



RULES & REGULATIONS

KINGDOM OF SAUDI ARABIA
DISCORD FOR TOURNAMENT COMMUNICATION
AGE ALLOWED: 13+

1. GENERAL RULES

Win Condition

The winning player will be determined by the player with the largest number of total kills. If there is a tie, the tiebreaker will be determined by the player that had survived the longest.

All Matches

Warm-up: No warm-up or practice games are permitted once the first game has begun. If a match is played before the scheduled time, it will not be considered a warm-up and will count as the official results.

Delays: Players may not delay the start of a match beyond its scheduled start time, without the approval of a tournament official. Players may delay a match for up to five minutes. Players can request that a tournament official enforce this five minute time limit. After five minutes the tournament official has the right to deny the participant from playing.

Lag: As the game is hosted on dedicated servers, replays will not be issued for lag

Scoring: Scores will be calculated as per the official Fortnite Scoring System

Reporting

No Shows: All no shows must be verified by a tournament official.

Time Limit: Players must report the match results within 10 minutes of its completion. Failure to report the match results on time or respond to any messages that you receive from a tournament official may result in your player receiving a DNF - did not finish.

Cheating: Breaking any rule and any form of cheating, glitching, abusing in-game mechanics, or unsportsmanlike behaviour may result in a forfeit of a game, match, or ban.

Disputes: In order to dispute game results, players/players must notify a tournament official.

Support

Listen for Instructions: If a tournament official is called into a custom game, players must keep the tournament official un-muted at all times.

Abuse: Verbal and/or written abuse of a tournament official will not be tolerated through any medium - in-game, and social media platforms of the Tournament Organizer(s)

2. OTHER GENERAL RULES

- In case of any dispute regarding any issue, the final decision will be made by the admin.
 - Game Admin has the power to refute any rule depending on the situation at hand.

3. IMPORTANT RULES

- Players are expected to read and understand all of the rules and inform their players about the rules.
- Show good sportsmanship (Gentleman's Rules)
- Admins are above the rules and will have the last say in any issue that may occur.

4. PLAYERS

- All of the players participating, must be registered on the official homepage of the tournament
- If any new player(s) is a
- Every sub-account and nickname change must be registered on the tournament's official home● page if they are going to be used in the tournament.

5. GAMES

- Admins decide when the games will be played
- Every player must meet up 20 minutes before the game is scheduled to start, and the game must be started before or at the starting time.
- If you are participating in the main tournament, you have to meet in the platform 20 minutes before game starts

5.1 ABUSE & EXPLOITATION

- Bug exploitation: Exploiting known or newly discovered bugs during the game will result in disqualification of the exploiting team.
- Definition of bugs:
 - Anything that will give one of the teams an unfair advantage
 - Anything that makes the game crash or stop

5.2 PUNISHMENT

- Warning: After one(1) warning has been given, the game will continue. If a team receives more than one(1) warning during a game, the team will be disqualified from the tournament
- Game loss: if a player receives any punishment for a minor offense, they will get a loss by default, no matter the result of the game.
- Disqualification: A player that gets disqualified will be thrown out of the tournament. They will not get to compete in any more tournament games.
- Point reduction: A player may get a reduction in points for minor offenses.

5.3 PURPOSELY DISCONNECTING

- Any player that has disconnected from the game without reconnecting, with the intention to get a remake of the game, will get a loss by default.

5.4 GENTLEMAN RULES

- The gathering game crew advices everyone to follow these rules, even though it is not imposed.
- Disconnected players shall not be attacked
- No typing in all-chat, trash talking or unnecessary chat.
- You must **NOT** be involved in any kind of intimidating behavior, either in or out of the game
- Be a good winner and a good loser.

