



Fortnite Reload Championship at 2026 Esports World Cup

Rulebook

Table of Contents

1. General

- 1.1 Rule changes
- 1.2 EWC Global Rulebook
- 1.3 Validity of the rules
- 1.4 Local laws
- 1.5 Communication

2. Participants

- 2.1 Age Restriction
 - 2.1.1 Minors
- 2.2 Roster
 - 2.2.1 Substitute Rules
 - 2.2.2 Travel & Accommodation Coverage
 - 2.2.3 Roster Lock
- 2.3 Roster submissions
- 2.4 Country Restrictions
- 2.5 Multiple teams
- 2.6 Replacements
 - 2.6.1 Replacement Tiebreakers
 - 2.6.2 Replacement Deadline
 - 2.6.3 Event Specific Replacement Rules
 - 2.6.3.1 Before the replacement deadline
 - 2.6.3.2 After the replacement deadline
- 2.7 Epic Account Status
 - 2.7.1 Good Standing and Account Level
 - 2.7.2 2FA

3. Format

- 3.1 Group Stage Format
 - 3.1.1 Group Stage Seeding
- 3.2 Survival Stage Format
- 3.3 Finals Format

4. Schedule

- 4.1 Group Stage
- 4.2 Survival Stage
- 4.3 Finals

5. Game Specific Rules

- 5.1 Game Mode
- 5.2 Map Pool

5.3 Scoring

5.4 Tiebreakers

5.5 In-Game Bugs

5.5.1 Use of Bugs

5.6 Game of Record (GOR)

5.7 Technical Issues

5.7.1 Remakes or rehosts

5.8 Standard Operating Procedures for Players (Live Matches)

5.8.1 Pre-match procedures

5.8.2 During Live matches

5.8.3 Post-match procedures

5.8.3.1 Breaks in between games

5.9 Mandatory Scrims

6. Misconduct management

6.1 Sanctions

6.1.1 Definitions and scope of sanctions

6.2 Punctuality Penalties

6.2.1 Player punctuality

6.2.2 No show, Tardiness, or Delays during Live Matches

6.3 Teaming

7. Prize Distribution

8. Other

8.1 Equipment

8.1.1 Input devices

8.2 Flags and country identifiers

8.3 Internet access

8.4 Technical Checklist

8.5 Code of Conduct

9. Privacy and Data Protection

1. General

This Rulebook establishes the official governing regulations for participation in Fortnite Reload Championship at 2026 Esports World Cup (or "Fortnite Reload Championship at EWC 26"). Strict compliance with these provisions is mandatory at all times. Any failure to adhere to these rules will result in disciplinary action and sanctions as outlined herein.

The Fortnite Reload Elite Series - [Official Rules](#) is hereby incorporated by reference as a foundational governing document applicable across all stages of the tournament ("**Fortnite RES Rules 2026**").

The Tournament Administration reserves sole and absolute discretion to adjudicate all cases and disputes. In the event of a dispute or a scenario not explicitly addressed within this Rulebook, the Administration maintains the right to make a final, binding ruling. All decisions rendered by the Administration are final and not subject to appeal.

It should be remembered that it is always the Tournament Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

1.1 Rule changes

EWC reserves the right to amend, remove, or otherwise change the rules, without prior notice. EWC also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

1.2 EWC Global Rulebook

Fortnite Reload Championship at 2026 Esports World Cup (or "Fortnite Reload Championship at EWC 26") is under jurisdiction of [EWC Global Rulebook](#).

Where conflicts arise between this document, the EWC Global Rulebook or The Fortnite Reload Elite Series - Official Rules, The EWC Global Rulebook will take precedence.

1.3 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

1.4 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

1.5 Communication

The main communication method for the Esports World Cup event is email. When contacting participants of Esports World Cup events, the tournament administration will use contact email addresses that have been supplied to them. Alternatively, where a contact email address is not known or not working, the tournament administration may use the email addresses registered to participants on tournament platforms, including but not limited to their FACEIT profiles.

Further communication channels such as Discord will be used throughout the tournament.

2. Participants

2.1 Age Restriction

All participants of the Fortnite Reload Elite Series Championship at 2026 Esports World Cup have to be at least 13 years of age at the time of their first match of the competition.

