



OFFICIAL PLAYER RULEBOOK

June 10th, 2023

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SECTION 1: Introduction & Acceptance

1.1 The Event

Red Bull Contested is a unique solos Fortnite event hosted by Red Bull played and hosted in Edinburgh, United Kingdom. These official Rules govern all play during the Red Bull Contested event. This rulebook pertains to the Red Bull Contested “Main Event” on June 10th, 2023.

These Rules have been designed to ensure the integrity of competitive play of Fortnite in connection with the Event and are intended to promote vigorous competition and to help ensure that all competitive play of the Game is fun, fair, and free from Toxic Behaviour (as defined below).

1.2 Acceptance

By participating in this event, to the extent permitted by applicable law, players agree to release and hold harmless epic games, inc., its licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the event.

Players agree to abide by all rules laid out in this document and any official notice or instruction presented by the tournament organisers and officials.

1.3 Enforcement & Escalation

Event administrators will have the primary responsibility for enforcing these rules for all players at the event and may, working with the event organisers (“Red Bull”), impose sanctions on players for violations of these rules.

The escalation path for tournament decisions and enforcement is:

- Lead Administrator
- Tournament Director
- Red Bull Management

1.4 Amendments

Event administrators, working with Red Bull Management, may update, revise, change or modify these rules from time to time. For each player, their participation in the event after any update, revision, change or modification to these Rules will be deemed acceptance by such players of these rules as updated, revised, changed or modified.

SECTION 2: EVENT STRUCTURE

Red Bull Contested main event is a pro-level tournament with wild card/qualifier entries. This is an 8-round tournament. The first 4 rounds use a standard scoring system, and the second 4 rounds use a double-points scoring system. The player with the highest points will win the tournament. This Solos Fortnite tournament will have 100 players. All players will compete in all eight rounds of competition to determine the final points score.

2.1 Point Scoring System

2.1.1 Standard - Each Elimination: **4 Points**

Victory Royale	60
2 nd	50
3 rd	44
4 ^t	40
5 th	36
6 ^t	34
7 th	32
8 ^t	30
9 th	28
10 th	26
11 th – 15 th	22
16 th – 20 th	18
21 st – 25 th	14
26 th – 30 th	10
31 st – 35 th	8
36 th – 40 th	6
41 st – 50 th	4
51 st – 75 th	2

2.1.2 Double Points (Elimination) -Each Elimination: 8 Points

Victory Royale	60
2 nd	50
3 rd	44
4 ^t	40
5 th	36
6 ^t	34
7 th	32
8 ^t	30
9 th	28
10 th	26
11 th – 15 th	22
16 th – 20 th	18
21 st – 25 th	14
26 th – 30 th	10
31 st – 35 th	8
36 th – 40 th	6
41 st – 50 th	4
51 st – 75 th	2

2.2 Tiebreakers

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 session; (4) average placement per match in the session; and finally (5) total seconds survived across all matches.

2.3 Event Prizes

1st	£17,000
2nd	£12,500
3rd	£9,000
4th	£6,500
5th	£5,000
6th	£4,250
7th	£3,500
8th	£3,000
9th	£2,750
10th	£2,500
11th	£2,250
12th	£1,900
13th	£1,800
14th	£1,700
15th	£1,600
16th	£1,500
17th	£1,400
18th	£1,300
19th	£1,200
20th	£1,100
21st	£750
22nd	£750
23rd	£750
24th	£750
25th	£750

26th	£750
27th	£750
28th	£750
29th	£750
30th	£750
31st	£750
32nd	£750
33rd	£750
34th	£750
35th	£750
36th	£750
37th	£750
38th	£750
39th	£750
40th	£750
41st	£350
42nd	£350
43rd	£350
44th	£350
45th	£350
46th	£350
47th	£350
48th	£350
49th	£350
50th	£350

Note that Red Bull may be obliged to make deductions of Withholding Tax over certain income thresholds for non-UK residents as the payments have been earned while in the United Kingdom. You should contact tax authorities in your region for advice regarding processing tax while earned in the UK and any options for reclaiming.

Players found in breach of any rules within this document, or players who fail to complete all matches within the tournament as required for personal reasons. May have prize funds reduced or removed per 9.2 "Disciplinary Action". Any funds withheld under disciplinary action will be given to charity, chosen by Red Bull.

2.4 Game Rehearsal

Players are required to be available on Friday the 9th of June to play a minimum of 2 rehearsal matches on stage to verify all game systems, PCs, and production procedures are working and in place.

SECTION 3: PLAYER ELIGIBILITY

3.1 Player Age

To be eligible to participate in any part of Red Bull Contested, players must be at least 16 years old. If a player is under 18 years of age, the player must have consent from a parent or legal guardian to compete at Red Bull Contested

Ineligible players who mislead or attempt to mislead event administrators, or Red Bull by providing false information will be subject to disciplinary actions.