IMPORTANT. PLEASE READ - GENERAL RELEASE AND LIMITATION ON LIABILITY

Each Player knowingly consents to participate in any or all League or Tournament activities by Gamers Hub Middle East (Gamers Hub ME LLC) under his or her own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE LEAGUE OR TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS GAMERSHUB MIDDLE EAST (GHME) AND THE OTHER TOURNAMENT ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE LEAGUE OR TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY LEAGUE OR TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

Tournament Organizers are not responsible for any incorrect or inaccurate Information or other materials, on, associated with or utilized as part of the Tournament Organizers Website(s), and Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the Tournament Organizers Website or the League Website or the field of play in the Title Game. Although Tournament Organizers attempt to ensure the integrity of the tournament, Tournament Organizers are not responsible for the actions of players in connection with the Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the League or Tournament.

Without in any way limiting the generality of the foregoing, each Player agrees that Tournament Organizers and the other tournament entities shall not be responsible or liable for, and are hereby released from any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following: Incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, Tournament Organizers, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the League or Tournament or send or receive messages requiring action or response by such Player; any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

FORCE MAJEURE

Tournament Organizers reserves the right to modify, suspend, extend or terminate a Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the League, a Tournament or any portion thereof as contemplated herein. In the event Tournament Organizers is prevented from continuing with the League or Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Tournament Organizers' or the Tournament Organizers' control (each a "Force Majeure" event or occurrence), Tournament Organizers shall have the right to modify, suspend, extend or terminate the League or Tournament.

Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the League or Tournament null and void by reason of any of the foregoing. In the event Tournament Organizers determine, in their sole discretion that any individual Game or Match or other phase of the League or Tournament, has been tampered with or that the validity of any Game, Match or other phase of the League or Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the League or Tournament, and may conduct the League or Tournament on the basis of the remaining Game, Match and/or other phases of the League or Tournament.

TRANSFER OF PLAYER INFORMATION

By registering for and/or otherwise participating in the League or Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United Arab Emirates and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Tournament Organizers in connection with the League or Tournament by following the instructions provided in the Privacy Policy posted on the Tournament Organizers Website.

All rights to photos, videos and any other recordings taken of the tournament rests with Gamers Hub Middle East. Permission to post and distribute these photos/videos lie solely with Gamers Hub Middle East. This material will be used by GHME and its partners for its own promotions, communication or in any other manner at their own discretion. By agreeing to this, you waive all rights and accept the use of your photos/videos as GHME sees fit.

No food or drink is allowed near the machines. Should you cause any damage to any machine or peripherals, you will be liable to pay the cost of the same at no more than the retail selling price of damaged product.

By agreeing to the Terms & Conditions, you agree to subscribe to Gamers Hub Middle East & 3rd party companies' newsletters and promotional emails. You can unsubscribe from the same by clicking on the unsubscribe button on the emails.

Timings are to be strictly followed by all Teams/Player(s) are given a 10 minute grace period to show up or else will be declared as a "no show" and disqualified (DQ'd) from the tournament. If a player(s) lags during a match, team(s) must pause the game and inform the game admin as soon as possible, if ignored for too long, admins will not be able to take remedial measures.

PUBLICITY

Gamershub Middle East (GHME) & Tournament organizer reserves the right to use the name, likeness, and/or PSN account ID of any Contestant, for publicity purposes prior to, during, or after the Contest end date, in any media, throughout the world, in perpetuity, but only in connection with publicising the Contest, without any compensation or prior review unless specifically prohibited by law. At any time before, during or after the Contest Period, Gamershub Middle East (GHME) & Tournament organizers may, in its discretion, choose to post Contestants' name and profile information online (including Facebook pages, Twitter feeds, YouTube channels, and third-party websites) for promotional and entertainment purposes only. Posting of this content will not mean that said Contestants are eligible to win or have been selected as winners. Contestants understand that users of these sites may share, comment on (including negatively), and repost such content. Any requests by Contestants to be removed from consideration will be accommodated to the extent practically possible.

PRIVACY

All collected information from Gamershub Middle East (GHME) & Tournament organizer & other 3rd party involved companies will be shared for promotional and social media purposes only. GHME reserves exclusive right to the coverage of GHME matches. This includes all forms of transmission. GHME can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions

would have to be arranged with the GHME management before the match. Should the game take place on a server that GHME administrators have no direct access to, it must be made sure that enough slots are available for the according clients. We may require the winners to participate in publicity or advertising. By entering this competition, you agree that we may use your name and/or image for these purposes and that you will not be paid.