2.1.1 Minors

If a Participant is under the age of 18, or under the legal age of majority in their country of residence, they must obtain explicit permission from a parent or legal guardian to participate in the Event and agree to these Rules. Additionally, the Minor's parent or legal guardian must formally accept these Rules on their own behalf and on behalf of the Minor. By accepting these Rules, the parent or legal guardian confirms their legal authority and assumes full, unconditional responsibility for the Minor's supervision, conduct, and strict compliance with all Tournament regulations.

2.2 Roster

Participants will compete as "Duos". An eligible roster consists of only 2 Main Players.

2.2.1 Substitute Rules

Duos are strictly prohibited from making roster substitutions for the entire duration of the Tournament. If a player becomes unable to compete, the team must immediately notify the Tournament Administration to request an emergency substitution. The Administration reserves the sole right to approve or deny any emergency substitution request. For the avoidance of doubt, if an emergency substitution request is rejected, the Duo will be deemed ineligible to compete and must forfeit any remaining tournament matches.

2.2.2 Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 3 team members per team, distributed as below:

Obligatory 2 position covered

- 2 Main Players

Optional 1 position covered

- 0-1 Additional Staff Member

2.2.3 Roster Lock

Duos will have their rosters locked upon qualification or direct invitation from the Administration. A Duo that qualifies to the tournament through an official Fortnite RES at EWC 26 Qualifier must compete with the same roster they qualified with. Duos will not be able to alter their rosters for the Tournament without advance written approval from the Administration.

2.3 Roster submissions

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details
- Starting lineup
- Substitute players, if applicable

2.4 Country Restrictions

All Participants are strictly bound by the regional and residency restrictions governing the qualifying tournaments from which they earned entry. Failure to comply with these specific regional criteria will result in immediate disqualification.

2.5 Multiple teams

A team is strictly prohibited from representing an organization in the Fortnite Reload Elite Series Championship at the 2026 Esports World Cup if another roster operating under the same organization has already secured qualification or an invitation to the main event.

For comprehensive details, please refer to here:

<https://esportsworldcup.com/en/news/fortnite-reload-elite-series-championship-at-ewc26>

2.6 Replacements

If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.

Usually competition groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the tournament administration can still change or even re-draw the competition.

2.6.1 Replacement Tiebreakers

If participants have an identical score/position on/in the relevant invite list or qualifier, the one with the smallest change in lineup since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other criteria, including potential played tiebreakers.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

2.6.2 Replacement Deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the competition drawing is usually the replacement deadline.

2.6.3 Event Specific Replacement Rules

2.6.3.1 Before the replacement deadline

In the event that an RES Championship-Qualified Team drops out or disbands, their advancement spot will be rescinded. This vacated spot will then be awarded to the next highest-ranking team on the subsequent Reload Elite Series Qualifier Finals Leaderboard of that region. However, if the withdrawing team secured their spot during Qualifier 4, the vacated slot will instead be awarded to the next eligible team from the Qualifier 4 Finals Leaderboard.

2.6.3.2 After the replacement deadline

The tournament administration will try to find any replacement by all available means.

2.7 Epic Account Status

2.7.1 Good Standing and Account Level

- The Epic Account you use in connection with the Tournament must be in good standing, with no undisclosed violations. This also means that your Epic Account must be registered in your name, and cannot have been previously purchased, gifted, or otherwise transferred from another player.
- You (and your Epic Account) must be free of or have fully served any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules. Additionally, you will not be able to participate further in the Event if you receive a competitive ban of 14 days or longer during the Event.
- Your Epic Account must be level three hundred and fifty (350) or above. This information can be found in the in-game "Career" tab.

2.7.2 2FA

You must enable (if not already enabled) Two-Factor Authentication ("2FA") on your Epic Account. To enable 2FA, please visit <https://epicgames.com/2FA>, log in to your Epic Accounts, and follow the onscreen instructions.

3. Format

3.1 Group Stage Format

The Group Stage will feature a total of 40 Duos. These teams will be divided into two (2) groups. The Group Stage will span two days, with each day comprising 10 matches. This accumulates to a total of 20 matches in the Group Stage (10 matches per Group). Points for all 40 Duos will be tabulated into 2 tables (1 table per Group). The top 7 teams from each Group in the Group Stage will progress to the Finals Stage, the 8th to 17th place teams from each Group will progress to the Survival Stage, while the bottom 3 teams from each Group will be eliminated.

