Fortnite Champion Series: Chapter 2 Season 1 Official Rules

1. Introduction and Acceptance

1.1 Introduction

These Fortnite Champion Series: Chapter 2 Season 1 Official Rules ("**Rules**") govern all stages of the Fortnite Champion Series for Chapter 2 Season 1 ("**Champion Series**" 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

Fortnite's ranked, competitive mode composed of three (3) leagues (each, a "**League**") separated into ten (10) divisions (each, a "**Division**") as follows:

Open League: Division I (0 - 499 Hype points ("**Hype**"))
Open League: Division II (500 - 999 Hype)
Open League: Division III (1,000 - 1,499 Hype)
Open League: Division IV (1,500 - 1,999 Hype)

Contender League: Division I (2,000 - 2,999 Hype)
Contender League: Division II (3,000 - 4,499 Hype)
Contender League: Division III (4,500 - 6,499 Hype)

Champion League: Division I (6,500 - 9,999 Hype)
Champion League: Division II (10,000 - 13,999 Hype)
Champion League: Division III (14,000+ Hype)

2.1.2 Elimination

An occurrence where one player depletes the HP and Shield (if any) of another player. Subject to Section 7.1.2, 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.

2.1.3 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 **Champion Series: Weekly - All Final Times Listed in Game**

2.2.1 November 1: Week 1 Rounds 1+2 [Middle East]
2.2.2 November 2: Week 1 Rounds 1+2 [All Regions Except Middle East]
2.2.3 November 2: Week 1 Round 3 [Middle East]
2.2.4 November 3: Week 1 Round 3 [All Regions Except Middle East]

2.2.5 November 8: Week 2 Rounds 1+2 [Middle East]
2.2.6 November 9: Week 2 Rounds 1+2 [All Regions Except Middle East]
2.2.7 November 9: Week 2 Round 3 [Middle East]
2.2.8 November 10: Week 2 Round 3 [All Regions Except Middle East]

2.2.9 November 15: Week 3 Rounds 1+2 [Middle East]
2.2.10 November 16: Week 3 Rounds 1+2 [All Regions Except Middle East]
2.2.11 November 16: Week 3 Round 3 [Middle East]
2.2.12 November 17: Week 3 Round 3 [All Regions Except Middle East]

2.2.13 November 22: Week 4 Rounds 1+2 [Middle East]
2.2.14 November 23: Week 4 Rounds 1+2 [All Regions Except Middle East]
2.2.15 November 23: Week 4 Round 3 [Middle East]
2.2.16 November 24: Week 4 Round 3 [All Regions Except Middle East]

2.3 **Champion Series: Season Finals - All Final Times Listed in Game**

2.3.1 December 6: Heat 1 Group Stage [All Regions]
2.3.2 December 6: Heat 2 Group Stage [Middle East]
2.3.3 December 7: Heat 2 Group Stage [All Regions Except Middle East]
2.3.4 December 7: Heat 3 Group Stage [EU, NAE, NAW, BR]
2.3.5 December 7: Heat 4 Group Stage [EU, NAE, NAW, BR]

2.3.6 December 8: Champion Series Grand Finals [All Regions]

2.4 **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.

2.5 **Event Format and Scoring**

2.5.1 Format

Subject to the terms and conditions of these Rules, any eligible Squads team (as determined by Epic in accordance with these Rules) may queue up and participate in the Fortnite Champion Series Weekly ("**Stage 1**" or "**Weekly**").

For Round 1 of the applicable Weekly ("**Round 1**"), all members of an eligible Squads team (as determined by Epic in accordance with these Rules) must rank in the Champion League (Division I, II, or III) within Arena in their respective region by the start of such Weekly to be eligible to queue up and compete during their respective region's Round 1 session window as listed in-game.

Each Round 1 session will last approximately three (3) hours. Teams may participate in a maximum of ten (10) matches during any Round 1 session. Teams will earn points based on the scoring system listed in Sections 2.5.2 and 2.5.3 (as applicable). Matches for a Round 1 session will count only if the match begins before such session window closes.

