

CSL's Valorant U Sports Tournament (the "Competition") Official Rules and Regulations

THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED AT AN ACCREDITED HIGHER LEARNING INSTITUTION (A "SCHOOL") THAT IS A RECOGNIZED MEMBER OF U SPORTS. PLEASE REVIEW SECTION 4 BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE COMPETITION. UNLESS SPECIFICALLY PROVIDED FOR BELOW, IF ANY STUDENT IS FOUND TO BE INELIGIBLE OR IS DISQUALIFIED AT ANY STAGE OF THE COMPETITION THEY AND/OR THEIR TEAM WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE COMPETITION AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED.

By entering and participating in the Competition, each Student-athlete, as defined below, and any associated Team coaches/managers/trainers/etc., unconditionally accept and agree to comply with and abide by these Official Rules and Regulations (the "Competition Rules"). All decisions regarding the interpretation of these Competition Rules lie solely with the Administrator, the decisions of which are final and binding in all respects. In addition, all Players and any associated Team coaches/managers/trainers/etc. must adhere to the [Esports Code of Conduct](#) (the "Code of Conduct").

This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.

1. ADMINISTRATOR

- CSL Esports LLC ("CSL"), 22 Cassatt Ave, Berwyn, PA, 19312 is solely responsible for organizing and administering the Competition.

2. COMPETITION DATES

The following dates will apply to the Competition:

Stage	Dates	Location
"Registration Period"	August 6	Online
"Swiss Tournament"	August 21	
"Final 8 Tournament"	August 22	

For all start and finish times see *Section 5 – Competition Structure*. All dates, times, and locations are subject to change. In the event that there is a change to the date, time and/or location of a Competition Stage, Tournament Officials will use reasonable efforts to notify all Players (as defined below) at least 72 hours prior to the affected date and time.

3. DEFINITIONS

Glossary

- **Tournament Official(s):** Representatives of the Administrator; responsible for all decisions with respect to the operation of the Competition
- **Competition Website:** The online tournament platform where all Competition information is available and managed, including schedules, rosters, match reporting, and more.

- **Coordinator:** A Team representative; the individual responsible for managing a Team, reporting Match results on the Competition Website, communicating with opponents, etc.; may also be a Player
- **U Sports:** U Sports is the national sport governing body of university sport and esports in Canada, comprising the majority of degree-granting universities in the country.
- **Player:** A Student-athlete competing in the Competition
- **Team:** A Group of Student-athletes competing on behalf of a School in the Competition
- **Round:** an individual round of a tournament (i.e. Round One, Semifinals, etc.)
- **Match:** a “Best of” series, consisting of any number of individual Games, as identified below, between two Teams
- **Game:** a single game competition played between two Teams, usually as part of a Match

4. ELIGIBILITY

In order to compete in CSL leagues and tournaments, each Student-athlete and team must comply with the eligibility requirements listed below.

It is the responsibility of the Student-athlete to be aware of all rules around eligibility. Please contact Tournament Officials (support@cslesports.gg) if you have any questions or concerns.

School and Team

- **U Sports Accredited Institution:** All participating students must be enrolled, or plan to be enrolled, at an accredited higher learning institution (“School”) that is **recognized as a member of U Sports**. The School must offer at least a two-year degree program. Online-only Schools are not eligible to compete.
- **One Team:** Students are only allowed to compete for one team in each Open Tournament during the Competition. In case of a dispute, the team in which a Player participates in their first Match during the Competition will be considered the only team that they are eligible to compete on in that Open Tournament.
- **Coordinator:** Teams must have one Coordinator. The Coordinator should be a representative of the School, Esports Club, or a coach; however, Players may also be Coordinators if no alternative is available. The Coordinator is responsible for managing all communication with Tournament Officials and opposing Team Coordinators and for reporting rosters and match results on the Competition Website.
- **Minimum Team Size:** Teams must be made up of the minimum required number of Players to be eligible. This is game dependent. A Valorant Team must have at least five Players on the roster at all times. A Team of four or fewer Players is not considered eligible to play in Matches.
- **Maximum Team Size:** For all competitions there is a maximum number of Players allowed on each Team. This is game dependent. A Valorant Team may have no more than 10 Players on the roster at any time.
- **Same School:** All students on a Team must be enrolled at the same School, except under the following circumstances:
 - **Cross-Campus Eligibility:** Individual School campuses are typically considered separate Schools for the purposes of the Competition; however, Students may be permitted to compete on another campus’s Team if certain conditions are met. This will be evaluated on a case-by-case basis by Tournament Officials, and will generally follow

