# TOURNAMENT RULES (RAZER INVITATIONAL)

## §1 GLOSSARY

(a) **Organizer -** beloud sp. z o.o. with registered office in Warsaw, address: Szara 10 Street, 00-420 Warsaw, entered into the Register of Entrepreneurs of the National Court Register under the number KRS 0000374918, whose registration files are kept by the District Court for the Capital City of Warsaw in Warsaw, 12th Commercial Department of the National Court Register, with the following REGON number: 142748955 and NIP:521-358-97-23

(b) **Tournament** - a Fortnite game of a sporting character under the name "RAZER INVITATIONAL" organized and managed by the Organizer. The tournament takes place on 29-31.10.2021. The games are conducted online (via the Internet) using platforms and servers provided to participants. The tournament is played according to the schedule given on social media channels

(c) **Schedule** - the official calendar and schedule of games, showing the system of games, time of games and promotion system.

(d) **Participant** - competitor - a natural person taking part in the Tournament.

(e) **Team** - a team of Participants, functioning in the Tournament under a specific name and logo. A team consists of three players. Each of the registered persons is also a Participant and can be a member of only one Team. A Team is defined as a team that has accepted the invitation from the Organizer, thus accepting the Tournament rules and its regulations.

(f) **Captain** - the person responsible for tournament communication between a Team and the Tournament Administrators, identified in the framework as distinct from other tournament participants who are members of the same Team.

(g) **Rules** - a set of rules and **regulations, to** which all participants of the RAZER INVITATIONAL games are subject. Available on the official Organizer's Discord server and on the Organizer's website beloud.gg . Participants joining the tournament, means full acceptance of its content, as well as the content of other documents indicated in it.

(h) **Fortnite** - an electronic game that is the subject of gameplay. It is played in Battle Royal format and is produced by Epic Games brand.

(i) **Administrator** - a person or team of people who, on behalf of the Event Organizer, supervises the proper course of the tournament and acts as a referee. Participants are obliged to follow the instructions of the Administrator.

(j) **Match** - is the basic unit of play in a Game. The playing of one game in a Game, lasting until one player or team scores a victory, or until other applicable victory conditions are met. Depending on the system.

(k) **Discord** - application used for communication between Tournament Administrators and its Participants, through a server belonging to the Event Organizer.

(l) **Disqualification** - depriving the Participant/Team of the right to participate in further stages of the competition.

## §2. §2 General provisions

2.1 These Official Rules of the RAZER INVITATIONAL Event (hereinafter referred to as "Rules") cover all stages of the Tournament (hereinafter referred to as "Tournament" or "Event"). In order to participate in the Event, it is required to properly register on the website operated by the Event Organizer via beloud.gg and https://system-beta.warlegend.net/.

2.2 These Rules are designed to provide an atmosphere of fair competition while playing Fortnite (the "Game") during the Event, as well as to promote lively competition and ensure games are fair, enjoyable and free of Unsportsmanlike Conduct as defined below.

2.3 As a condition of participating in the Event, the player (or if the player is a Minor (as defined below), the player's parent or legal guardian must agree on behalf of the player to abide at all times by the terms and conditions of these Rules, including the code of conduct contained in §7. The player (or if the player is a Minor, the player's parent or legal guardian) may accept the Rules by clicking the accept or agree button provided by the Event Organizer. By taking part in any game or match included in the Event, the Player (or if the Player is a Minor, his/her parent or legal guardian) confirms that he/she has accepted the Rules in accordance with this clause 2.3

2.4 The Event Administrator (as defined above) is primarily responsible for enforcing compliance with these Rules and Regulations with respect to all players - Event Participants. The Organizer may apply penalties to Event Participants for violating the provisions of the Rules and Regulations as further described in § 10 of the Rules and Regulations.

2.5 The organizer and the entity managing the tournament is the organizer - BeLoud Sp. z o.o. Contact to the Organizer: e-mail address dawid.grzybek@beloud.team

2.6 The Event Organizer may update, amend, change or modify these Rules and Regulations in due time but no later than 24 hours before the start of the Event. Taking part in the Event after the introduction of any updates, corrections, changes or modifications to these Rules and Regulations will be equivalent to the Player agreeing to abide by the provisions of the Rules and Regulations in the updated, corrected, changed or modified form. Information about changes to these Rules and Regulations will be communicated to the Event Participants via the Event Organizer's website or the Discord website by means of an appropriate notification.