For clarity, players may only participate in a single region's Weekly for any Round during Stage 1.

At the conclusion of Round 1 of the applicable Weekly, the top point earning teams from each server region will advance as set out in Section 2.5.5 and be able to queue up for Round 2 of such Weekly ("**Round 2**"). It will not be possible to enter Round 2 of a Weekly without ranking in a region's top players during that Weekly's Round 1.

For Round 2 of the applicable Weekly, players will compete in a single session during their respective region's Round 2 session window as listed in-game. Each Round 2 session will last approximately three (3) hours. Teams may participate in a maximum of ten (10) matches during any Round 2 session. Teams will earn points based on the scoring system listed in Sections 2.5.2 or 2.5.3 (as applicable). Matches for a Round 2 session will count only if the match begins before such session window closes.

At the conclusion of Round 2 of the applicable Weekly, the top point earning teams from each server region will advance as set out in Section 2.5.6 and be able to queue up for Round 3 of such Weekly ("**Round 3**"). It will not be possible to enter Round 3 of a Weekly without ranking in a region's top players during that Weekly's Round 2.

For Round 3 of the applicable Weekly, players will compete in a single session during their respective region's Round 3 session window as listed in-game. Teams may participate in a maximum of six (6) matches during any Round 3 session. For Round 3, the first match will start fifteen (15) minutes after the session window begins. Each Round 3 session will last approximately three (3) hours, with a new match starting every thirty (30) minutes. If a team fails to queue for the playlist and/or misses the start time for a given match, it will be considered to have finished in last place with zero eliminations for that missed match. Teams will earn points based on the scoring system listed in Sections 2.5.2, 2.5.3, or 2.5.4 (as applicable). Matches for a Round 3 session will count only if the match begins before such session window closes.

At the conclusion of Round 3 of the applicable Weekly, the top point earning teams from each server region will advance as set out in Section 2.5.7 and be able to queue up for the second stage of the Event ("**Stage 2**" or "**Season Finals**") and/or be awarded prizes as set out in Section 2.6. It will not be possible to enter the Season Finals without advancing from Stage 1 as set out in these Rules.

Additionally, the total series points awarded at the conclusion of Round 3 of the applicable Weekly will be added together across all five (5) weeks of competition. The highest cumulative point-scoring teams from each server region across all five (5) Round 3 sessions that haven't already advanced to Stage 2 will also advance to Stage 2 as listed in Sections 2.5.7 or 2.5.8 (as applicable); provided, however, that teams must have the same four (4) players for each such Weekly in order for scores across those Weeklies to accumulate.

For Round 1 of the Season Finals ("**Group Stage**"), teams will be seeded into heats (each, a "**Heat**") to compete in a single session during their respective region's Group Stage window as listed in-game. For the Group Stage, the first match will start fifteen (15) minutes after the session window begins. Each Heat will last approximately three (3) hours, with a new match starting every thirty (30) minutes. If a team fails to queue for the playlist and/or misses the start time for a given match, it will be considered to have finished in last place with zero eliminations for that missed match. Teams may participate in a maximum of six (6) matches during a Heat. Teams will earn points based on the scoring system listed in Sections 2.5.2 or 2.5.3 (as applicable). Matches for a Heat will count only if the match begins before such Heat window closes.

For clarity, players may only participate in a single region's Group Stage session.

At the conclusion of each Heat, the top point earning teams for such Heat will advance as set out in Section 2.5.9 and be able to queue up for Round 2 of the Season Finals ("**Grand Finals**")

in their respective region. It will not be possible to enter the Grand Finals without advancing from the Group Stage as set out in these Rules.