the guidelines of the School itself with respect to shared athletics and academic programs, as per below:

- **Varsity Athletics:** If students from one campus are permitted to participate on another campus's varsity sports teams, or multiple campuses share one set of varsity sports teams, cross-campus eligibility requests will be considered.
- **Shared Course Calendar:** If students from one campus are freely permitted to take classes on another campus, cross-campus eligibility requests will be considered. Students must be actively enrolled in classes on both campuses to be eligible.
- **Cross-School Eligibility:** Students may be permitted to compete on another School's Team if certain conditions are met. This will be evaluated on a case-by-case basis by Tournament Officials, and will generally follow the guidelines of the School itself with respect to shared academic programs.
 - **Shared/Integrated Programs:** If students from one School are enrolled in a shared or integrated program with another School, cross-School eligibility requests will be considered. If only certain programs are shared between Schools, students must be actively enrolled in one of those programs to be eligible.
- **Multiple Teams per School:** Multiple Teams from the same School are eligible to compete in the competition.
- **Team Names:** Team names must comply with one of the following formats:
 - School name, full (i.e. *University of Texas at Dallas*)
 - School name, short (i.e. *UT Dallas*)
 - School abbreviation (i.e. *UTD*)
 - School varsity sports team (i.e. *UTD Comets*)
 - School name (any) + color (i.e. *UT Dallas Green*)If a team is not permitted to use their school's name (or logo), Tournament Officials may allow exemptions on a case-by-case basis. Tournament Officials reserve the right to modify Team Names/Tags if they do not abide by the rules of the Competition. Team Names must be in-line with the standards set out in the Esports Code of Conduct. A team or player will be notified by Tournament Officials if their name must be changed and will be permitted to change to an acceptable name.
- **Roster Changes:** Rosters may not be changed after the start of the corresponding Tournament.

Academic

- **Student Email:** Each student-athlete must have a valid email address provided by their School (i.e. example@school.edu).
- **Enrollment Status:** Each student-athlete must have been enrolled in a minimum of 9 credit hours (or the equivalent) in the Spring 2021 term/semester **or** be enrolled in a minimum of 12 credit hours (or the equivalent) in the upcoming Fall 2021 term/semester. Exceptions are provided for below.
 - **Part-time Students:** Students that completed their last academic semester/term in the Spring 2021 term/semester, or are completing their last academic semester/term in the Fall 2021 semester, while enrolled in the minimum number of hours necessary to complete their degree requirements and graduate, as determined by the institution, may participate.

- o **Graduate Students:** Graduate Students are eligible, provided they are declared "full-time" by the academic regulations of their respective School. Verification must be available from the registrar of their respective School.
- o **Co-op/Work Study:** Students who are enrolled in work-study or co-op programs and are in the work placement section of their program are eligible, provided they are declared "full-time" by the academic regulations of their respective School. Verification must be available from the registrar of their respective School.
- **Academic Standing:** Each student-athlete must be in "good standing", as determined by the academic regulations of their School. In most cases this is a cumulative GPA of 2.0.
 - o **Athletics Exception:** If a School's collegiate varsity athletics program has different GPA requirements for participation, and the student-athlete meets those requirements, an exception will be considered by Tournament Officials upon request.
 - o **First Term/Semester Exception:** A student-athlete who is entering into their first term/semester of post-secondary education will be considered to have satisfied the Academic Standing requirement..
- **Loss of Eligibility:** Teams are responsible for being aware of any student's loss of eligibility for any reason, and must take appropriate proactive action to change their roster and notify Tournament Officials.