2.7 Each Event Participant must abide by the terms of the Fortnite Final Event Participant License Agreement, available at https://www.epicgames.com/site/en-US/tos?sessionInvalidated=true (the "Fortnite License Agreement"). These Terms and Conditions apply in conjunction with, but do not supersede, the Fortnite License Agreement. Any breach of the License Agreement by Event participants shall be grounds for disciplinary action by the Event Organizer.

## §3. Nature and rules of competition

3.1 Through the Discord server and https://system-beta.warlegend.net/. The organizer will post all the necessary information about the competition, such as rules, schedule, current and media information.

3.2 The tournament is open only to persons 13 years of age or older.

3.3 Only teams consisting of three players will enter the tournament

3.4 Only counteries from Europe region can participate in the tournament (Armenia, Albania, Andorra, Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Georgia, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingom, Vatican City)

## §4. Information about the games

Pre-match communication takes place on the Discord platform.

Schedule: 29.10.2021 - 31.10.2021

Day 1 (29.10.2021 - Friday):

16:00 - open qualification

Day 2 (30.10.2021 - Saturday):

16:00 - playoffs

Day 3 (31.10.2021 - Sunday):

16:00 - finals

4.1 The Event Organizer reserves the right to change the schedule of games. Due to special circumstances that could not be foreseen, the Event Organizer may make changes to the schedule one hour before the start of a given stage of the event specified in the preceding provisions.

4.2 Communication during the Event takes place through the Organizer's channel on Discord platform, on behalf of the Organizer the contact party is the Event Administrator and persons designated by him.

## §5. AWARDS

5.1 The price will be transfered to Players bank accounts in up to 28 days after the tournament ending. Payment will be processed for each individual player separately

5.2 Participants who win the Tournament are obliged to provide the necessary data required by the Administrator to deliver the prize referred to in this paragraph within 7 days of the end of the Event and announcement of the Tournament results. For the purpose of clarifying any doubts, in case the victorious Tournament Participants fail to provide data necessary for delivery of the prize or provide such data in a limited scope within the time limit referred to in the preceding sentence, the prize shall be forfeited.

5.3 All communication necessary for the transfer of the Prize shall take place immediately after the Tournament ends via email correspondence sent to the email address provided in the process of registering the Event Participant with the Organiser's website.

5.4 The following prizes are available for teams in the RAZER INVITATIONAL tournament:
1st place - €2700

2nd place - 1500€

3rd place - 900€

## §6. TEAM AND PARTICIPANTS

6.1 Each Participant must, at each stage of the Tournament, meet the participation conditions specified in the Regulations.

6.2 Participants' nicknames may not be vulgar and/or offensive to any social group.

6.3 Organizers do not envisage the possibility of changing the account by means of which the Participant entered the Tournament. Personal composition of the Team which made the application remains unchanged throughout the Tournament.

6.4 The administration will communicate with Participants via the Discord platform or emails.

6.5 The name used by an Event Participant may not imitate another team, player, streamer, celebrity, government official, employee of the Event Organizer, or any other person or entity.

6.6 Each Event participant is permitted to take part in an Event only one (1) time (using only one (1) usage account per game type). You may not participate in an Event more than once using an additional or alternative account(s).

## §7. COMPETITION RULES - GENERAL PROVISIONS

7.1 Tournament Participants are required to comply with the rules of fair play and all regulations and recommendations issued by the Organizer, in particular, but not

limited to Tournament Participants are required to treat other players, Event Administrators, spectators and sponsors with respect.

7.2 In particular, it is forbidden for Event participants to threaten or behave in a disrespectful manner, to insult others, to use abusive language, to leave a game in progress, to sabotage the game, to spam, to manipulate others, to defraud, or to do anything else that is illegal.

7.3 Any violation of these Rules may be grounds for disciplinary action against the Participant, regardless of whether the violation was intentional.

7.4 In a situation not regulated by the Rules, the Organizer reserves the right to decide on the resolution of the dispute by the decision of the Administrator. Main Tournament Administrator is Dawid Grzybek. Outside the server, communication with the Administrator takes place via chat in the match room.