3.2 Fortnite EULA

Each player must follow the Fortnite End User Licence Agreement ("Fortnite EULA") (<https://www.epicgames.com/fornite/eula>). These rules add to, and do not replace, the Fortnite EULA.

3.3 Player Names

Player name must follow the event Code of Conduct as described further in this document. Event administrators or event organisers reserve the right to change individual player tags or screen names for any reason.

3.3.1

The name used by an individual player may not include or make use of the terms Fortnite®, Epic, or any other trademark, trade name, or logo owned by or licensed by Epic.

3.3.2

The name used by an individual player cannot be an impersonation of another player, streamer, celebrity, or other entity.

3.3.3

Players are required to submit the screen name (Epic Games account) and the “WarLegend” account they will be using during the Red Bull Contested when requested prior to the tournament. Players must ensure the screen name they have submitted prior is used throughout the event and not changed at any point.

Players must link their provided “Epic Games” account with their “WarLegend” account prior to the tournament starting.

3.3.4

Player name must only contain the following characters:

- Letters A to Z of the English/American alphabet
- Digits 0 to 9
- Special characters including but not limited to underscores, hyphens and symbols are not permitted.
- A mix of uppercase and lowercase characters is permitted.

The broadcast will be utilising Optical Character Recognition technology to extract certain information from the game feed using the players’ names and to ensure accuracy we request that all players follow these restrictions.

3.4 Epic Account Standing

3.4.1

Players must be in good standing with respect to the Epic accounts used by such players in connection with the Event, with no undisclosed violations. This means that, without limitation, a player’s Epic account must be registered in such player’s name, and cannot have been previously purchased, gifted, or otherwise transferred from another player.

3.4.2

Players must be free of or served fully any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules. Additionally, players who receive a competitive ban at any point leading up to or during the event will not be able to participate in Red Bull Contested, including players sanctioned during the tournament Open Qualifier stage.

3.5 Additional Restrictions

3.5.1

Red Bull Contested is not open to anyone playing Fortnite on a mobile device or console. Red Bull Contested will be exclusively played on PC with hardware provided by the event organiser.

3.5.2

Players will be strictly limited in forms of communication whilst on stage or in game. Player PC's will have third party communications blocked and players are not permitted to use third-party communication platforms, such as but not limited to Discord, Snapchat, Telegram, WhatsApp or Messenger whilst at or on the stage.

Player mobile devices including smart watches are forbidden to be taken and used on-stage or at player PC's and will be held securely in individual lock boxes by event administrators or event staff prior to going on stage. This includes all official matches and practices.

SECTION 4: EVENT PROVISION

4.1 Event Hardware

Players will be assigned a personal desk on the event main stage for the duration of the tournament. This area will include a high spec PC, 1 gaming monitor with a minimum refresh rate of 240Hz, and a gaming chair.

Players will not be required to move any belongings once your desk has been set up and configured and will be their permanent location for any warmup time provided.

4.1.1

All players competing in the Red Bull Contested main event will be provided with identical PC and monitor hardware to ensure competitive integrity.

4.1.2

Players are required to supply their own peripherals, including a mouse, keyboard and in-ears. These items will not be provided for you. It is recommended players bring in-ears that connect via USB or 3.5mm aux, and any mouse dongles or extension cables provided with their specific hardware. Controllers are also an optional input device and a player's responsibility to bring. It is also recommended that players bring wired hardware instead of wireless due to the risk of signal interference on-stage.

Third party controllers such as Scuf, Battle Beaver, and Astro are allowed, but controllers modded to gain a lasting advantage in breach of rules listed in 8.0 and 8.2 "Competitive Integrity" are not allowed.

The event administrators reserve the right to inspect any player hardware throughout the duration of the tournament.

4.1.3

Players will be provided with over-ear defenders which must be worn over the top of player earphones or (in-ears) during all gameplay. If a player is eliminated, they must keep their defenders on until the match has concluded and admins signal that defenders may be removed.

4.2 Travel & Accommodation

Red Bull will be providing all needs related to travel to the event, accommodation at and around the venue, and any catering needs to all players participating at Red Bull Contested.

SECTION 5: ISSUES

5.1 Definition of Terms

5.1.1 Bug

An error, flaw, failure, or fault that produces an incorrect or unexpected result, or otherwise causes the Game and/or a hardware device to behave in unintended ways.

5.1.2 Intentional Disconnection

A player losing connection to the Game due to the player's actions. Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player. Intentional disconnection is not considered a valid technical issue for the purposes of a remake.