Game Account

- **Riot Account:** Prior to the start of the Competition, all Student-athletes must have a good standing Riot Account and valid Riot ID. This same account must be used for the full duration of the Competition.
- **Riot ID:** All Riot IDs must be in format *Riot ID#Tagline*. (Example: PlayerName#CSL). Tournament Officials reserve the right to modify Riot IDs if they do not abide by the rules of the Competition. Riot IDs must be in-line with the standards set out in the Esports Code of Conduct. A Student-athlete will be notified by Tournament Officials if their name must be changed and will be permitted to change to an acceptable name.

Additional Requirements:

- **Place of Residence:** Each Player must reside in the United States or Canada while participating in the Competition.
- **No employees:** Employees, contractors, officers, and directors of the Administrator and any Competition sponsors, and each party's respective parents, affiliated and subsidiary entities, are not eligible to participate in the Competition..
- **Age of Majority:** Any Student-athlete that is under the age of majority in their province or state of residence (each a "Minor"), must have permission from a parent or legal guardian to participate. If it is determined that a Student-athlete is a Minor in their province or state of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Competition. Note: Age of majority may differ depending on province or state of residence. It is each Student-athlete's responsibility to verify the age of majority where they live.
- **Acceptance of Terms and Conditions:** All Student-athletes must have a CSL account and agree to the Terms and Conditions found at <https://cslesports.gg/privacy-policy> (the "CSL Terms and Conditions"). There are no fees or service charges to create or maintain an account. If a Student-athlete attempts to bypass the age gate by entering a false date of birth that Student-athlete will be disqualified.

- **CSL Esports Account in Good Standing:** During the Competition, if it is determined by Tournament Officials that a Student-athlete has a CSL Esports account that is suspended or was cancelled due to a violation of current or past CSL Esports Terms and Conditions, harassment of other players and/or CSL Esports employees or suspected or confirmed fraud or unfair gameplay, that Student-athlete will be considered ineligible, will be disqualified from the Competition, and, if applicable, will be required to return any prizes that may be awarded.

A Student-athlete will not be permitted to compete if they fail to meet the eligibility requirements detailed above. Tournament Officials reserve the right to request proof of identity and/or a University/College transcript or the equivalent at any time to prove that said Student-athlete attends their School and complies with all eligibility requirements.

Penalties for non-compliance with any eligibility requirements detailed above may include match forfeiture and/or disqualification for the current Academic Year and/or subsequent Academic Years.

The Competition is subject to all applicable United States federal, state, and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.

5. COMPETITION STRUCTURE

All details are subject to change at the discretion of the Administrator. Any changes will be communicated to each participating Player and posted on the Website (as defined below) as early as possible. Any disputes will be resolved by Tournament Officials, whose decision shall be final, conclusive and binding. Tournament Officials decisions shall be made strictly in accordance with these Competition Rules, the Code of Conduct, and any other rules and procedures put in place during each of the individual Stages.

U Sports Tournament

- **How to Enter:** For more information about registering for the Competition as a Coordinator or Player visit <https://cslesports.gg/> (the "Competition Website"). Prior to registration, Coordinators and Players must provide a valid Game Account. Only Players whose Game Account matches those on the Team are eligible to play in the Competition. Any Team using a Player whose Game Account is not listed on the Team will forfeit all affected Matches.
- **Format:** Swiss-Style, Best of 1 (day one); Single Elimination (top 8 Teams) bracket, Best of 1 with Finals being Best of 3 (day two)
 - **Swiss-style tournament (day one):** During each Round of the Swiss-style tournament, Teams will be randomly matched against other Teams with an equal or nearly equal Record (a "Win Group"). For example, for Round Two, all Teams with a 1-0 Record will be matched against other Teams with a 1-0 Record and all Teams with an 0-1 Record will be matched against other Teams with an 0-1 Record. The number of Rounds will be based on the minimum number of Rounds required to determine the top 8 Teams.
 - **Single elimination tournament (day two):** The top 8 Teams from day one will compete in a single elimination knockout tournament to determine the final results of the U Sports Tournament. Any Team that loses a Match during the single elimination tournament will be eliminated. Teams will be seeded based on a combination of the results of day one and their Initial Seeding.
- **Schedule:**