7.5 All Participants before the start of the Match may be verified by the Administrator against the rules and regulations published in the Tournament rules. Each Participant should verify before the start of the match, whether there are no comments to the opponent through the Discord / communication channels contained on the Organizer's website. Any comments should be reported to the Administrator immediately . In case of particular situations which violate the provisions of these Regulations, the Organizer shall have the exclusive right to temporarily suspend the Match at any time.

7.6 Each of the Participants taking part in the games may be assigned by the Organizer a classification place in relation to the results obtained.

7.7 If there is a suspicion of cheating on the part of the opponent, the fact should be reported together with evidence of cheating (match footage) to the Event Administrator no later than before announcing the result of the match, who will review it and announce the verdict. The decision of the Event Administrator is final. The Organizer shall be obliged to issue a conclusive decision on the basis of evidence submitted by a Participant or the Team Captain within 24 (twenty four) hours from the moment of submission referred to in this paragraph. The conclusive decision referred to in this paragraph will be published on Discord.

7.8 Each Player shall at all times during any Match play within the rules of the Game and in accordance with these Rules. Any form of foul play is prohibited by these Rules and may result in disciplinary action being taken against you.

7.9 The catalogue of prohibited activities contained in these Rules and Regulations is open. Therefore, any other activity that is in breach of the rules contained in these Rules and Regulations may, upon prior analysis by the Event Organizer, be the basis for taking disciplinary measures against the Event Participant.

7.10 In particular, the following are considered to be prohibited activities:

(a) Exploiting bugs in the game to gain an advantage.

(b) acting in collusion with another Event participant or group of Event participants (as defined below), consisting in particular of: giving matches a walkover or match-fixing, attempting to bribe a referee or umpire or any other legal or illegal act or agreement intended to influence (or attempt to influence) the outcome of any match or Event;

(c) any modification to the Game Client that results in an activity different from that originally intended by the publisher of the Game or the Event Organizer;

(d) Participating in an Event using another player's account registered to another person or allowing another player to do so (or soliciting, encouraging or directing another person to do so).

(e) Use of cheating devices or programs or any similar method leading to an unauthorized bonus for the Participant aimed in particular at providing an advantage in the game.

(f) Intentionally exploiting any features of the game (e.g., bugs in the game code) in a way that is not intended by the game publisher or Event Organizer to give yourself an advantage in the game.

(g) Attacking other players using DDoS, swatting or other similar means intended to disrupt another player's connection to the Game Client.

(h) Using macros or similar methods to automate actions performed in the game.

(i) Accepting any gifts, prizes, or other benefits in kind or money in exchange for promises of services rendered, services performed, or to be performed that involve foul play (including but not limited to giving a match or session to a walkover, or match or session fixing).

7.11 Any insulting of an opponent both during a Game and in Communication on Discord is subject to disciplinary punishment. In case of violation of this subsection of the Rules, please report it to the Administration with evidence in the form of screenshots.

7.12 If one of the Teams is disqualified from the Tournament, its place will be taken first by the Team which lost a match against the disqualified Team in the last round of the Event. If this is not possible, its place is taken by the Team with the most points that did not advance to the next round of competition in the Event. .

7.13 In order to receive the prize a full Team must participate in all stages of the Tournament for which it has qualified in accordance with all rules established by these Regulations.

7.14 Each participant must take part in all the games for which they have qualified as part of their progression through the Event. Each participant that is part of a team or individual player is required to participate in all rounds of play in the Event for proper classification purposes under penalty of disqualification from further participation in the Tournament.

## §8. MATCH GAMES

8.1 The tournament takes place in Battle Royal (3vs3) mode

8.2 All meetings are held on servers designated by the Administrator.

8.3 The tournament takes place on the website https://system-beta.warlegend.net/ therefore each participant must have a properly configured account on the website mentioned above.

8.4 The scoring for the RAZER INVITATIONAL tournament will be as follows:

Place 1: +4 points

Place 2: +2 points

Place 3: +2 points

Place 4: +1 point

Place 5: +1 point

Place 6: +1 point

Place 7: +1 point

Place 8: +1 point

Place 9: +1 point

Place 10: +2 points

Place 11: +1 point

Place 12: +1 point

Place 13: +1 point

Place 14: +1 point

Place 15: +1 point

Place 16: +1 point

Place 17: +2 points

Place 24: +4 points

In addition, for each elimination a team gets 2 extra points

8.5 The prerequisite for victory is to score the most points in the final standings.

8.6 The Organizer is not responsible for any problems with the servers on which the individual matches will be played. In the event of technical problems with the servers whose scale makes it impossible to carry out the Tournament while maintaining the principles of fair play, and fair competition, the Organizer reserves the exclusive right to change the date of the Tournament to the next possible date. In order to clarify any doubts, the Organizer has the exclusive right to determine that there were objective technical difficulties in the implementation of the Event or its part and, consequently, to determine and set a new date for the tournament.

