

I. INTRODUCTION

These are the Official Tournament Terms and Conditions (“Official Rules”) governing the EU Champions Cup Series of competitive leagues and events (“Tournament”) brought to you by Mobile Gaming League UG (limited liability) (“MGL”). These Official Rules set forth the terms and conditions for participating in the Tournament, including the official gameplay rules of Vainglory. All Players and Teams, as defined below, must comply with the rules and restrictions described in these Official Rules, and shall be subject to its terms, including, without limitation, the Code of Conduct and the Player Release.

Please review these Official Rules, including the Tournament Rules, before registering for the Tournament, and again immediately prior to your first Game. Please be advised that these terms are subject to change, as determined by the Tournament Organizers in their sole discretion. In the event of changes to the Official Rules or Tournament Rules, updates will be provided via the Tournament website, and as otherwise communicated by the Tournament Organizers.

MGL maintains final ruling on any Tournament related disputes that may arise. Any matters of consequence not outlined in this document may be addressed by MGL at the time of incident, and all rulings are considered final.

This tournament takes place online and does not require a live-event presence.

II. COMPETITION FORMAT

The EU Champions Cup Series will consist of one seasonal tournaments which will be played in a two group round robin format, the 2 (two) top teams from each group will proceed to the playoff bracket. All Matches are being played in the “Best-of-Three” (Bo3) style, except the grand final which will be played in “Best-of-Five” (Bo5) style. A team may win in the Bo3 matchup by winning two matches (e.g. 2:0; 2:1, 0:2 or 1:2) or in Bo5 matchup by winning three matches (eg: 3:0, 3:1, 3:2, 0:3, 1:3, 2:3).

III. ELIGIBILITY

The Tournament is open to all residents of all [recognised states of Europe](#). All participants have to provide proof of eligibility including proof of residency and potential tax information as reasonably requested by Tournament Organizers. If an individual fails to prove request, the individual may be removed from the team.

MGL together with the other Tournament Organizer companies, and their respective employees, directors and officers, and their immediate families (spouses and siblings, parents and children and their spouses)



and those of their respective parents, subsidiaries, affiliates, vendors, agents, representatives and any entity involved in the implementation, execution, prizing and prize fulfillment of the Tournament, are not eligible to participate in the Tournament without express written permission by MGL; nor are governmental officials of any of the qualifying nations.

The Tournament is composed entirely of individual players which are seeded. Individuals may only participate in one Team at a time throughout the Tournaments. MGL will seed the top 5 (five) Players team. MGL will rank each participant's 5V5 Ranked ELO. Teams may also consist of supportive members, such as coaches or owners who do not compete.

Individual Players must supply their own equipment and any and all permissions to access the Videogame, including, without limitation, a validly acquired copy of the Videogame and access levels to Vainglory.

IV. DEFINITIONS

IV.1 Best-of-X - means a series has X number of matches and the Team that wins a majority of the matches is declared the series winner. Once a Team obtains minimum number of match wins to determine the winner, the series immediately ends and any remaining matches are not played. For example, if a Team wins 2 matches in a Best-of-3 series that Team is immediately declared the winner.

IV..2 Competition - a category of competitive gameplay for the Video Game, as described in Section 2, above.

IV.3 Match - a single gameplay event, a number of which shall constitute a series between Teams.

IV.4 Player - each individual who is eligible for the Tournament, and elects to participate in the Tournament.

IV.5 Team - a group of Players who compete in the Tournament together as a unit, representing the country of their residence. A description of Team requirements is provided in the Eligibility provision, below.

IV.6 Team Captain - a self-selected representative of a Team that may complete actions on behalf of the Team.

IV.7 Tournament Organizers - MGL, and its agents and representatives managing the Tournament.

V. PLAYER PARTICIPATION RELEASES

By participating in a Tournament, you, as a Player, hereby grant to MGL and its Tournament Organizers, permission to record, videotape and photograph the Player's voice, name (including Player name, username, avatar, gamertag or equivalent), image, likeness and to use such recordings, images and information, as well as Player's biographical information ("Player Information"), for all purposes in connection with the Tournament, including, without limitation, recording and exhibiting Tournament gameplay, presenting and/or otherwise displaying Tournament results on the Tournament website and other online and offline destinations; recording, tabulating, presenting and/or otherwise displaying gameplay information pertaining to Player and Player's Team's performance.

