sole discretion.

4.2.5 Earned Duos qualification spots cannot be transferred, sold, traded, or gifted to any person(s) or organization.

5. **Issues**

5.1 **Definition of Terms**

5.1.1 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.

5.1.2 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.

5.1.3 Server Crash

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

5.1.4 Unintentional Disconnection

A player losing connection to the Game 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, matches will not be restarted or made null due to technical issues. Any technical issues or bug encounters must be played through and will not be cause for a remake.

6. **Communication**

6.1 Event Administrators will be available to answer player-specific questions and provide additional assistance throughout the Event via the official player support channel found here: <https://epicgames.helpshift.com/a/fortnite/?contact=1>

7. **Post-Match Process**

7.1 Scoring

7.1.1 The Game client will record and report the scores at the conclusion of each Match.

7.1.2 At times, unforeseen issues may arise that result in score reporting delays and/or inaccuracies. For the duration of the Event, the score displayed in Game will be the universally accepted score, regardless of accuracy.

8. **Code of Conduct**

8.1 **Personal Conduct; No Toxic Behavior**

8.1.1 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.

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

8.1.3 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**").

8.1.4 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.

8.2 Competitive Integrity

8.2.1 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).

8.2.2 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.

8.2.3 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 8.2.1 and 8.2.2.

8.3 Harassment

8.3.1 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.

8.3.2 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.

8.4 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.

8.5 Illegal Conduct

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

9. Rules and Conduct Violations

9.1 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 9.2.

9.2 **Disciplinary Action**

9.2.1 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.

9.2.2 For clarity, the nature and extent of the disciplinary action taken by Epic pursuant to this Section 9.2 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.

9.2.3 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 penalty specified in Epic's [Terms of Service](#) and/or the Fortnite EULA.

9.2.4 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.

9.3 **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.

10. **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.

11. 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.

12. 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.

13. 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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