- o The Swiss-Style of the Tournament will take place August 21st
- o The Single Elimination 8 Team Tournament will take place August 22nd
- **Check-in:** Prior to the start of the Tournament, either the Coordinator or a Player must visit their Dashboard on the Competition Website and check in to confirm their Team's attendance and participation. Coordinators and/or Players will have 60 minutes prior to the scheduled start time to check in. Any Team that is not checked in by the scheduled start time will automatically forfeit their right to participate in the Open Tournament, at the discretion of Tournament Officials.
- **No-shows:** Any Team that is not ready to play their Match within 20 minutes of the scheduled start time may forfeit the Match at the discretion of Tournament Officials.
- **Forfeits:** Matches won or lost by forfeit will be reported by the minimum score it would take for one Team to win the Match (i.e. 1-0 for best-of-one, 2-0 for best-of-three, 3-0 for best-of-five, 4-0 for best-of-seven).
- **Match Chat:** All Coordinators must actively use match chat, which is available on every Match page, to contact and coordinate their Matches with their opponents. Unresponsiveness to contact from an opposing Coordinator may lead to the forfeit of a Match at the discretion of Tournament Officials. All communication between Teams should take place using match chat.
- **Proof of Results:** Coordinators are required to take appropriate in-game screenshots or videos that display the final results of each Game and should be prepared to provide them immediately at the request of Tournament Officials and when submitting Match results. Failing to do so, or providing false or doctored information, may result in immediate forfeiture of affected Matches and/or disqualification from the Competition and future Competitions, at the discretion of Tournament Officials.

6. GAMEPLAY RULES

- **Game Setup:**
 - o **Mode:** Standard
 - **Options:**
 - **Allow Cheats:** Off
 - **Tournament Mode:** On
 - **Overtime:** Win by Two: On
 - **Server:** To be agreed upon between Teams; if Teams are unable to agree upon a server location, the Team that selects the Map for each Game will also select the server location.
 - o **Team Size:** 5
 - o All Matches will be played on the latest patch.
- **Map Pool:**
 - o Bind
 - o Haven
 - o Split
 - o Ascent
 - o Icebox
 - o Breeze
- **Home / Away Designation:** The Team that appears on the left of the Match page on the Competition Website will be considered the Home Team and must host the Match based on the parameters above. The other Team will be considered the Away Team.
- **Playing Your Matches:** The Home Team is responsible for inviting the Away Team's Captain to the lobby and for ensuring that all settings are correct. Once all ten participating Players have

joined the lobby the game may be started. Any game started with the wrong settings may result in a forfeit for the Home Team. If either Team invites a Player to a game that is not a registered member of their Team they may forfeit that game, at the discretion of the Tournament Officials.