8.7 Any action by a player resulting in a disconnection will be considered intentional, regardless of the player's actual intentions. Intentional disconnection is not considered a technical fault and as such cannot be grounds for a replay.

## §9. PENALTIES AND DISCIPLINARY ACTION

9.1 In the event that the Event Organizer determines that an action or omission of a participant of the Event is in breach of the rules and regulations laid down herein, the Organizer may take the following disciplinary action against the offender:

(a) Warn the Player (verbally or in writing), in public or in private, whereby the method of communication regarding the issuance of the warning referred to in this clause shall be at the sole discretion of the Event Organizer;

(b) Losing points in a current or future match or matches;

(c) Claiming all prizes awarded to that Participant/Team

(d) Disqualification of a player/Team from one or more sessions and/or matches of an Event;

(e) Withdrawal of the player's right to participate in one or more Events that will be organized by the Organizer in the future;

9.2 For the clarification of doubts, the grounds for imposing the disciplinary penalties referred to above shall be, in particular, deviation from the manner of organising and conducting the Match, violation of the terms of the agreement for participation in the Tournament, violation of the Regulations, violation of other generally applicable laws, violation of regulations issued by the Organiser or attempted fraud.

9.3 In the event that penalties or disciplinary actions referred to in this paragraph are imposed on a Participant, each time the type of disciplinary penalty imposed shall depend on the severity of the breach, in particular the manner of organisation or conduct of the match, the observance of the terms of the agreement, rules or laws and the persistence of the breach and its consequences.

9.4 For clarification purposes, the imposition of a penalty in the form of disqualification of one Team member is equivalent to disqualification of the entire Team.

9.5 The penalty of disqualification referred to above means that the Team is disqualified from further participation in the event and forfeits any previously obtained rights to prizes.

## §10. STREAMING, MEDIA

10.1 Each participant has the opportunity to broadcast on their own social media channel (Event Participant content) .

10.2 Each game broadcast must have a 120-second delay set.

10.3 Any information or content presented during the transmission on the Event Participant's social media channels must meet the requirements set forth in these Rules and Regulations.

10.4 In particular, all Event Participant Content must comply with the following content standards: Event Participant Content must not be unlawful, fraudulent,

obscene, intimidating or defamatory, an invasion of privacy or intellectual property rights, otherwise injurious to third parties, or inappropriate, and must not constitute or contain computer viruses, solicitation, chain letters, mass emailing, or any other form of "spam."

10.5 The Event Organizer reserves the right to use the name, tag, sound recordings, likeness, video, game statistics and/or account ID of any player for promotional purposes before, during and after the end date of the Event, in any media worldwide, in perpetuity, but solely for the purpose of publicizing the Event or other Game Events related to the Event Organizer's activities and programs.

## §11. PROTECTION OF PERSONAL DATA

11.1 In order to participate in the Tournament, the Participant entrusts the Organiser with the processing of personal data (hereinafter "data" or "personal data").

11.2 The processing of the data indicated in this section will be carried out in accordance with the provisions of the privacy policy whose content can be found on the website of the Event Organizer beloud.gg

## §12. FINAL PROVISIONS

12.1 The Organiser has the right to interpret the Rules and Regulations, and in matters not regulated by the Rules and Regulations the Organiser has the exclusive right to decide.

12.2 The Regulations shall enter into force upon their publication by the Organiser.

12.3 For the avoidance of doubt, the games will be played according to the local time for Poland in a given period of the year.

12.4 The Organiser shall deduct from the Prize the amount of personal income tax due on the prize referred to in § 5 of the Terms and Conditions in the amount of 10% of the prize value pursuant to art. 41 sec. 4 and sec. 7 in conjunction with art. 30 sec. 1 item 2 of the Personal Income Tax Act

12.5 The Organizer shall not be liable for any problems in the functioning of the Competitions if they result from fortuitous reasons (e.g. loss of Internet connection and other technical problems) or from circumstances which the Organizer could not have foreseen or prevented.