



DreamHack Pro Circuit Rocket League Montréal

RULESET

Updated: 2019-07-20

## 1. Definitions

**Best-of-X:** means a Match has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Team wins 2 Games, that Team will immediately be declared the winner of that Match.

**Game:** a single Rocket League competition between two Teams

**Match:** Tournament play between two Teams that may involve multiple Games.

**Team:** a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 3, entitled "Eligibility, Equipment, and Player Requirements."

**Eligible Regions:** All regions are eligible for LAN attendance. Qualifiers are region specific to North America, South America, Oceania, and Europe. DreamHack retains the right to deny any team entry.

**Tournament Organizer:** DreamHack or any entity involved with supplying or fulfilling prizes, and any other entity involved in implementing, producing, or managing the Tournament, in whole or in part.

**Tournament Area:** the cordoned off area of the event in which players will check in, play off-stage matches, report scores, and communicate with Tournament Officials.

## 2. Tournament Format

### 2.1 Schedule

- **Online Qualifiers:** 20-21st of July, 2019
  - All Qualifiers will start at 13:00 Local Time for each Region
- **DreamHack Pro Circuit Montréal:** 6 September, 2019 through 8 September, 2019

### 2.2 Online Qualifiers

#### North America and Europe

- Four online regional open qualifiers will be held over one day -- one each in North America and Europe. The Online Qualifiers will be open to any participating teams who meet eligibility requirements as indicated by this ruleset.
- The purpose of the qualifiers is to award three winning teams from the European and North American regions travel accommodations to participate in the DreamHack Pro Circuit Montréal Rocket League Tournament. Winning teams will **NOT** receive priority seeding in the DreamHack Pro Circuit Montréal.
- The Online Qualifiers for each region will be a two-day double elimination tournament separated over 2 days.
- A bye to the Winners Quarter Final of Day 2 of the qualifier will be issued to all eligible RLCS Season 7. This invitation may be declined if teams do not intend on participating in the Open Qualifier.
- The number of teams advancing from Day 1 to Day 2 of the qualifier will be sixteen (16), eight (8) from the upper bracket and eight (8) from the lower bracket.
- Day 2 will begin with sixteen (16) teams in the upper bracket and eight (8) teams in the lower bracket.
- All matches on Day 1 will be Best-of-3. All matches of Day 2 will be Best-of-5.

#### Oceania and South America

- Two online regional open qualifiers will be held over one day -- Oceania and South America. The Online Qualifiers will be open to any participating teams who meet eligibility requirements as indicated by this ruleset.
- The purpose of the qualifiers is to award one winning team from the Oceania and South American regions travel accommodations to participate in the DreamHack Pro Circuit Montréal Rocket League Tournament. Winning teams will **NOT** receive priority seeding in the DreamHack Pro Circuit Montréal.
- The Online Qualifiers for each region will be a two-day double elimination tournament separated over 2 days.
- A bye to the Winners Sidel of Day 2 of the qualifier will be issued to the top 4 teams from the Rocket League Oceanic Masters and the top 4 teams from the Grand Series. This invitation may be declined if teams do not intend on participating in the Open Qualifier.
- The number of teams advancing from Day 1 to Day 2 of the qualifier will be four(4), two(2) from the upper bracket and two (2) from the lower bracket.
- Day 2 will begin with eight (8) teams in the upper bracket.

- All matches on Day 1 will be Best-of-3, except for qualifying matches to Day 2, which will be Best-of-5. All matches of Day 2 will be Best-of-5.

### **2.3 DreamHack Pro Circuit Montréal**

- Day 1: Up to 32 teams, 8 double elimination groups, top 16 advance. All matches will be Best-of-5.
- Day 2: 16 teams, 4 double elimination groups, top 8 advance. All matches will be Best-of-5.
- Day 3: Single elimination Top 8 Bracket. The Round of 8 Matches will be best-of-5 and the top 4 will be Best-of-7.