All Player Information, including images, audio recordings, databases of information, bracket information, etc., made in connection with VGL European Cup Series will be owned by MGL, which it may use, license, transfer or assign, in its sole discretion. Player grants to MGL the right to use, edit, adapt, post, stream, copy, display, perform, transmit, broadcast, and otherwise exploit Player Images and the Player Information, including any names, likenesses, voice, conversation, biography and any other attributes of Player's personality and appearance, individually or with others, in whole or in part, alone or in conjunction with other material, in any and all media now known or hereafter devised, in perpetuity (except for residents of France, which will expire within 5 years from date of participation) throughout the world, for the purpose of trade, advertising, promotion or any other lawful purpose whatsoever, without additional compensation, consideration, notification or permission, except where prohibited by law.

VI. AGREEMENT TO THE OFFICIAL RULES

By participating in the Tournament, you, as a Player, fully and unconditionally accepts these Official Rules (including the Tournament Rules, which are the rules of gameplay for the Tournament itself), which are final and binding in all matters related to the Tournament. Receipt of any Prize is contingent upon Player's compliance with all of these Official Rules and satisfactory completion of any and all documentation necessary to effectuate payment (including tax forms or equivalent, as required by law). VOID WHERE PROHIBITED.

VII. CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament staff, including MGL, Tournament Organizers, their staff, agents and representatives, and spectators. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Tournament Rules), may be immediately disqualified from the Tournament and forfeit all potential Prizes. Inappropriate behavior includes, but is not limited to, the following:

- Swearing, screaming or threats
- Harassment
- Violence
- Collusion

- Cheating of any sort through any means
- Intentionally delaying or slowing gameplay
- Any other known or unknown manner of tampering with gameplay
- Offensive, vulgar or obscene usernames, avatars or Team names
- Sexism, ageism, racism or any other form of prejudice or bigotry
- Engaging in any activity which is deemed by Tournament Organizers to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- Any other type of conduct deemed inappropriate at MGL's sole discretion

Players agree to be bound by the decisions of the Tournament Organizers, which shall be final and binding in all respects. The Tournament Organizers reserve the right, at their sole discretion, to disqualify any individual it finds to be tampering with the type, process, or operation of the Tournament, or to be acting in violation of these Official Rules. Further, the Tournament Organizers reserve the right, at their sole discretion, to ban infringing Players from any future tournament event organized by Tournament Organizers, if deemed necessary.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY EQUIPMENT OR UNDERMINE THE LEGITIMATE OPERATION OF A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH INDIVIDUAL(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO IT TO THE FULLEST EXTENT PERMITTED BY LAW.

VII.1. COLLUSION

A team or organization may not conspire with, or exert influence on, other players, teams or organizations to achieve a desired competitive result at the expense of another party. This includes:

- Conspiring to achieve a particular match or series outcome (i.e. "match fixing")
- Collectively "blacklisting" another player/team member, team or organization

VII.2. DISPUTES

If a team or organization believes another member of the tournament or event to be acting against the code of conduct, and/or performing any prohibited actions as defined by this rulebook, and/or seeking to negatively impact the growth of the tournament/event; the concerned party should bring the matter to the attention of the tournament organizer.

- Disputes between members of the league should not be publicized, and should instead be made to the tournament organizer
- Any dispute which is made public before contacting the tournament organizer can be refused by the tournament organizer

VIII. PRIZES

MGL will update the prize pool of the EU Champions Cup powered by Razer here.

IX. LIMITATION OF LIABILITY

TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE VIDEOGAME SOFTWARE, EQUIPMENT, OPERATION OF THE TOURNAMENT, OR PRIZING, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON INFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

Tournament Entities shall not be responsible for any of the following:

- (I) incorrect or inaccurate information whether caused by users or by any of the equipment or programming associated with or utilized in a Tournament or by any technical or human error which may occur in the processing of a Player's registration or gameplay;
- (II) any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction, or unauthorized access which may result in alteration of gameplay or game results;
- (III) any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player resulting from participation in a Tournament;
- (IV) injuries or losses to Player's person or property arising or resulting from participation in a Tournament;
- (V) any acts or omissions by Tournament Entities or their employees, whether negligent or willful, in the conduct of the Tournament;
- (VI) any equipment or software malfunction; or
- (VII) the inability to complete a Game due to any technical malfunction.