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FORTNITE OFFICIAL COMPETITION TERMS AND CONDITIONS

1. Background, Purpose and Acceptance

1.1 Purpose

The Fortnite Official Competition Terms and Conditions (as updated, revised, changed, or modified from time to time by Epic Games, Inc. (“Epic”), the “Terms” has been designed to ensure the integrity of competitive play of Fortnite in connection with online and live-event competitions (each, an “Event”). These Terms are intended to promote vigorous competition and to help ensure that all competitive play of Fortnite during an Event is fun, fair, and free from Toxic Behavior (as defined below).

1.2 Who Must Comply

1.2.1 These Terms apply to all participants (“Participants”) competing in an Event and any individual or entity producing, hosting, or operating an Event (each, an “Event Organizer”).

1.2.2 Each Participant and each Event Organizer must follow the Fortnite End User License Agreement. These Terms add to, and do not replace, the Fortnite End User License Agreement.

1.3 Acceptance of the Terms

1.3.1 To participate in an Event, each Participant must agree to follow these Terms at all times. By participating in any game or match that is part of an Event, a Participant is confirming that he or she (or, if under 18 years of age or the age of majority as defined in such Participant’s country of residence (a “Minor”), his or her parent or legal guardian) has accepted these Terms.

1.3.2 To produce, host, or operate an Event, each Event Organizer must agree to follow these Terms at all times. By producing, hosting, or operating an Event, or by otherwise accepting the terms of a Fortnite Event License Agreement, an Event Organizer is confirming that he, she, or it has accepted these Terms.

1.4 Amendments

Epic may update, revise, change, or modify these Terms from time to time. For each Participant, his or her participation in an Event after any update, revision, change, or modification to these Terms will be deemed acceptance by such Participant (or, if a Minor, such Participant’s parent or legal guardian) of these Terms as updated, revised, changed, or modified. For each Event Organizer, producing, hosting, or operating an Event after any update, revision, change, or modification to these Terms will be deemed acceptance of these Terms as updated, revised, changed, or modified.

2. Eligibility

2.1 Player Age

2.1.1 To be eligible to participate in any Event 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).

2.1.2 Minors must have permission from a parent or legal guardian in order to participate in the Event.

2.2 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 to compete or win any prize in connection with the Event.

2.3 Good Standing

Participants must be in good standing with respect to any Epic accounts registered by such Participant, with no undisclosed violations. Participants must also be free of or served fully any penalties from previously breaking any official Epic rules, terms or conditions.

3. Code of Conduct

3.1 Personal Conduct; No Toxic Behavior

3.1.1 All Participants and Event Organizers must conduct themselves in a way that is at all times consistent with (a) these Terms, (b) the applicable Event rules established by the Event Organizer (“Event Rules”), and (c) the principles of personal integrity, honesty, and good sportsmanship.

3.1.2 Participants must be respectful of other Participants, the Event Organizers, Event administrators, spectators, and sponsors (as applicable). Event Organizers must be, and will cause the Event administrators to be, respectful of Participants, spectators, and sponsors (as applicable).

3.1.3 Participants and Event Organizers may not behave in a manner which violates these Terms, the Event Rules, or which is otherwise harmful to the enjoyment of Fortnite by other users as intended by Epic (as decided by Epic). In particular, Participants and Event Organizers may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game abandonment, game sabotage, spamming, social engineering, scamming, or any unlawful activity (“Toxic Behavior”).

3.1.4 Any violation of these Terms may expose a Participant or Event Organizer to disciplinary action, whether or not that violation was committed intentionally.

3.2 Competitive Integrity

3.2.1 Each Participant 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 Terms, and may result in disciplinary action. Examples of unfair play include the following:

(a) 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.

(b) Hacking or otherwise modifying the intended behavior of the Fortnite game client.

(c) Playing or allowing another Participant to play on an Epic account registered in another person’s name (or soliciting, encouraging, or directing someone else to do so).

(d) Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.

(e) 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.