### **3. Eligibility, Equipment, and Player Requirements**

#### **3.1 Age Requirement**

- Registration is open to all legal residents of Europe, North America, Oceania and South America who are 13 years of age or older on the Tournament start date (6 September 2019).
- Winners of the Open Qualifiers will be required to submit Proof of Age at the conclusion of the Open Qualifiers.
- Players/visitors of the age of 13 years and older but younger than 18 must fulfill all requirements for a minor attending the event as required. Parental Authorization for minors form can be found here - <https://dreamhack.com/montreal/info/>

#### **3.2 Regional Restriction**

- The Open Qualifiers will be restricted to the regions defined as North America, Europe, Oceania and South America. Teams that win the Open Qualifiers will be required to submit Proof of Residence to Tournament Organizers at the conclusion of the Open Qualifiers.
- Teams will be allowed to compete in the Open Qualifiers with one (1) player on their roster that is from any other region. This will be done at the team's own disadvantage and no additional measures will be put in place to assist with ping discrepancies of the player from an outside region. All games must be played on the stated game region per each qualifier.
- DreamHack Pro Circuit Montréal will be restricted to Players that can legally obtain the Event pass ticket.
  - Ticketing: <https://dreamhack.com/montreal/tickets/>

#### **3.3 Attendance Requirement**

- Once registered for DreamHack Pro Circuit Montréal, proof of every Player's planned attendance to the event will be required of each Team by Tournament Organizers.
- Proof may be one or more of the following
  - Purchased flight itinerary to Montréal landing no later than 4 hours before the scheduled start time of the Tournament
  - Purchased event pass for DreamHack Montréal
  - At the discretion of Tournament Organizers - paid hotel reservations, residence near Montréal or train tickets
  - Any other form as determined by Tournament Organizers
- A Team's registration may be rejected if this criteria is not met, at the sole discretion of the Tournament Organizers

#### **3.4 Proof of Eligibility**

- All Teams attending DreamHack Pro Circuit Montréal will be required to submit Proof of Age, Proof of Residence, and Proof of Attendance in order to complete their registration for the Tournament.
  - This proof is to be sent to [robert.haggstrom@dreamhack.com](mailto:robert.haggstrom@dreamhack.com)
- Teams that fail to produce valid Proof of Eligibility will have their registration canceled and will not be allowed to participate in the Tournament.

- Eligibility is determined at the sole discretion of the Tournament Organizers.

### 3.5 Tournament Bracket Website

- All Players are required to have their own account on Smash.gg to register for the tournament.

### 3.6 Tournament Communications

- All Players, Substitutes and Coaches will be required to join the DreamHack Pro Circuit Rocket League Discord Server
- All official requests for support in regards to the Tournament must be done through the DreamHack Pro Circuit Rocket League Discord Server
- No requests made outside of the properly designated “#request-support” text channels in the DreamHack Pro Circuit Rocket League Discord Server will be considered valid requests for support
- During the Online Qualifiers and DreamHack Montréal, players may not mute server notifications on the DreamHack Pro Circuit Rocket League Discord Server and are expected to respond to messages by Admins and moderators within 5 minutes of being pinged.
- Discord can be accessed at <https://dh.je/RLDiscord>
- Voice communication tool for on-stage matches is Teamspeak with local servers provided by DreamHack. The communication on the voice channel may be recorded and used if any problem occurs during the tournament. Any overlay options in communication tools are not allowed.
- Teams that are playing in the tournament area will use Discord as the official voice communication tool. Each team will be provided a private voice channel that only their team and Tournament Organizers will be able to access. A local TeamSpeak server will be used as backup.

