

1.1 Personal Conduct; No Toxic Behavior

1.1.1 All Players and Control Persons must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 1 (“Code of Conduct”) and (b) the general principles of personal integrity, honesty, and good sportsmanship.

1.1.2 Players and Control Persons must be respectful of other Players, Tournament Administrators, observers, spectators, staffers, and sponsors (as applicable).

1.1.3 Players and Control Persons shall 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 event by other users as intended by Tournament Administrators (as decided by Tournament Administrators). In particular, Players and Control Persons shall 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”).

1.1.4 Players and Control Persons shall not (a) proclaim to be, or represent themselves as, a banned Player or a cheater/rule breaker, or (b) glorify or otherwise endorse the breaking or violation of these Rules.

1.1.5 Any violation of these Rules may expose a Player, a Control Person, or an entire Team to disciplinary action as further described in Section 2.3, whether or not that violation was committed intentionally.

1.2 Competitive Integrity

1.2.1 Each Player is expected to play within the spirit of Esports and these Rules at all times during any Game or 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 or throwing, bribing a referee or Match official, or any other unfair or illegal 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 any of the esports game clients, including but not limited to making changes to game files.
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play (e.g., services designed to throw or fix a Match or Session)

- Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by game developers or the Tournament Administrators.

- Making any modification to featured games that has not been disclosed to and authorized by the Tournament Administrators
- 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 the Code of Conduct
- Otherwise violating these Rules

1.3 Wagering. Players and Control Persons shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

1.4 Harassment. Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct, including any of the foregoing 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.

1.5 Confidentiality. A Player or Control Person may not disclose to any third party any confidential information the Player obtains in connection with the Event, including by posting on social media channels.

1.6 Illegal Conduct. Players and Control Persons are required to comply with all applicable laws at all times. 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. If an attempt is made, Epic reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution.

1.7 Reporting. Any Player who witnesses or is subjected to conduct that the Code of Conduct should notify a Tournament Administrator. All complaints reported pursuant to this Section 1.7 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.

1.8 Dress Code. During the Event, all Players and Guardians must adhere to the dress code (the "Dress Code"). Without in any way limiting the foregoing, the Dress Code shall apply to all Players and Guardians during the Event's media day, walkouts, gameplay, and such other Event-related activities as may be designated by the Tournament Administrator. Players and Guardians must present themselves in a manner that is appropriate for the audience of the Game and is consistent with the spirit and tone of the Event (as determined by the Tournament Administrator) (e.g., no shirtless Players, swimwear, lingerie, etc.).

1.8.1 Restrictions. Players and Guardians are prohibited from wearing visible logos, brand names, and/or insignias (collectively, "Commercial Identification") of any of the entities, products, or services on the following (non-exhaustive) list:

- Drugs or drug paraphernalia
 - Tobacco or tobacco related products, including vaping products.
 - Alcohol
 - Firearms
 - Pornography or any other adult-only materials.
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- Cryptocurrencies, non-fungible tokens (NFTs), or any other blockchain-related product or service.
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- Any business (a) whose content is discriminatory, harassing, or otherwise hateful in nature, or (b) whose practices are detrimental to the image of, or results in public criticism of or reflects badly on City of Albuquerque events(as determined by Tournament Administrators).
 - Any business that encourages illegal activities or violates applicable law.
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- Gambling products (including fantasy sports betting), lotteries or illegal wagering
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- Any business that promotes (a) the use of in-game hacks, cheating, exploits, or in-game currency farming or selling, or (b) the sale, rental, licensing, distribution, or transfer of a game account

All sponsorships, endorsements, promotional activities, and Commercial Identifications worn by Players and Guardians during, and in connection with, the Event are subject to approval by Tournament Administrators.

If a Tournament Administrator decides (in its sole discretion) that a Player or Guardian has violated the Dress Code, such Tournament Administrator reserves the right to require such player or Guardian to immediately change his or her attire in compliance with the Dress Code. Failure of such Player or Guardian to comply may result in disciplinary action as further described in Section 2.3

2. Rules and Conduct Violations.

2.1 Enforcement. Tournament Administrators will have primary responsibility for enforcing these Rules for all Players at the Event and (as defined below), may impose sanctions on Players for violations of these Rules, as further described in Section 2.

2.2 Investigation and Compliance.

2.2.1 You and any control person must fully cooperate with Tournament

Administrators in the investigation of any violation or suspected violation of these Rules. If a Tournament Administrator contacts you to discuss the investigation, you must be truthful in the information that you provide to a Tournament Administrator. Any player or control person found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled a Tournament Administrator during an investigation, will be subject to disciplinary action as further described in Section 2.3.

2.2.2 Tournament Administrators have the power, in its sole discretion, to remove a player or control person from, or restrict such player or control person's participation in, any Event activity as part of any investigation conducted by an Event Administrator pursuant to Section 2.2.

2.3 Disciplinary Action.

2.3.1 If an Event Administrator decides that a Player or Control Person has violated the Code, Administrators may take the following disciplinary actions (as applicable):

- Issue a private or public warning (verbal or written) to the Player or Control Person;
- Match restart;
- Loss of Game;
- Loss of Match;
- Loss of all or any part of the prizes previously awarded to the Player or Team;
- Disqualify the Player or Control Person from participating in one or more Matches and/or Stages at the Event; and/or

Prevent the Player or Control Person from participating in one or more future competitions hosted by Parks & Recreation Esports.

2.3.2 For clarity, the nature and extent of the disciplinary action taken by Event Administrators pursuant to this Section 2.3 will be in the sole and absolute discretion of Parks & Recreation staff.

The enforcement of any applicable disciplinary action by staff shall not provide a Player or Control Person with grounds for claims against City of Albuquerque under any theory of law, or

otherwise be considered a liability on the part of City of Albuquerque to such Player or Control Person.

2.3.3 If tournament administrators decide that there have been repeated breaches of these Rules by a Player or Control Person, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of esports hosted or administered by or on behalf of Parks and Recreation.

2.4 Rule Disputes.

Tournament Administrators have final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, or interpretation thereof