3.1.1 Group Stage Seeding

The teams will be assigned their group based on their placement in the corresponding Qualifiers in the table below.

Group A	Group B
EU Qualifier #1 1st	EU Qualifier #2 1st
EU Qualifier #4 1st	EU Qualifier #3 1st

EU Qualifier #2 2nd	EU Qualifier #1 2nd
EU Qualifier #3 2nd	EU Qualifier #4 2nd
EU Qualifier #1 3rd	EU Qualifier #2 3rd
EU Qualifier #4 3rd	EU Qualifier #3 3rd
NAC Qualifier #2 1st	NAC Qualifier #1 1st
NAC Qualifier #3 1st	NAC Qualifier #4 1st
NAC Qualifier #1 2nd	NAC Qualifier #2 2nd
NAC Qualifier #4 2nd	NAC Qualifier #3 2nd
OCE Qualifier #1 1st	OCE Qualifier #2 1st
OCE Qualifier #4 1st	OCE Qualifier #3 1st
ASIA Qualifier #2 1st	ASIA Qualifier #1 1st
ASIA Qualifier #3 1st	ASIA Qualifier #4 1st
ME Qualifier #1 1st	ME Qualifier #2 1st
ME Qualifier #4 1st	ME Qualifier #3 1st
BR Qualifier #2 1st	BR Qualifier #1 1st
BR Qualifier #3 1st	BR Qualifier #4 1st
NAW Qualifier #1 1st	NAW Qualifier #2 1st
NAW Qualifier #4 1st	NAW Qualifier #3 1st

•

3.2 Survival Stage Format

Teams in the Survival Stage consist of the 8th to 17th place teams from each of the Groups in the Group Stage. The Survival Stage will span one day, comprising 10 matches. Top 6 teams from the Survival Stage will progress to the Finals while the remaining teams will be eliminated.

3.3 Finals Format

- Teams in the Finals Stage consist of the top 7 teams from each Group in the Group Stage + the top 6 teams from the Survival Stage.
- This stage will be scored using a "Match Point" mechanic, whereby Teams must reach a threshold of 350 points to be eligible to become Champion. Once a Team reaches the threshold and gets a Victory Royale after, they shall be declared the winner.
- Teams MUST reach the threshold first in order to be eligible for Champion status.
- eg: if a team gets a Victory Royale AND reaches the threshold in the same Game, it will not make them the Champion. Hence, they need to get another Victory Royale.
- After the completion of the Finals Stage, the team who won the Match Point shall be crowned the Champion and the remaining Teams shall be placed based on the Leaderboard.
- If no team reaches 350 points and gets a Victory Royale after Game 15, the team with the most points will be crowned Champion and the remaining Teams shall be placed based on the Leaderboard.

4. Schedule

4.1 Group Stage

19 August

- Group A - Match 1 to 10

20 August

- Group B - Match 1 to 10

4.2 Survival Stage

21 August

- Survival Stage - Match 1 to 10

4.3 Finals

22 August

- Match Point Finals - Match 1 to 15

A more in depth look at the schedule will be shared to the teams separately.

5. Game Specific Rules

5.1 Game Mode

Fortnite RES at EWC 26 will use “Duos” and “Reload” settings. The Administration reserves the right to update the game mode and settings at any time.

5.2 Map Pool

The map pool will consist of Elite Stronghold & Slurp Rush. The first 5 matches in a day will be played on one map, then the remaining matches will be played on the other. The specific order will be announced no later than 17:00 CEST the day prior.

5.3 Scoring

Each Elimination: 3 points - There will be no cap on points gained from Eliminations.

Placement	Points
1(Victory Royale)	60
2	50
3	45
4	40
5	35
6	30
7	27
8	24
9	21
10	18
11	15
12	12
13	9
14	6

15	3
16 - 20	0

5.4 Tiebreakers

In each phase of the Tournament, tiebreakers will be determined in the order presented here:

- (1) total points scored;
- (2) total Victory Royales in the Session;
- (3) average Eliminations in the phase;
- (4) average placement per Match in the current phase, where being eliminated later is better; and finally
- (5) total seconds survived across all Matches in the current phase.