5.1.3 Server Crash

All players losing connection to the Game due to an issue with the Game server or an issue with the host system.

5.1.4 Hardware Crash

A fault with the provided hardware at the event resulting in either a game crash or full system crash, including but not limited to a Blue Screen of Death ("BSOD"), black screen or loss of video signal.

5.1.5 Game lag

A problem related to gameplay performance resulting in loss of FPS, stuttering, or artifacting.

5.1.6 Unintentional Disconnection

A player losing connection to the Game due to problems or issues with the game client, platform, network, or PC.

5.2 Technical Issues

In case of a technical-related problem with server crashing, on site production, player network or a hardware crash, game bug, or game lag, and unintentional disconnection specific to an individual or sub-set of player systems, the event administrators will endeavour to resolve these issues in a timely manner to ensure all competitors are present during every round.

If you are experiencing a technical issue during the live event, players are advised to raise your hand or locate the nearest event administrator for assistance, who will advise further.

Event administrators in conjunction with the Tournament Director and Red Bull management will deal with any issues pertaining to the entire process and running of the event that may arise on a case-by-case basis. Red Bull Management reserves the right to continue with the tournament regardless of technical issues to players if necessary.

5.2.1 Remake Conditions

Event administrators may order the match lobby to be remade due to technical issues in their sole discretion. The following conditions serve as a guideline as to when event administrators will remake the match lobby

If a player unintentionally disconnects prior to the start of a match, event administrators will delay the start of the match to allow the player to join. The match is considered started once the bus countdown has begun.

Once the match has started, any technical issues must be played through and will not be cause for a remake. Forced remakes will only be considered during extreme conditions, such as:

- An ongoing issue detected by event administrators effects the competitive integrity of a single match
- 15 or more players crash during a single match
- Server crashes prior to the completion of the match

5.3 Player-related Issues

Players must make event administrators and Red Bull aware of any issues that arise that may prevent themselves from competing at any point before or during the tournament. This includes but is not limited to travel related delays or problems, illness including positive COVID-19 tests, or other emergencies. Event staff must be made aware if you need to vacate the venue at any point for an emergency.

Players that are not game ready when required due to personal reasons such as an unscheduled break by personal choice, will not be waited for prior to a round beginning.

Players must remain seated during live game sessions until an event administrator or member of the player management team confirms that players may leave the stage.

All players must remain on stage until the end of the game session (e.g. half time break or end of broadcast).

Players should refrain from excessive physical celebrations during games to ensure that live players are not disrupted.

5.4 Game related issues

Should a player have issues related to their personal peripherals, Epic account or individual configuration, event administrators will endeavour to resolve these problems, however, regular event scheduling is not guaranteed to be altered in order to resolve these problems before a round begins.

An individual player is responsible for the condition of their own peripherals and Epic account standing. Unintentional disconnects will not result in delay and may result in disciplinary action if a player causes interruption or delay to event scheduling.

If a game is in play, by which, everyone has joined the game from the lobby, and an individual has hardware (pc, screen or peripherals issue), the game will not be stopped and the game will carry on as planned.

SECTION 6: COMMUNICATION

6.1 On-site

Event administrators will endeavour to provide support to players on site during the tournament. Whilst tournament rounds are live, event administrators will be present along in the stage rows ensuring players are abiding by the rules, as well as offering any assistance when required. When off stage the Red Bull Player Management team will be on hand to support any player requirements as detailed in the Player Briefing.

6.2 Online Support

The event will make use of the event Discord server for important or urgent announcements that need to be made to all players.

Players will not be able to access this level of support during their time on stage, at their desks. All Discord communication or other third-party platform communication is not permitted and blocked on stage PCs to retain competitive integrity.

6.3 Use of Mobile Phones

Players will not be able to take phones onto the stage and it is mandatory they leave their phones with the Player Management team whilst the tournament is being played.

SECTION 7: EVENT PLATFORM DETAILS

7.0 Event Platform Details

The tournament will be using “WarLegend” as its event platform and client for processing tournament custom keys, drop maps, and leaderboards. “WarLegend” is not affiliated with the Red Bull Contested event.

7.1 Tournament Client

The “WarLegend” client “WLS Client” will be used to automate custom key distribution and lobby notifications, as well as automated player replay uploads. “WLS Client” will be pre-installed on all player PCs.

Players will be required to login to “WarLegend” and “WLS Client” to link their “WarLegend” account to their player PC. Players are required to enable game “Replays” within Fortnite for “WLS Client” to automatically upload match replays.

7.2 Game Configuration

Game and lobby configuration is subject to the condition of both “Public BR Solos” and “Ranked BR Solos” game modes set by Epic Games within Fortnite prior to the start of the event.