Tournament Organizers, at their sole discretion, may require the replaying of any Game, match, or Competition, or declare any of the foregoing null and void by reason of any technical or other system error. If for any reason the Tournament or any portion thereof is not capable of running as planned,

including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure, or any other causes beyond the control of Tournament Organizers, which corrupt or affect the administration, security, fairness, integrity, or proper conduct of the Tournament or any portion thereof, Tournament Organizers reserve the right, at their sole discretion, to cancel, terminate, modify, or suspend the Tournament or any portion thereof. Without limiting the generality of the foregoing, in the event that Tournament Organizers determine, at their sole discretion, that any individual game, match, Competition or Tournament, has been tampered with or that the validity of any game, match, Competition or Tournament has been compromised for any reason, it may eliminate that game, match, Competition or the Tournament, and may conduct the Tournament on the basis of the remaining game, match, Competition and/or Tournament. In the event that any individual is adversely affected in a game, match, Competition or Tournament by any technical or equipment malfunction, Tournament Organizers reserve the right to schedule special game, match, Competition or Tournament among any such competitors so adversely affected. In the event of any cancellation, termination, modification or suspension of the Tournament or any portion thereof, Tournament Organizers will post a notice promptly on the Tournament website and/or its Social Media platforms like Twitter & Discord.

BY ENTERING AND PARTICIPATING IN A TOURNAMENT, PLAYER AGREES TO INDEMNIFY, DEFEND, RELEASE AND HOLD HARMLESS ALL TOURNAMENT ENTITIES, AND THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES, AGENTS AND REPRESENTATIVES FROM ANY AND ALL CLAIMS, DEMANDS, DAMAGES, EXPENSES, COSTS (INCLUDING REASONABLE ATTORNEYS' FEES) AND LIABILITIES (INCLUDING SETTLEMENTS) FOR ANY INJURIES, INCLUDING BUT NOT LIMITED TO PERSONAL INJURY OR DEATH, OR LOSS OR DAMAGE OF ANY KIND, ARISING FROM OR IN CONNECTION WITH THE TOURNAMENT, ATTENDANCE AT ANY TOURNAMENT, OR ANY PRIZE. OR ANY OTHER MATTER OR ACTIVITY DIRECTLY OR INDIRECTLY RELATED TO THE TOURNAMENT, INCLUDING BUT NOT LIMITED TO LIBEL, SLANDER, DISPARAGEMENT, DEFAMATION, COPYRIGHT INFRINGEMENT, INVASION OF PRIVACY, OR INFRINGEMENT OF ANY PATENT, COPYRIGHT, TRADEMARK, TRADE SECRET OR OTHER INTELLECTUAL PROPERTY RIGHT OF ANY THIRD PARTY. THIS OBLIGATION SHALL CONTINUE BEYOND THE TERM OF THE TOURNAMENT.

X. PRIVACY

Player acknowledges and agrees that MGL may collect, store, share and otherwise use any personally identifiable information provided to MGL throughout the Tournament, including, but not limited to, Player Information, and email address. Sponsor will use this information in accordance with its Privacy Policy located at <http://mobilegamingleague.eu/privacy-policy>, including for administering the Tournament and verifying a Player's identity, postal address and email address in the event a Player qualifies for a Prize. Player's information, including Player Information, may also be transferred to countries outside the country of Player's residence, including the United States of America. Such other countries may not have privacy laws and regulations similar to those of the country of Player's residence.

XI. TOURNAMENT GAMEPLAY RULES

These are the EU Champions Cup powered by Razer Official Tournament Rules (“Tournament Rules”) governing the Tournament. The Tournament will be conducted according to the Tournament rules stated below in conjunction with the format described in the Official Rules

XI-1. LANGUAGE

Any use of language that is in violation of the Code of Conduct may result in Player bans, match forfeiture, or Team disqualification at the sole discretion of MGL. All communication should be made through official channels including, but not limited to: In-Game messaging, email & discord.

XI-2. MATCH SETTING

All matches are played as 5 Players vs. 5 Players (5V5) on the Sovereign Rise map in Standard game mode. If a Team is unable to field all five Players for a match, that Team will be not be allowed to play with less players and lose the entire series immediately.