5.5 In-Game Bugs

In the event whereby a player were to encounter a bug, a remake will only be offered when all of the following conditions are met:

- The bug is game-breaking and causes a player (or multiple players) to be unable to play the game in a usual manner.
- The bug occurred within 5 minutes into the match.
- A referee is promptly notified of the bug when it occurs.
- The bug occurs when no other players in the match have been eliminated.
- The bug is not triggered with malicious intent by the player.

Any remake will be conducted only at the sole discretion of the Tournament Administration.

Participants are required to inform the Tournament Administration team of a bug that they know of.

5.5.1 Use of Bugs

In the event that a team intentionally or unintentionally triggers a bug, known or unknown, to gain an unfair advantage, have an effect on other teams in the match or manipulate how an action is intended by the game, the teams in question may be immediately disqualified, have up to the entirety of their monetary winnings forfeited, points deducted, penalty points assigned and/or all of the above based on severity of the offense. If caught using a bug in one of the games, points from that game may be unaccounted for. Tournament Administration will investigate the matter and ascertain whether the team in question intentionally or inadvertently triggered the bug.

5.6 Game of Record (GOR)

A game of record (GOR) refers to a Game where all players have successfully loaded and reached a stage where meaningful interaction occurs between the opposing Teams. Once a Game achieves

GOR status, the period during which occasional restarts may be allowed comes to an end as the match is considered "Official". Subsequent Game restarts will only be permitted under specific conditions.

The following examples outline the conditions that establish GOR:

The point where all players have loaded in the official game (after warmup).

5.7 Technical Issues

In the event a player/team is having technical difficulties during the match, the teams should raise their hand immediately to inform the Referees behind them. The team must keep on playing as much as they can while the issue is being resolved.

5.7.1 Remakes or rehosts

Any technical issues or other crises supported by solid proof should be reported immediately to the Tournament Administration. A match can only be restarted with prior Tournament Official approval. Only at the Tournament Administration's request may a Tournament Game be redone. In the following situations, the Tournament Administration **may** remake a Tournament game:

- Flood, fire, war, terrorist acts, power outages, or other disasters that affect the Event.
- The Event's environment may adversely affect the outcome of the Tournament, as determined by the Administration Team.
- A technical malfunction or a player disconnects (excluding malfunctions and disconnects because of a player's mistake or fault) before the GOR. If the player can reconnect after disconnecting, no rematch will be made.
- FIVE problems occur during the loading screen, and the game cannot be loaded.
- ONE player cannot move on the battlefield within 3 minutes after the game starts.
- ONE player cannot enter the Tournament Game before the departure of the starting battle bus.
- ONE player can join a Tournament Game without starting on the battle bus and without gliding, but instead, start on the battlefield.
- ONE or more Observers clients crashed, disconnected, or lagged (unable to work), no matter the number of kills or other issues that have taken place since the game started.
- The server is lagging noticeably and significantly impacting multiple teams' performance.

The Tournament Administration has the right to restart the game when the game cannot be broadcasted as normal. If the above conditions are met, players should instantly request a rehost by notifying the admin team by raising their hand and asking for help, followed by a valid reason and sufficient evidence. Players should continue playing until the rehost is confirmed by Tournament

Administration.

5.8 Standard Operating Procedures for Players (Live Matches)

5.8.1 Pre-match procedures

- One hour before the commencement of the competition, all players must check in at their teams' designated Tournament Area. Players will have 20 minutes to make any necessary adjustments before the pre-match test. Once the Participants reach the Tournament area, the Settings Period begins, and they are not permitted to leave until the pre-match test is complete.
- Players must complete setting up the voice chat programs and game settings as necessary for the matches during the 20-minute settings window. The Tournament Administration reserves the right to prolong the settings time if there are delays during the settings period for good cause.
- Prior to the start of the pre-match test, all players are required to check their settings. These players are also responsible for any settings-related problems that arise during the matches, unless they are the result of a directive from the Administration Team. After completing the test and verifying everything is in order, the players must sign the referees' provided checklist.
- Players who arrive late to their designated Tournament Area may face penalties at the sole discretion of the Administration Team.
- Verify that the Tournament equipment and accounts are in working order.
- If your team can hear each other clearly and communicate with each other, ask your team if team communication is functioning.
- Players are not permitted to touch any of the Tournament-related devices (wires, modems, USB hubs, etc). The players will be fully responsible for any consequences that result from touching the devices, including but not limited to device disconnections, setting issues, etc., if they insist on doing so.
- Players are not permitted to plug in their own peripherals to any Tournament-related devices, including the provided computers.