### 3.7 Equipment

- Open Qualifiers:
  - Players are solely responsible for having all equipment necessary to play Rocket League, stable access to the Internet, and a valid, legal copy of Rocket League and access to online private match lobbies through their platform.
- DreamHack Montréal
  - PCs, Monitors and basic keyboards and mice will be provided by DreamHack, players are expected to bring everything else required to play Rocket League including, without limitation:
    - A valid and legal copy of Rocket League for Steam
    - In-ear monitors/earbuds, these are required by all players for stage matches
    - Controller, with usb cable (wireless controllers are not allowed)
    - Keyboard and mouse (if preferred)
    - Mousepad
    - Headset with microphone (no free standing microphones allowed)
    - 2 Factor Authentication devices for Steam and Discord
  - Players are responsible for bringing backups for the above listed items in the event that they stop working.
  - No devices that allow for multiple inputs from a single button press are allowed (macro keys, turbo buttons, etc).

- All equipment is subject to approval by Tournament Organizers

### **3.8 Player Usernames and Nicknames**

- During an official match all players are to use their real nickname so casters and spectators can follow the game without being misled. Fake nick is strictly forbidden.
- Nicknames must be clean without any extra letters/numbers.
- A team is allowed to display one (1) sponsor in their nickname.

## **4. How to Register**

### **4.1 Open Qualifier**

- To register for the open qualifier, please see registration details as posted on <https://dreamhack.com/procircuit/> Players will need to sign up for an account on Smash.gg and register for the Open Qualifier for their region. Eligibility is outlined in Section 3, entitled “Eligibility, Equipment, and Player Requirements.”
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### **4.2 DreamHack Pro Circuit Montréal**

- To register for DreamHack Pro Circuit Montréal, please see registration details as posted on <https://dreamhack.com/procircuit/>. Players will need to sign up for an account on Smash.gg and register for DreamHack Open Valencia. Eligibility is outlined in Section 3, entitled “Eligibility, Equipment, and Player Requirements.”
- Anyone registering for DreamHack Pro Circuit Montréal will be asked for Proof of Eligibility (including Proof of Attendance) as outlined in Section 3.4.



## **5. Appearance Release**

By participating, all players and other team members grant DreamHack AB the right to use any photographic, audio or video material on their website or for any other promotional purpose.

## 6. Code of Conduct

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Tournament. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers, if deemed necessary. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament or the DreamHack Website, or the Tournament Website including Smash.gg
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person
- Engaging in collusion (e.g., any agreement between two [2] or more Teams or Players on different Teams to predetermine the outcome of a Game or Match)
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner
- Offensive, vulgar or obscene User Names, avatars or Team names
- Sexism, ageism, racism or any other form of prejudice or bigotry
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located
- Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent
- Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament
- Making any modification to Rocket League that has not been disclosed to and authorized by the Tournament Organizers
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct
- Using any Tournament facilities, services or equipment provided or made available by the Tournament Entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct
- Taking any action or performing any gesture directed at an opposing Player or Team, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike
- Touching or otherwise interfering with lights, cameras or other studio equipment

- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion or otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and DreamHack reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

## 7. Game Play Rules

These are the “Game Play Rules” governing how Rocket League is played during the Tournament. The tournament will be played on the latest available version of Rocket League. An older version of Rocket League may be used if the new version is deemed unplayable.

### 7.1 Online Qualifier

#### 7.1.1 Game Settings

- Private Match
- Game Mode: Soccer
- Default Arena: Mannfield (Night)
- Team Size: 3v3
- Bot Difficulty: No Bots
- Team Settings: All Default
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Steam (PC), PS4, Xbox One or Switch
- Server: US-East (North American Qualifier), Europe (European Qualifier), Oceania (Oceania Qualifier), South America (South American Qualifier)
  - Exceptions: if *both* teams agree to a different server region other than the ones stated above, that server region may be used.