(f) Using distributed denial of service attacks or similar methods to interfere with another Participant’s connection to the Fortnite game client.

(g) Using macro keys or similar methods to automate in-game actions.

(h) Intentionally disconnecting from a match without a legitimate reason for doing so.

3.2.2 Participants may not work together to deceive or otherwise cheat other Participants during any match (“Collusion”). Examples of Collusion include the following:

(a) Teaming: Participants working together during the match while on opposing teams.

(b) Planned Movement: Agreement between two (2) or more opposing Participants to land at specific locations or to move through the map in a planned way before the match begins.

(c) Communication: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing Participants.

(d) Item Dumping: Intentionally dropping items for an opposing Participant to collect.

3.2.3 Each Participant is expected to play to the best of her or his ability at all times during any match and in a way that is consistent with the terms in Sections 3.2.1 and 3.2.2.

3. Code of Conduct

3.3 Harassment

3.3.1 Participants and Event Organizers 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.

3.3.2 Any Participant or Event Organizer who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify an Event administrator or Epic Esports Coordinator, as applicable. All complaints will be promptly investigated and appropriate action will be taken. Retaliation against any Participant or Event Organizer who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

3.4 Names Used in an

Event

All team and individual Participant names must follow these Terms. Epic may restrict or change team and individual Participant tags or screen names for any reason. The name used by a team or a Participant may not include or make use of the terms Fortnite®, Epic, or any other trade mark, trade name, or logo owned by or licensed to Epic.

3.5 Gambling

Participants and Event Organizers must not (a) conduct or promote betting or gambling on any Event match, or (b) benefit, either directly or indirectly, from betting or gambling on any Event match.

3.6 Drugs and Alcohol

3.6.1 The use or possession of alcohol or illegal drugs during an Event is prohibited. A Participant believed to be under the influence of alcohol or illegal drugs at any time during an Event will be removed from the Event and prevented from taking part in any future events.

3.6.2 The unauthorized use or possession of prescription drugs by a Participant is also prohibited. Prescription drugs may be used only by the person they are prescribed to, and in the manner, combination, and quantity as prescribed.

3.7 Confidentiality

A Participant may not disclose to any third party any confidential information provided by the Event Organizer, 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.

3.8 Illegal Conduct

Participants are required to comply with all applicable laws at all times.

4. Terms and Conduct Violations

4.1 Disciplinary Action

4.1.1 If the Event Organizer or Epic decides that a Participant has violated these Terms, the Event Organizer or Epic may take the following disciplinary actions (as applicable):

- (a)** Issue a private or public warning to the Participant;
- (b)** Take back all or any part of the prizes previously awarded to the Participant;
- (c)** Disqualify the Participant from one or more games and/or matches at the Event; or
- (d)** Prevent the Participant from participating in one or more future competitions hosted by the Event Organizer or Epic.

4.1.2 If Epic decides that there have been repeated breaches of these Terms by a Participant, 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 punishment specified in Epic's Terms of Service and/or the Fortnite End User License Agreement.

4.1.3 All competitive violations at an 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 Participants and Event Organizers.

5. General Provisions

5.1.1 By participating in the Event, a Participant (or, if a Minor, the Participant's parent or legal guardian) agrees: (a) to be bound by these complete Terms, the Event Rules, and the decisions of Epic which shall be final and binding; and (b) to waive any right to claim ambiguity in the Event, these Terms, or the Event Rules, except where prohibited by law.

5.1.2 By accepting a prize, if any, the Winning Participant (or, if a Minor, the Winning Participant's parent or legal guardian) agrees 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: (a) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (b) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (c) 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 (d) any printing, typographical, administrative, or technological errors in any materials associated with the Event.

5.1.3 Epic may disqualify any Participant from participating in the Event or winning a prize if, in its sole discretion, it determines such Participant 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 Participants or Epic's representatives.

5.1.4 The internal laws of the State of North Carolina will govern disputes regarding the interpretation or application of these Terms.

5.1.5 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. Epic is not responsible for any problems, bugs, or malfunctions Participants may encounter. The Event is subject to all applicable federal, state and local laws.