In the Grand Finals, twenty-four (24) teams will compete in a single session (the "**Champion Heat**") during their respective region's Grand Finals window as listed in-game. The Champion Heat will last approximately three (3) hours, with a new match starting every thirty (30) minutes. Teams may participate in a maximum of six (6) matches during the Champion Heat. If a team fails to queue for the playlist and/or misses the start time for a given match, it will be considered to have finished in last place with zero eliminations for that missed match. Teams will earn points based on the scoring system listed in Sections 2.5.2 or 2.5.3 (as applicable). Matches for the Champion Heat will count only if the match begins before the Champion Heat window closes.

For clarity, players may only participate in a single region's Grand Finals session.

At the conclusion of the Grand Finals, and subject to the terms and conditions herein, the top point earning teams as listed on the in-game leaderboard ("**Leaderboard**") from each region will be awarded prizes as set out in Section 2.6.

2.5.2 Match Scoring System

Victory Royale: 15 Points
2nd: 12 Points
3rd - 4th: 9 Points
5th - 6th: 6 Points
7th - 8th: 3 Points

Each Elimination: 1 Point

2.5.3 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; (5) total seconds survived across all matches; and finally (6) a coin flip.

2.5.4 Series Point Scoring System

Series Points are awarded to teams at the conclusion of each Weekly's Round 3 window. For clarity, teams will only be awarded series points for actual participation in a given Round. By way of example only, if a team reaches Round 3 but fails to queue for or otherwise misses all matches during a Round 3 session, then that team will only be awarded series points for those matches it participated in through Round 2.

1st Place - 500 Series Points
2nd Place - 476 Series Points
3rd Place - 452 Series Points
4th Place - 428 Series Points
5th Place - 408 Series Points
6th Place - 386 Series Points
7th Place - 368 Series Points
8th Place - 350 Series Points
9th Place - 332 Series Points
10th Place - 316 Series Points
11th-15th Place - 300 Series Points
16th-20th Place - 284 Series Points
21st-25th Place - 270 Series Points
26th-50th Place - 244 Series Points
51st-75th Place - 218 Series Points
76th-100th Place - 196 Series Points
101st-125th Place - 178 Series Points
126th-150th Place - 160 Series Points
151st-175th Place - 144 Series Points
176st-200th Place - 130 Series Points
201st-250th Place - 110 Series Points
251st-500th Place - 94 Series Points
501st-1000th Place - 70 Series Point
1001st-1500th Place - 52 Series Point
1501st-2000th Place - 40 Series Point
2001st-3000th Place - 30 Series Point
3001st-5000th Place - 22 Series Point
5001st-10000th Place - 16 Series Point

2.5.5 Round 2 Advancement

Advancement from Round 1 to Round 2 will be determined by points earned at the conclusion of Round 1 for the applicable Weekly. Total number of advancements will differ based on server region.

Round 1 to Round 2

Europe, NAE, NAW, and BR: Top 500 teams in each region
Asia, OCE, Middle East: Top 200 teams in each region

2.5.6 Round 3 Advancement

Advancement from Round 2 to Round 3 will be determined by points earned at the conclusion of Round 2 for the applicable Weekly.

All Regions: Top 25 teams in each region

2.5.7 Stage 2 Advancement

Advancement from Stage 1 to Stage 2 will be determined by points earned at the conclusion of Stage 1 for the applicable Weekly. Total number of advancements will differ based on server region. If a team qualifies to advance to Stage 2 more than once, the additional qualification spot(s) obtained at the later Weekly(ies) will be added to the number of available spots for the Cumulative Series Points leaderboard as calculated at the conclusion of Week 4.

Europe, NAE, NAW, and BR

Week 1: Top 10 teams in each region
Week 2: Top 10 teams in each region
Week 3: Top 10 teams in each region
Week 4: Top 10 teams in each region
Cumulative Series Points: Top 60 teams in each region, not already qualified.
TOTAL: 100 teams

Asia, OCE, and Middle East

Week 1: Top 5 teams in each region
Week 2: Top 5 teams in each region
Week 3: Top 5 teams in each region
Week 4: Top 5 teams in each region
Cumulative Series Points: Top 30 teams in each region, not already qualified.
TOTAL: 50 teams

2.5.8 Series Points Tiebreakers

Tiebreakers will be determined in the order presented here: (1) total series points awarded; (2) total weeks played with team; (3) total Round 3 appearances across all weeks; (4) total Round 2 appearances across all weeks; (5) highest final placement in a single week; (6) average final placement across all weeks; and finally (7) a coin flip.