#### 7.1.2 Match Procedures

- **Lobby Creation:** All match schedules and information will be provided by the Smash.gg platform including lobby name/password and team colors.
  - All players are required to log into Smash.gg and follow the instructions as indicated by the Smash.gg platform
  - All players must Check-In on their match dashboard.
  - Smash.gg will instruct which team is to create the lobby and will provide said team with the lobby name and password that they are to use.
- **Game Start:** All players are to join the lobby as indicated by Smash.gg, but are not allowed to join their respective team until all three (3) Players from each Team have joined the Game.
  - If a player joins their team before all three (3) Players from each Team join the lobby, all Players shall quit the lobby and the Team responsible for making the lobby shall remake the lobby using the same lobby details.
  - Repeated attempts to start the game before all three (3) Players from each Team join the lobby can be met with Disciplinary Action.
- **Re-Hosts:** Between Games in a Match, Teams may request that the Match be rehosted on the same server region due to connection issues, bugs/glitches, or any other abnormal game behavior. It is *strongly* recommended that anyone witnessing any abnormal in-game behavior or connection issue take a screenshot of proof and save a replay of said game, if possible. A match may only be restarted if both teams agree that there is a bad server causing issues. Tournament

Organizers reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

- **Substitutions:** A substitution is defined as changing a line-up *after* a Match has started.
  - Substitutions may *only* occur in the event of a player disconnect.
  - Substitutions may *only* occur in between Games in a Match. Teams are limited to one (1) Substitution per Match.
  - Teams may only Substitute a player registered on their Team Roster on Smash.gg.
- **Reporting Scores:** During the Open Qualifier, after a Match is completed, Smash.gg should automatically detect the results and declare a winner. If this does not happen, Teams must manually report the score on their Match Dashboard on Smash.gg. Both Teams must confirm the results.
  - It is strongly recommended Teams record proof of Game results by taking screenshots and saving a replay of the games, as proof.
  - If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match.
  - Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.
- **Guest Accounts:** Players may not compete using guest accounts. All participants must have a unique and valid Steam or PlayStation® Network ID, and appropriate access levels to the PlayStation® Network, Xbox Live account and appropriate access levels to the Xbox Live Network, or Nintendo Switch Online account and appropriate access levels to the Nintendo Switch Online Network as applicable.
- **Observers:** In-game observers are not allowed except for Tournament Organizers and their designees.

## 7.2 DreamHack Pro Circuit Montréal

Matches played at DreamHack Pro Circuit will be played using Local Lobbies (LAN Mode). **If in the event the Tournament Admins decide *not* to use Local Lobbies (LAN Mode) then all settings, procedures, and rules will follow those as indicated in Section 7.1 (Online Lobbies).**

### 7.2.1 Game Settings

- Local Lobby
- Game Mode: Soccer
- Default Arena: Mannfield (Night)
- Team Size: 3v3
- Bot Difficulty: No Bots
- Team Settings: All Default
- Mutators: None
- Match Time: 5 Minutes

### 7.2.2 Match Procedures - Tournament Area

- **Warm up:** Players will be given a minimum 10 minutes to set up their accessories and warm-up with them in the tournament area prior to:
  - Each scheduled Wave on Day 1
  - Tournament scheduled start time on Day 2
- **Lobby Creation:** Lobby creation will be the responsibility of Tournament Admins. Teams will receive lobby info from Tournament Officials.
- **Game Start:** All players are to join the lobby as indicated by Tournament Admins, but are not allowed to join their respective team until all until three (3) Players from each Team have joined the Game.
  - If a player joins their team before all three (3) Players from each Team join the lobby, all Players shall quit the lobby and rejoin once the lobby has been recreated.
  - Repeated attempts to start the game before all three (3) Players from each Team join the lobby can be met with disciplinary action.
- **Re-Hosts:** Between Games in a Match, Teams may request that the Match be rehosted on the same server region due to connection issues, bugs/glitches, or any other abnormal game behavior. It is *strongly* recommended that anyone witnessing any abnormal in-game behavior or connection issue take a screenshot of proof if possible. Tournament Organizers reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.
- **Substitutions:** A substitution is defined as changing a line-up *after* a Match has started.
  - Substitutions may only occur in the event of a player disconnect.
  - Substitutions may *only* occur in between Games in a Match. Teams are limited to one (1) Substitution per Match.
  - Teams may only Substitute a player registered on their Team Roster on Smash.gg.
  - Tournament Admins must be notified before a substitution occurs.
- **Reporting Scores:** After a Match is completed, Captains of both Teams must report the Match result to the designated Admin table.
  - It is strongly recommended Teams record proof of Game results by taking screenshots and saving replays.
  - If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match.
  - Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.
- **Observers:** In-game observers are not allowed except for Tournament Organizers and their designees.
- **Between Games:** Between any two Games of a Match players are **not** authorized to leave their computer before the next game start. Players are only authorized to leave the tournament area with the permission of a Tournament Admin. Any delay of game start without approval from the Tournament Admin may result in a forfeiture.
- **Between Matches:** Between Matches, Players *must* ask Tournament Officials for permission to leave the Tournament Area for *any reason* between Best-of-X Matches.
- **Coaches:** Coaches are only permitted to directly communicate with the team outside of game play. This is defined as before the match, after the match, and during the 1 minute break between each game. Coaches are not to interfere with teams during gameplay and doing so can result in disciplinary action.