Event administrators and Red Bull management will decide on this configuration based on the latest official patch in relation to the lobby type, and any banned items within the game prior to the first official match on the 10th of July 2023.

7.3 Lobby Codes

Lobby codes, known as “Custom Key” within Fortnite, will be distributed using the “WLS Client”, players will need to paste their game clipboard into the “Custom Key” box to join the correct matchmaking queue.

Any change to this system within Fortnite prior to the tournament starting on the 10th of July will be handled and communicated by the event administrators or Red Bull management.

7.4 Player Desk Condition

Players must ensure any drinks are not left on top of desks during any point of the broadcast. Only Red Bull products or other drinks poured into Red Bull cups or containers can be visible on player desks and player areas during the event. Players must ensure any open containers are secure around event equipment to avoid spillages and delays to the event.

Players are to be aware that a mini broadcast camera (face camera) will be positioned on a telescopic pole behind their PC monitor and be pointed at their upper body and face. Players must not to move, reposition or touch this camera in any way. Players acknowledge this camera may at any given point in time be recording or taken live into the broadcast.

SECTION 8: PERSONAL CONDUCT

8.1 Personal Conduct; No Toxic Behaviour

8.1.1

All players must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 8 (“Code of Conduct”) and (b) the general principles of personal integrity, honesty, and good sportsmanship.

8.1.2

Players must be respectful of other players, Event Administrators, spectators, and sponsors (as applicable).

8.1.3

Players 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 Game by other users. In particular, players 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 Behaviour").

8.1.4

Players 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.

8.1.5

Any violation of these Rules may expose a player to disciplinary action as further described in Section 9.2, whether or not that violation was committed intentionally.

8.2 Competitive Integrity

8.2.1

Each player is expected to play within the spirit of the Game and these Rules at all times during any Event 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 behaviour of the Game client.

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

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

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.

Using distributed denial of service attacks, swatting, or similar methods to interfere with another player's connection to the Game's game client.

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

Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a match or session).

Utilising outside assistance regarding the location of other players, other players' health or equipment, or any other information not otherwise known to the player by the information on his or her own screen (e.g., looking at or attempting to look at spectator monitors while currently in a match). For clarity, a player's receipt of coaching or use of the in-game replay tool does not fall within this prohibition.

Intentionally disconnecting from the Game after you or a member of your team takes damage. For clarity, this only applies to players who intentionally disconnect with a member of their team receiving damage within 60 seconds prior to the intentional disconnection.

8.2.2

Players may not work together to deceive or otherwise cheat other players during any match ("Collusion"). Examples of Collusion include the following:

Teaming: Players working together during the match while on opposing teams.

Planned Movement: Agreement between 2 or more opposing players to land at specific locations and move through the map in a planned way before the match begins.

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

Item Dumping: Intentionally dropping items for an opposing player to collect.

Feeding: Intentionally allowing oneself to be eliminated by an opposing player.

Player swapping: Intentionally circumventing the official player list by replacing your spot with an outside or uninvited player to affect gameplay.

Targeting: Pre-meditating or planning of player targeting to give other players a lasting point advantage by purposefully targeting close competition.

8.3 Wagering

Players shall not (a) conduct or promote betting, wagering, or gambling on the Event or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Event or any portion thereof.

8.4 Harassment

8.4.1

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, colour, 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.

8.4.2

Any player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify an Event Administrator. All complaints reported pursuant to this Section 8.4.2 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.

8.5 Confidentiality

A player may not disclose to any third party any confidential information provided by the Event Administrators, Epic, or its affiliates concerning the Game, the Event, Epic, or its affiliates, by any method of communication, including by posting on social media channels.

8.6 Illegal Conduct

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

SECTION 9: RULES & CONDUCT VIOLATIONS

9.1 Investigation and Compliance

Players must cooperate with event administrators, and event organisers in the investigation of any violation of these rules. Players found to be withholding, tampering or destroying evidence or misleading an event administrator will be subject to disciplinary action as described below.

9.2 Disciplinary Action

If the event administrators, Tournament Director or Red Bull Management decides a player has violated these rules or code of conduct, they may take the following disciplinary actions:

- Issue a private or public warning (verbal or written) to the player
- Loss of session points for the current or future match(es)
- Loss of all or any part of the prizes previously awarded to the player
- Disqualify the player from participating in one or more matches and/or sessions at the event
- Prevent the player from participating in one or more future competitions hosted by Red Bull.
- Consider legal action, if it is felt necessary.

9.3 Rule Disputes

Event administrators will have the primary responsibility for enforcing these rules for all players at the event. They may, working with the Tournament Director and event organisers ("Red Bull"), impose sanctions on players for violations of these rules.