2.5.9 Grand Finals Advancement

Advancement from the Group Stage to the Grand Finals will be determined by points earned at the conclusion of the Group Stage. Total number of advancements will differ based on server region.

Europe, NAE, NAW, and BR

Heat 1: 6 teams in each region
Heat 2: 6 teams in each region
Heat 3: 6 teams in each region
Heat 4: 6 teams in each region
TOTAL: 24 teams in each region

Asia, OCE, and Middle East

Heat 1: 12 teams in each region
Heat 2: 12 teams in each region
TOTAL: 24 teams in each region

2.6 **Prizes**

2.6.1 Stage 1 Prizes

The following prizes will be awarded to each team (divided evenly among the four (4) players) based on its placement within the Leaderboard at the conclusion of Round 3 of the applicable Weekly.

Weekly Event Prizes - Europe

Rank	Prize
1st	$36,000
2nd	$16,000
3rd	$12,000
4th-5th	$8,000
6th-10th	$4,000

Weekly Event Prizes - NA East

Rank	Prize
1st	$22,500
2nd	$10,000
3rd	$7,500
4th-5th	$5,000
6th-10th	$2,500

Weekly Event Prizes - NA West

Rank	Prize
1st	$9,000
2nd	$4,000
3rd	$3,000

4th-5th	$2,000
6th-10th	$1,000

Weekly Event Prizes - Brazil

Rank	Prize
1st	$9,000
2nd	$4,000
3rd	$3,000
4th-5th	$2,000
6th-10th	$1,000

Weekly Event Prizes - Asia

Rank	Prize
1st	$5,000
2nd	$3,000
3rd-5th	$1,500

Weekly Event Prizes - OCE

Rank	Prize
1st	$5,000
2nd	$3,000
3rd-5th	$1,500

Weekly Event Prizes - Middle East

Rank	Prize
1st	$5,000
2nd	$3,000
3rd-5th	$1,500

2.6.2 Stage 2 Prizes

The following prizes will be awarded to each team (divided evenly among the four (4) players) based on its placement within the Leaderboard at the conclusion of Stage 2.

Finals Event Prizes - Europe

Rank	Prize
1st	$300,000
2nd	$120,000
3rd	$96,000

4th	$72,000
5th	$60,000
6th	$48,000
7th	$36,000
8th	$24,000
9th	$19,200
10th-25th	$9,600
26th-100th	$3,600

Finals Event Prizes - NA East

Rank	Prize
1st	$187,500
2nd	$75,000
3rd	$60,000
4th	$45,000
5th	$37,500
6th	$30,000
7th	$22,500
8th	$15,000
9th	$12,000
10th-25th	$6,000
26th-100th	$2,250

Finals Event Prizes - NA West

Rank	Prize
1st	$75,000
2nd	$30,000
3rd	$24,000
4th	$18,000
5th	$15,000
6th	$12,000
7th	$9,000
8th	$6,000
9th	$4,800
10th-25th	$2,400
26th-100th	$900

Finals Event Prizes - Brazil

Rank	Prize
1st	$75,000
2nd	$30,000

3rd	$24,000
4th	$18,000
5th	$15,000
6th	$12,000
7th	$9,000
8th	$6,000
9th	$4,800
10th-25th	$2,400
26th-100th	$900

Finals Event Prizes - Asia

Rank	Prize
1st	$43,500
2nd	$21,000
3rd	$12,000
4th	$9,000
5th	$7,500
6th	$6,000
7th	$4,500
8th	$3,000
9th	$2,400
10th-25th	$1,200
26th-50th	$900