### 7.2.3 Match Procedures - Stage

- Teams playing their Match on the stage shall follow all instructions given to them by Stage and Tournament Admins.
- Teams will abide by all the rules and procedures as indicated in Section 7.2.2, with some exceptions as outlined as follows:
  - **Before Match**
    - Players will be prepared, off stage, at least 15 minutes before scheduled match start time or at the direction of Tournament Admins
    - Players will be responsible for the timely setup of their peripherals, sound and communications, in-game settings, and any other setup required.
    - Time will be allocated to test settings and hand-warm but a full warm up will not be allowed and is expected to have taken place prior to setting up on stage
    - Arenas will be selected by Production.
    - Lobby information will be relayed by the Stage Admin
    - Teams will be instructed by the Stage Admin to start the matches. Players may not join their respective teams until directed to by the Stage Admin
  - **During Match**
    - Players may not leave the Stage during any in-progress Match
    - Players may not voluntarily leave an in-progress Game
  - **After Match**
    - Players are required to collect all their gear from the tournament area as soon as the match is over to make room for the next teams.
    - Players may be required to provide short interviews immediately after the conclusion of a Match, as well as comply with requests during the duration of the Competition to provide interviews at their earliest convenience.
- **Arena Selection:** Teams playing their Match on stage will be playing on Arenas as selected by Production.
  - The first game is played on Mannfield (Night).
  - The following Arenas may be selected for subsequent matches:
    - Aquadome
    - Champions Field
    - Champions Field (Day)
    - DFH Stadium (Day)
    - DFH Stadium (Stormy)
    - Mannfield
    - Mannfield (Night)
    - Mannfield (Snowy)
    - Mannfield (Stormy)
    - Neo Tokyo
    - Salty Shores
    - Salty Shores (Night)
    - Starbase ARC
    - Urban Central
    - Urban Central (Dawn)
    - Urban Central (Night)
    - Utopia Coliseum
    - Utopia Coliseum (Dusk)
    - Utopia Coliseum (Snowy)

- Wasteland
- Wasteland (Night)

### 7.3 Match Obligations

- **Punctuality:** All Teams must have three (3) Players physically present or in the online Match lobby by the Match start time. Teams that do not have three (3) Players ready to play within five (5) minutes of the Match start time are subject to penalties up to and including Match forfeiture.
- **Forfeits:** Teams may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting such as, but not limited to; fines, prize money deduction, disqualification, and/or risk of losing future invites.
- **Communications:** Teams will communicate with their opponents and Tournament Organizers in a designated chatroom during all online stages of the Tournament. For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match or a Tournament Admin is strictly prohibited and may result in immediate disqualification of the Player(s) or Team.