The game lobby will be either hosted by MGL or its representatives, including casters, hosts and tournament admins. If the game lobby is not going to be hosted by MGL, the team captains have to arrange the lobby themselves.

XI-3. SHOW-UP & PRESENCE

Teams have to be online at least 10 (ten) minutes before the scheduled match start time. The match is always scheduled to start on the announced time unless otherwise communicated. If a team fails to have all 5 (five) players online after 10 (ten) minutes have passed from the original match start time, the team will lose the entire series immediately.

XI-4. HEROES

All heroes already publicly released may be used for matches unless otherwise stated. The most recent hero is allowed to played once the hero is able to be purchased via the in-game currency “glory”. MGL reserves the right to remove heroes due to unforeseen issues (bugs, etc.) from the tournament. This announcement can come before or during the tournament.

XI-5. MATCH PROCEDURES

XI-5.1 SIDE DESIGNATION

Teams are designated to their side (A / left) or (B / right) by the tournament bracket. The upper Team will always represent Team A (graphic; color Blue). The lower Team will always represent Team B (graphic, color Red). This order has to match the in-game lobby before the start of the game.

Example tournament tree with one match-up:

Team A
Team B

XI-5.2 HEROES PICKS & BANS

The tournament will follow the standard in-game ban procedure of the game. Teams have the opportunity to not ban a hero. In the event of an unexpected device or connection issue during the draft process, the Team that was in the process of choosing a hero should immediately declare in chat or to a Tournament Organizer the hero they wish to select. The Tournament Organizer will determine any changes that need to be made to the drafting process to ensure Team equity based on what happened. If the draft lobby is being cancelled, the Tournament Organizer reserves the right to punish the violating team to its own discretion.

XI-5.3 MATCH SIDES

Side A defends the Vain Crystal on the left side of the map. Side B defends the Vain Crystal on the right side of the map. After each game, teams are going to swap sides in the lobby. This action has to be performed by whoever is the party leader.

XI-5.4 WIN CONDITIONS

A match is won when a Team destroys the enemy's Vain crystal first, or if the opposing Team surrenders, forfeits, or is disqualified by Tournament Organizers. Tournament Organizers may declare a win for a particular Team based on extraordinary circumstances, at the Tournament Organizers' discretion.

XI-5.5 PLAYER SUBSTITUTIONS

A substitution is defined as changing a Player in the starting lineup following the first match in the series. Substitutions may occur in between matches of a series.

XI-6. DISCONNECTS

For spectated / broadcast games, tournament Organizers will make best faith efforts to identify if a Player has clearly disconnected from the game or is non-responsive. If a pause is issued due to a disconnect, all Players should remain at their devices prepared to play during a pause. No warning or short warning will be given once a game is about to be unpaused. As soon as a game is unpaused, Players should continue playing. If it appears the issue has not been resolved, the Tournament organizer may choose to institute a second pause or let the match continue. If a Player is unable to resolve the issue after a pause, the Teams may be required to continue the games at the Tournament Organizer's discretion.

A match will not typically be restarted due to a disconnection unless all Players from both Teams agree to do so. The Tournament Organizer can also declare a restart at its sole discretion

XI-7. SELECTION TIMEOUT

In the event of an intentional draft dodge, selection timeout, or other draft disruption, the Player / Team that did not select must immediately declare a hero choice. If the Tournament Organizer determines the incident indicates unsportsmanlike conduct (such as employing a stalling tactic), they may enforce ban restrictions or hero selection limitations at their sole discretion. In such an instance, the Tournament Organizer may:

- Allow the stalling Team's opponent to make the late selection on the other Team's behalf
- Make a selection on the stalling Team's behalf
- Reduce or otherwise limit the hero selection options of the unsportsmanlike Team
- Reduce the draft time available to the unsportsmanlike Team in a future match in the Tournament
- Declare the match forfeit
- Take any other action or response deemed appropriate by Tournament Organizers

XI-8. BUGS & EXPLOITS

The use or exploitation of Bugs and Exploits, whether known or unknown, is considered unsportsmanlike behavior, and reflects poorly on the Player, the game, and the Tournament. Players are prohibited from

purposefully using game bugs, glitches, or exploits, regardless of whether they provide a perceived or tangible benefit to the Player or Team.