Finals Event Prizes - OCE

Rank	Prize
1st	$43,500
2nd	$21,000
3rd	$12,000
4th	$9,000
5th	$7,500
6th	$6,000
7th	$4,500
8th	$3,000
9th	$2,400
10th-25th	$1,200
26th-50th	$900

Finals Event Prizes - Middle East

Rank	Prize
1st	$43,500

2nd $21,000
3rd $12,000
4th $9,000
5th $7,500
6th $6,000
7th $4,500
8th $3,000
9th $2,400
10th-25th $1,200
26th-50th $900

2.6.3 Prizing Information

Only the highest scoring players (as determined by Epic pursuant to this Section 2.6.3) will be eligible to receive the prizes set forth in Section 2.6.1 or Section 2.6.2. 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 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. A potential winning player must keep the Epic account that he or she used to compete in the Event active throughout the verification of eligibility process.

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 2.6.3.

The failure by any such player to (a) keep the Epic account that he or she used to compete in the Event active throughout the verification of eligibility process or (b) 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 (y) award any prize amounts that would have otherwise been awarded to such disqualified player as part of a future Fortnite Champion Series event or (z) 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 (y) 1099-MISC for US residents and 1042-S for non-US residents, and (z) any other relevant tax forms as may be required by applicable law.

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 in his or capacity as an individual (or, if a Minor, to the Winning Player's parent or legal guardian). For the avoidance of doubt, no prize payments will be made by Epic to any organization, company, or other entity. The Winning Player will be provided 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 submit the Release in accordance with the deadlines set forth in this Section 2.6.3.

3. Player Eligibility

3.1 Player Age

3.1.1 To be eligible to participate in any Champion Series 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 2FA

Each player must enable (if not already enabled) Two-Factor Authentication ("**2FA**") on his or her Epic account. To enable 2FA, players must visit https://epicgames.com/2FA, log in to their Epic accounts, and follow the onscreen instructions.

3.4 **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.

3.5 **Player Names**

3.5.1 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.

3.5.2 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.

3.5.3 Subject to Section 3.5.1, a team or player cannot change its, her, or his display name at any time during the Event once such team or player has participated in any Champion Series match.

3.6 **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.

3.7 **Additional Restrictions**

3.7.1 The Event in all parts is open to players from across the world, except as otherwise provided in this Section. The Event is not open to individuals wherever restricted or prohibited by applicable law or in any country disallowed by U.S. law. Without limitation of the foregoing, the Event is not open to individuals in Belarus, the Central African Republic, the Crimea region, the Democratic Republic of the Congo, Cuba, Eritrea, Guinea-Bissau, Iran, Iraq, Lebanon, Liberia, Libya, Myanmar (Burma), North Korea, Somalia, South Sudan, Sudan and Syria.

3.7.2 Multiple players may not participate in the Event on the same machine in a single Event weekend.

4. Player/Team Formation Rules

4.2 Squads

4.2.1 Each Squads 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 1.

4.2.2 Players may only participate on one team at a time throughout each session. If a team qualifies for Stage 2 of the Fortnite Champion Series, all players will be jointly locked for that stage, unless they unanimously decide as a team to forfeit their spot for that stage. If a qualified team wants to qualify with different players (i.e., form a new team), all players on the existing team must submit a written request to disband to tournaments@epicgames.com. If such request is approved, such team will be removed from the furthest stage previously achieved.

4.2.3 During the Event all players on a team must be present and partied up together in order to participate. Players on a team may not play Solo or Duo. If a team does not have all four (4) members present and partied up together by the start time for a given match, it will be considered to have finished in last place with zero eliminations for that match.

4.2.4 All members of a team that fall within the prizing thresholds set forth in Section 2.6 must successfully pass the verification of eligibility process described in Section 2.6.3 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 Event.

4.2.5 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.

4.2.6 Earned Weekly or Finals qualification spots (as applicable) 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 a player's score at the conclusion of such player's participation in a 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 within the Leaderboard 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 mislead 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 or other Fortnite competitive events and programing, 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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