### 7.4 Match Disruptions

- **Disconnects:** In the event of a disconnect, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have three (3) minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another player from their roster if this is the first disconnect for the Team during the series. For spectated / broadcasted Matches, if Tournament Organizers identify that a Player has disconnected they may halt a match to allow the player to reconnect.
- **Stoppage of Play:** Tournament Organizers may halt a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.
- **Restarts:** The Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

### 7.5 Cheating

- Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.



## 8. Rosters

- **Rosters:** Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of three (3) Players and up to one (1) additional designated substitute Player who may be used as an alternate. Teams will also be required to designate one (1) Coach that will be allowed within the Tournament Area and with them On Stage.
- **Online Qualifier Rosters:**
  - All Players, except one, on a Team Roster must be from the same Eligible Region.
  - Players that participate in DreamHack's Open Qualifiers Day 1 may not play as a stand-in for another during Day 2.
  - Roster continuity must be maintained for teams that win the Online Qualifier. Two (2) out of three (3) players must remain in the core lineup of the invited/qualified team. Failure to comply with this will forfeit the spot.
- **Roster Registration:** Rosters are officially registered when teams sign up for the Open Qualifiers via Smash.gg. Rosters are officially registered for DreamHack Montreal when they receive a final confirmation email after they have submitted all Proof of Eligibility.
- **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.
- **Roster Changes:** Roster change requests must be submitted to Tournament Admins no later than 48 hours before each Event.
- **Organizations/Sponsors:** No owner of a Team, or manager of a Team, or if a Team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one Team within the Eligibility Area in the Tournament.

## 9. Tournament Area, Hardware, and Software and PC Settings

### 9.1 Tournament Area

#### 9.1.1 Admittance:

- Each team is allowed to have three (3) players and one (1) coach in the Tournament Area, totalling four (4) people. No one else will be allowed in the Tournament Area.
  - Teams will be responsible for acquiring their own Media Badges for photographers and videographers. No photographers or videographers will be allowed in the Tournament Area with a DreamHack issues Media Badge. Media Badges can be obtained here - <https://dreamhack.com/montreal/info/dreamhack-montreal-press/>

#### 9.1.2 Food and Beverage:

- Only DreamHack branded water and/or sponsored drinks provided by DreamHack is allowed on the tables. All other drinks need to be placed below the tables with the brand label removed. A maximum of one (1) drink per player is allowed at the Player stations at a time.
- No food is allowed within the Tournament Area.

#### 9.1.3 Apparel

- All team apparel (including, without limitation, all forms of headwear) must be approved by Tournament officials. DreamHack reserves the right to require the removal of unapproved apparel as well as the right to disqualify a Player/Team for wearing unapproved apparel.

#### 9.1.4 Leaving the Tournament Area

- Players that have not concluded all of their Matches for the day must notify Tournament Officials if they are leaving the Tournament Area during:
  - Their Wave on Day 1
  - Day 2 or Day 3
- Restroom breaks, leaving for food, leaving to watch the event is all allowed when a Team's next match is not imminent, but Tournament Officials must be notified.

### 9.2 Hardware

- Players must use the PC, monitor, chairs and stage over-ear headphones provided by DreamHack. Players must bring their own controller or Keyboard and Mouse, in-ear buds and other personal equipment.
- DreamHack try to their greatest extent to provide backup hardware such as in-ears, headsets, controllers & keyboard. It is up to the players to provide backup gear.

### 9.3 Software and PC Settings

- All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use or even stored in the game folder in question.

- No program or software that alters the visible game (overlays, graphics changes, distance markers) will be allowed. Standard Steam overlay is allowed.
- Software that acts as a driver for controllers, keyboards or mice is allowed. No other 3rd party software is allowed.

## 10. Prizing

- Prize distribution for DreamHack Pro Circuit Valencia:
  - 1st. \$50,000
  - 2nd. \$20,000
  - 3-4th. \$10,000
  - 5-8th. \$2,500
- All prize money must be claimed via the policy on <https://dh.je/prizemoney> and will be paid within a maximum of 90 days.