5.8.2 During Live matches

- Inform the referee in charge of them to confirm when all players are in the waiting list for the lobby.
- Report to the referee if the players are removed from the lobby for being inactive, and with the referee's OK, enter the lobby once more as soon as possible.
- Coaches and team staff are required to leave & not re-enter the Tournament Area as directed by Tournament Referees.

- Even if the entire team is eliminated, players are prohibited from switching out Fortnite or any other Tournament-related Applications or taking off their headset. Other applications not relevant to the competition may not be used at any time.
- Players are not allowed to leave the Tournament area when the match is still ongoing even though their team has already been eliminated.

5.8.3 Post-match procedures

- Players are not allowed to leave the Tournament area once the match has concluded unless otherwise authorized by the Tournament Administration.
- If the team is required to be interviewed, the Team Captain (or a Player Representative) must proceed to the interview room with the host.
- Get ready for the upcoming game.

5.8.3.1 Breaks in between games

Following every game, teams will receive a brief break; the length of the break will be determined by the schedule of matches for each day. Team members may request an urgent bathroom break during breaks.

5.9 Mandatory Scrims

The Tournament Administration reserves the right to conduct testing and rehearsal scrims on Media Day and official Tournament days. Should these scrim blocks be implemented, an official schedule will be distributed to all Participants. Participation in all officially scheduled scrim blocks is mandatory; failure to attend may result in sanctions.

6. Misconduct management

6.1 Sanctions

6.1.1 Definitions and scope of sanctions

Sanctions are given for rule violations within EWC events. They may be penalty points, fines, default losses, player/team suspensions or disqualifications, or a combination of these sanctions depending on the incident in question. Participants will be informed about the sanction by email and given a timeframe within which they can appeal the decision. Only the Team Representative (as defined under the applicable Team Participation Agreement) or their designated spokesperson are eligible to make appeals. In the case that a team is immediately disqualified, the team in question would have up to the entirety of their monetary winnings forfeited.

6.2 Punctuality Penalties

6.2.1 Player punctuality

All matches must start when instructed, under the discretion of EWC. Notably, matches scheduled for broadcast should commence no later than the time stipulated by EWC. Teams shall be furnished with a match schedule, which remains susceptible to alteration solely at the discretion of the Tournament Administration. Teams will be duly informed of any changes to the schedule and must ensure their readiness to commence play at the designated time.

6.2.2 No show, Tardiness, or Delays during Live Matches

Should the start of a match be delayed due to a team, 2 Penalty Points shall be assigned at the initially communicated commencement time. Thereafter, each subsequent five (5) minutes of delay shall warrant the assignment of an additional 2 Penalty Points. Should the team remain unprepared or fail to materialize ten (10) minutes post the scheduled start time, the Tournament Administration retains the discretionary power to proceed with the match without the team.

6.3 Teaming

Working together with other players/teams within the same match in order for one or both teams to gain advantage, including but not limited to: in-game advantages or accumulating more points in a match is forbidden in any Live matches. Tournament Administration may conduct thorough investigation upon allegations/suspensions on such acts and take action. Teams in question may be immediately disqualified, have up to half of their monetary winnings forfeited, points deducted, penalty points assigned and/or all of the above based on severity of the offense.