XI-9. TEAM ROSTERS

XI-9.1. TEAM CAPTAINS

Each Team must declare one member of their roster to be the Team captain who represents the Team for all official decisions and serves as the main point of contact for the Team.

XI-9.2. ROSTERS

Teams may only use Players currently on their roster for a match. Team may only have 7 (seven) players on the roster. An individual may not simultaneously be part of more than one roster during the duration of the tournament. In-Game teams or guilds do not affect the seeding or tournament progress.

XI-9.3. PLAYER ACCOUNTS

Players may only participate or apply to the Tournament with one account. Any Players identified as using duplicate ('smurf') accounts or behaving as a ringer on another Team will result in disqualification for all Players and Teams involved. Any account sharing identified during the Tournament will result in Player and Team disqualification. Any Players that receive a temporary or permanent account ban, even if for reasons outside of the Tournament, will be considered ineligible to participate in the Tournament for the duration of their ban.

XII. CHEATING

Any Players found to be cheating will result in an immediate series or tournament forfeiture for the Team. All Players and Teams must comply with the Code of Conduct described in the Official Rules.

XIII. GAMBLING

No Player, coach, Team manager, administrator, broadcaster, or other staff of participating organizations may be involved with gambling or betting on any results of any Vainglory Esports match or competition. Betting or gambling on any Vainglory sports match or competition will result in an immediate disqualification of the organization from the current qualifier and a minimum 6-month ban of the offending Player from Vainglory Esports competition.

XIV. COLLUSION

All Players and Teams are expected to have a vested interest in performing to the peak of their abilities during all tournament play. If a Player or Team is determined to be colluding or acting in a way to negatively affect or “rig” a match, or play for the performance benefit of another Team in the Tournament, they may, at the sole discretion of MGL, be disqualified and barred from future entry into the Tournament.

XV. OBSERVERS

In-game observers are not allowed except for Tournament Organizers, Tournament Organizer personnel, and approved broadcasters associated with Tournament Organizer.

XVI. NAMES, LOGOS AND BRANDING

XVII. PLAYER NAMES

Player names must adhere to the following guidelines:

- Names shall not be offensive, obscene or vulgar, and shall not contain offensive, obscene or vulgar language (as determined by the Tournament Organizers in their sole discretion).
- Names may not contain trademarks, tradenames, or equivalent third party intellectual property without approval, such as in the case of a sponsorship.
- Names must remain consistent throughout the Season, and may only be changed with approval from MGL and Tournament Entities.
- Tournament Organizers may ask Players to change Team or Player Names for any reason.

XVIII. ASSOCIATED ORGANIZATIONS AND THEIR SPONSORS

In the event that players are being part of an esports organization, the organization has no right to claim that they are competing in this tournament. The organizations however may promote the specific players via their promotional channels stating that they represent the Team they play for. This ruling also counts in the event that the majority or all players represent the Team.

XIX. RULE VIOLATIONS

If a Player wishes to report a rule violation, it must be done prior to the game starting unless the violation occurred in during the game. Tournament Organizers may report rule violations on behalf of Players. Violating rules of Vainglory Esports may result in punishments for Teams and/or Players. Penalties are issued at the discretion of Tournament Organizers and may include (but are not limited to) the following:

- Match Restart

- Loss of Ban
- Loss of Match
- Loss of Series
- Loss of Points
- Temporary Player Bans
- Permanent Player Bans
- Prize Forfeiture

XX. RIGHT TO PUBLISH

Tournament Entities shall have the right to publish a statement declaring that a Team and/or Player has been penalized. Any Players and/or Team which may be referenced in such declaration hereby waives any right to legal action against Vainglory Esports and/or Tournament Entities in connection with such announcement, including, without limitation, causes of action for breach, defamation and/or violations of rights of privacy or publicity.

XXI. UNFORESEEN CIRCUMSTANCES

These rules are an attempt to insure that the Tournament runs fairly and as smoothly as possible. However, unforeseen circumstances may require a special response, and for that reason the Tournament Organizer reserves the right to change any of the tournament rules or remove any Player at any time, for any reason, at their sole discretion.

UPDATES & LINKS

This document shall be updated with initial prize pool information prior to the end of group play based on crowdfunding through matcherino.com.

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