- **Coach Slot:** Teams are permitted to use the “Coach Slot” feature in the Tournament Mode lobby.
 - The individual that will be using the “Coach Slot” must be registered on the Competition Website and designated as the role of “Coach”
 - Individuals that are given the role of “Coach” are not permitted to play in any Matches throughout the competition.
- **Map Veto Process:** Vetoes should be completed by Coordinators or Team representatives on the Match page using Match Chat.
 - Best of 1
 - The Home Team will ban one map
 - The Away Team will ban one map
 - The Home Team will ban one map
 - The Away Team will ban one map
 - The Home Team will ban one map
 - The Away Team will pick side for the remaining map
 - Best of 3:
 - The Home Team will ban one map.
 - The Away Team will ban one map.
 - The Home Team will pick the first map. The Away Team will choose sides.
 - The Away Team will pick the second map. The Home Team will choose sides.
 - The Home Team will pick the third map. The Away Team will choose sides
- **Mid-Match Break:** Teams may take up to a five minute break in between Games. Teams may agree to take a shorter or longer break if both agree in writing to do so.
- **New or Reworked Agents/Maps:** New Agents or Agents that have undergone major reworks will be automatically restricted for two weeks from their release on the Competitive queue. New Maps or Maps that have undergone major reworks will be automatically restricted for four weeks from their release on the Competitive queue. For example: Agent A was released July 1, so Agent A becomes eligible to be used in all Matches on July 15.
- **Substitutions:** Teams may freely substitute Players between Games in a Match, but the opposing Team must be allowed at least five minutes between notification of the substitution and the start of the next Game. Players may not be substituted during an ongoing Game. All substituted Players must have been on a Team’s roster before the start of the Match to be considered eligible.
- **Reporting Your Matches:** After a Game has been played, either Coordinator can manually input the Match results. Match results must be reported within 15 minutes of the completion of said Match.
- **Pauses and Disconnections:** If one or more Players lose connection to the game, the game must continue, and the disconnected Player(s) should rejoin as soon as they are able to. Any Team that leaves a Game following a Player disconnection may forfeit the current Game, or Match, at the discretion of Tournament Officials. Each Team is allowed one pause of up to one minute per Game to address technical difficulties or Player disconnections. Pauses must occur during the start of a round (Buy phase).

- **Network Issues:** During the first round of a Game and before any Player has been eliminated, Teams may agree to restart and/or switch either the host or the Server (if applicable) if connectivity issues significantly hinder gameplay.
- **Finality of Results:** At the discretion of Tournament Officials, any Game that is played in full will not be open for review and the results will be considered final. This does not apply to Games that involve Player Conduct violations.
- **Official Broadcast Matches:** The Administrator reserves the right to record and/or and live stream, broadcast or exhibit any Match of the Competition, at its sole discretion. If the Administrator chooses to live stream, broadcast or exhibit a Match, the Administrator will choose to either: (a) host each individual Game, and all participating Team Members on both Teams must join that Game; or (b) join a Game that's being hosted by a participating Team Member. Any Match officially broadcast by the Administrator may not have any other observers or spectators. Administrator reserves the right to reschedule official broadcast Matches.
- **Independent Broadcast Matches:** Players may livestream their own Matches but they must include at least a 90 second delay. Any Team that wishes to use an external observer/spectator may do so with the approval of the opposing Coordinator, and the same 90 second delay must be observed.

7. PLAYER CONDUCT

- By entering and participating in the Competition, all Student-athletes and any associated Team coaches/managers/trainers/etc. agree to adhere to and be bound by the [Esports Code of Conduct](#).
- **Reporting Violations:** Violations of the Code of Conduct should be reported immediately to Tournament Officials through support@cslesports.gg or the [CSL Esports Discord](#). Tournament Officials will investigate all claims of misconduct.
- **Penalties:** Upon confirmation of any Code of Conduct violation, and depending on the severity of the violation, Tournament Officials reserves the right to issue any one of the following penalties:
 - Warning
 - Game Forfeiture
 - Match Forfeiture
 - Player Suspension/Disqualification
 - Team Disqualification
- Repeated violations will be subject to escalating penalties, and particularly severe violations will be subject to harsher penalties up front.

8. WINNER NOTIFICATION

- Players that win a prize (each a "Prize") will be notified by email within 48 hours of the conclusion of the Competition. Each of these "Winners" will be required to provide their full name, mailing address, contact details and tax information to Tournament Officials within 30 days from the date of the email advising them that they are a Winner, to successfully claim the Prize or such Prize may be deemed forfeited. In the event of any dispute concerning the operation of any element of the Competition, or these Competition Rules, the decision of Tournament Officials will be final. Any Player found to have violated these Competition Rules, even after a Prize has been awarded, will be disqualified and will be required to return the Prize awarded, or cash equivalent in full within thirty (30) days following notice from the Administrator that the Player has violated the Competition Rules.