7. Prize Distribution

Prize Money	
#	Prize
Total:	\$1,000,000
1	\$260,000
2	\$150,000
3	\$90,000
4	\$60,000
5	\$45,000

6	\$35,000
7	\$30,000
8	\$28,000
9	\$26,000
10	\$24,000
11	\$22,000
12	\$20,000
13	\$18,000
14	\$16,000
15	\$15,000
16	\$14,000
17	\$13,000
18	\$12,000
19	\$11,000
20	\$10,000
21	\$9,500
22	\$9,000
23	\$8,500
24	\$8,000
25	\$7,500
26	\$7,000
27	\$6,500
28	\$6,000
29	\$5,500
30	\$5,000
31	\$4,500
32	\$4,000
33	\$3,500
34	\$3,000
35-36	\$2,500
35-36	\$2,500

37-38	\$2,250
37-38	\$2,250
39-40	\$2,000
39-40	\$2,000

MVP Prize
\$25,000

8. Other

8.1 Equipment

EWC always provides monitors, computers, SSDs and noise-cancelling headphones. Participants have to bring their own peripherals (in particular: keyboard, mouse, mousepad, in-ear headphones, controllers, with long enough cables), and are also responsible for maintaining a set of replacements in the event that their primary hardware fails. Our machines do not support PS2-keyboards. All player equipment is subject to the approval of the tournament administration. EWC reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval. Players may use only one double sided A4 or US Letter paper print out for reference on stage.

8.1.1 Input devices

Participants may compete using a mouse and keyboard or a controller that is compatible with Windows PC. Participants are strictly prohibited from using turbo controllers, macro-enabled controllers, or keyboards utilizing macro inputs. Any hardware or software configuration that allows a single button press to replicate multiple inputs, or performs a sequence of actions that would normally require multiple manual inputs, is forbidden. Any teams found using such ineligible equipment may be immediately disqualified from the Tournament and will forfeit all rights to any accrued points, prize money, or other awards.

8.2 Flags and country identifiers

No flags and country identifiers are allowed to be present as part of player apparel or individual items during the tournament.

8.3 Internet access

Internet access on tournament computers is disabled for all participants.

8.4 Technical Checklist

After completing their setup process, the players sign off on a form in which the player declares that the playing conditions are suitable for fair play and all equipment has been set up correctly and is in working order (herein referred to as the "Technical Checklist"). This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that would have been noticed if the Technical Checks had been properly conducted will be punished with one (1) minor penalty point. By signing the Technical Checklist, Participants confirm that they are ready to start their match as scheduled. Participants may be required to start the match even if they failed to properly complete this process in the time supplied by the Tournament Administration.

8.5 Code of Conduct

8.5.1 All players (and if applicable, any parents or legal guardians of a Minor ("**Guardians**")) are strictly bound by and must conduct themselves in a way that complies with Epic's Code of Conduct at all times, as outlined in [Section 8 of the Fortnite RES Rules 2026](#).

8.5.2 Tampering

Players and Guardians are prohibited from touching or otherwise tampering with another player's equipment.

8.5.3 Dress Code

During, and in connection with, the Event, all players and Guardians must adhere to the dress code set forth in this Section 8.5.3 ("**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 Administration.

- (a) **Generally.** 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 Administration) (e.g., no shirtless players, swimwear, lingerie, etc.). Players must wear long pants and closed toe shoes.
- (b) **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.
- Cryptocurrencies, non-fungible tokens (NFTs), or any other blockchain-related product or service.
- 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, Epic (as determined by Epic or the Tournament Administration).
- Any business that encourages illegal activities or violates applicable law.
- Gambling products (including fantasy sports betting), lotteries or illegal wagering.
- 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.
- Video game logos, characters, developers or publishers that are not owned or otherwise affiliated with Epic.
- Political candidates.
- High toll phone services.

All sponsorships, endorsements, promotional activities, and Commercial Identifications worn by players and Guardians during, and in connection with, the Event are subject to EWC's [Participant Sponsorship Guidelines](#) and approval by Tournament Administration.

If the Tournament Administration decides (in its sole discretion) that a player or Guardian has violated this Dress Code above or any particulars relating to dress codes in the Participant Sponsorship Guidelines, such Tournament Administration reserves the right to require such player or Guardian to immediately change his or her attire in compliance with the Dress Code or Participant Sponsorship Guidelines. Failure of such player or Guardian to comply may result in disciplinary action as further described in Section 6 above and the Participant Sponsorship Guidelines.

9. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable [Privacy Policy](#) made available on the EWC event website or otherwise provided to Participants.