9. RELEASES

- All Players participating in the Playoffs will be required to execute and deliver to the Administrator a Declaration that confirms: (i) eligibility to participate in the Competition and acceptance and compliance with these Competition Rules; (ii) acceptance of the Prizes as offered (if deemed a Winner); (iii) permission to record the Player's participation in the Competition, and use the Player's name, photo, image and any footage or photo taken of the Player; (iv) release of the Administrator, any Competition sponsors and promoters, and each party's respective parent, related and affiliated companies and entities, subsidiaries, members, dealers, advertising and promotional agencies, and each of their respective directors, successors, sponsors, partners, licensees, officers, subsidiaries, agents, employees, advisors, assignees, and all others associated with the development and execution of the Competition (collectively, the "Releasees") from any and all liability in connection with this Competition or participation in any Competition related activities. In the event that a Player is a Minor, their parent or legal guardian must sign the Declaration on their behalf. If the parent or legal guardian does not consent to the foregoing, the affected Player will be disqualified. Declarations for the Competition must be received by Tournament Officials no later than 11:59 PM PT on July 24th, 2021.

10. PUBLICITY RELEASE

- Please note, some Matches during the Competition may be filmed for entertainment and promotional purposes and that photographs and video footage may be taken during said Matches. By participating in the Competition, each Player grants the Administrator, the Game providers, and Competition sponsors with the right to use: (i) their name, email address, mailing address, telephone number and other personal information provided during their registration in the Competition and any data collected while the Player is playing the Game, for the purpose of administering the Competition, including but not limited to contacting and announcing the Winners; and (ii) their name, city and province or state of residence, video footage, images, voice recording, comments and opinions for entertainment, publicity and promotional purposes relating to the Competition, in any and all media now known or hereafter devised, without further compensation unless prohibited by law. In addition, by participating in the Competition all Players acknowledge and agree that the Releases may disclose their Personal Information to third-party agents and service providers in order to affect any of the activities listed above, in accordance with the Administrator's privacy policy located at <https://cslesports.gg/privacy-policy>

11. LIMITATION OF LIABILITY

- By entering this Competition, each Player, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Competition Rules and consents to the use of their name, city of residence, and/or likeness in any publicity carried out by Releases, and/or their advertising and promotional agencies and agents without further notice or compensation. Players release and hold harmless the Releases from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Players or their administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Players

participation in the Competition and/or in connection with the acceptance, use and/or misuse by the Player of the Prize.

- None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Competition Rules; (iii) any technical or human error that may occur in the administration of the Competition, including any problems or technical malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Players ability to participate in the Competition, or the ability of the Administrator to receive and/or record and Players Game score; (iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Competition; and (v) any act of God that disrupts all or part of the Competition.
- As a condition of participating in this Competition, Player agrees that (i) under no circumstances will Player be permitted to obtain awards for, and Player hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii) all causes of action arising out of or connected with this Competition, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.
- Any attempt to deliberately undermine the legitimate operation of this Competition is a violation of the Competition Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Players agree to abide by the Competition Rules.
- The Administrator reserves the right, in their sole discretion, to disqualify any Player who violates the Code of Conduct or tampers with the entry process, and/or void any game results submitted fraudulently. Should multiple users of the same email account enter the Competition and a dispute thereafter arise regarding the identity of the Player, the authorized account holder of said e-mail account at the time of entry will be considered the Player. "Authorized account holder" is defined as the natural person who is assigned an e-mail address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Competition is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Competition, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Competition, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.
- Administrator reserves the right, in its sole discretion, to terminate the Competition, in whole or in part, and/or to modify, amend or suspend the Competition, and/or to the Competition Rules in any way, at any time, for any reason without prior notice. Any changes will be made available on <https://cslesports.gg>.

12. CHOICE OF LAW

- The Competition is subject to all applicable United States federal, state and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Competition Rules or the rights and obligations as between the Player and the Administrator in connection with the Competition shall be governed by and construed in accordance with the laws of the state of Pennsylvania.

13. **WINNERS LIST**

- The list of winners will be posted on <https://cslesports.gg/> once the verification process has been completed.

14. **CHANGE LOG**

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