



Ascension Fortnite 2024

These regulations outline the rules that must be followed at all times when participating in Ascension Fortnite 2024. Failure to comply with these rules may result in penalties as indicated.

It should be noted that the event administration always has the final say, and decisions not specifically supported or detailed in these regulations, or even contrary to these regulations, may be made in extreme cases to preserve sportsmanship and fairness.

We hope that you, as a participant, spectator, or member of the press, will have an enjoyable time, and we will do our best to ensure that the competition is fair, fun, and exciting for all participants.

This event is in no way sponsored, endorsed, or administered by, or otherwise associated with, Epic Games, Inc. The information players provide in connection with this event is being provided to event organizer and not to Epic Games, Inc.

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.

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1 - General

1.1 - General Information

The company ZQSD PRODUCTIONS, registered with the R.C.S. of Montpellier under number 819 213 224, with its headquarters at 170 rue Raimon de Trencavel, 34070, Montpellier (hereinafter "the Organizer"), is organizing a tournament taking place on <info> (hereinafter "the Tournament") for the video game Fortnite, rated PEGI 12 (hereinafter "the Video Game").

These tournament regulations (the "Regulations") aim to define all the rules of the Tournament, including but not limited to participant eligibility conditions, residency conditions, tournament format, prizes, code of conduct, applicable sanctions, etc.

The Regulations apply to all individuals participating in the Tournament. By participating in the Tournament, you declare (or, for any Minor as defined below, a parent or legal guardian of the said Minor declares) to accept all the provisions of the Regulations under all circumstances, including the code of conduct.

Any participation in the Tournament is subject to compliance with the Fortnite End User License Agreement ("EULA FORTNITE") available at the following address: <https://www.epicgames.com/fortnite/en/eula>, as well as Epic's Terms of Service available at the following address: <https://www.epicgames.com/site/en/tos>, to which these Regulations are added but do not replace.

No financial sacrifice, within the meaning of Article L321-11 of the French Internal Security Code, is required by the Organizer to participate in the Tournament. No purchase of any kind will increase the chances of winning the Tournament. The chances of winning the Tournament are based exclusively on the skill, talent, and individual abilities of each participant.

2 - General Eligibility Conditions

Players wishing to participate in the Tournament must meet the eligibility conditions outlined below. The Organizer reserves the right, at its sole discretion, to verify the eligibility conditions of participants by any reasonable means at any stage of the Tournament.

2.1 - Invitation Format

The Organizer reserves the right, at its sole discretion, to verify the eligibility conditions of participants by any reasonable means at any stage of the Tournament.

2.2 - Conditions d'âge

To validate their participation in the Tournament, participants must be at least 13 years old as of August 31, 2024, at 00:00 CEST.

Participants who are under 18 years old as of the start date of the Tournament, or who have not reached the legal age of majority as defined by the law of the participant's country of residence [Regulations in French](#)

(hereinafter a "Minor") must provide the Organizer with a parental authorization duly completed and signed by their legal guardians. Minor participants must send this [parental authorization](#) by email to the Organizer (tournoi+ascension@zqsd-team.gg), accompanied by official documents proving the identity of the legal guardians and the Minor participant.

2.3 - Team Composition

Teams are composed of one player.

2.4 - Participant Names

The name, logo, or any official element representing the participant must not contain offensive, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory content, or any content contrary to or likely to harm the interests of the Organizer, the Tournament partners, and more generally any element contrary to ethics, esports values, or punishable by any legislative or regulatory provision in force.

Participants must maintain the same identifier (nickname) throughout the Tournament. Any unauthorized change of identifier by the Organizer may result in disciplinary action and, if necessary, disqualification from the Tournament.

2.5 - Necessary Accounts and Equipment

To participate in the Tournament, participants must have a valid Video Game account on PC, a DISCORD account (<https://discordapp.com/>), a WLS account (<https://beta.wls.gg/>), and an internet connection to participate in the Tournament.

Participants must ensure that all necessary tests are conducted to verify that their equipment is functioning properly, no later than the day before their next match. Participants must ensure their computer equipment is equipped with a legally acquired version of the video game, installed with the latest update. Participants must ensure their peripherals do not contain any elements or software that could affect the smooth running of the Tournament.

For security reasons, the Organizer may prohibit the use of certain software and peripherals, a list of which will be communicated to participants no later than the day of the Tournament.

2.6 - Restrictions

The Organizer reserves the right to refuse participation in the Tournament to any person who has been sanctioned, of any nature and for any reason, by the Organizer or any other organizer during another tournament.

Any sanction imposed on the account linked to the Video Game of a player participating in the Tournament may also result in an additional sanction in the Tournament. Furthermore, if a player uses or possesses another account linked to the Video Game that does not comply with the Epic Games code of conduct, any sanction imposed on that account may also result in a complementary sanction within the context of the Tournament.

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2.7 - Compliance with Applicable Laws

Teams commit to comply with the applicable legislation and to obtain all necessary official documents for the participation of each team member in the Tournament (visas, work permits, government authorizations, etc.).

The Organizer cannot be held responsible in case of non-compliance by a team or a player with the applicable legal and regulatory obligations.

3 - Tournament Administrators

The Organizer appoints administrators in charge of managing the Tournament (the "Administrators").

The Organizer and the Administrators are solely responsible for taking any measures necessary for the smooth running of the Tournament, including modifying the format, adapting the code of conduct, or imposing disciplinary sanctions against participants who have violated the code of conduct or exhibited harmful behavior towards other participants, the Organizer, the Administrators, or third parties in general. Decisions made by the Organizer or the Administrators during the Tournament are immediately applicable and binding on the participants.

4 - Tournament Format

The event consists of two online qualifiers, each lasting 2 days, to reach the main physical event held at the Palais des Sports in Marseille.

4.1 - Online Qualifications

4.1.1 - Day 1 :

The first day is open to everyone with an unlimited number of players.

- Battle Royal No Build - Tournament Settings | 2 hours
- Battle Royal - Tournament Settings | 2 hours

Players have a limited time, as indicated above, to play as many matches as possible. The top 10 best matches, in terms of scores, will be used to establish the leaderboard.

→ **Top 60 players qualify for the second day**

4.1.2 - Day 2 :

- Battle Royal No Build - Tournaments Settings | 1 hour
- Battle Royal - Tournaments Settings | 1 hour

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Players have a limited time, as indicated above, to play as many matches as possible. The top 10 best matches, in terms of scores, will be used to establish the leaderboard.

- Jump
- Realistic | 7 games

→ **Top 30 players qualify for the main event**

4.2 - Main Event

The semi-finals and finals take place at the “Palais des Sports” in Marseille with 60 players present on stage and in-game. Attendance is mandatory.

4.2.1 - Semi-Finals :

- Battle Royal No Build - Tournaments Settings | 1 game
- Jump (6 per lobby) | 30 minutes or 15 minutes
- Battle Royal - Tournaments Settings | 1 game
- Zone Wars (Entre 10 et 20 joueurs par lobby) | 7 games
- Battle Royal No Build - Tournaments Settings | 1 game
- Battle Royal - Tournaments Settings | 1 game

→ **Top 8 qualify for the Final of the main event**

4.2.2 - Final :

- Boxfight | 11 games
- Realistic | 7 games
- Zone Wars | 3 games

4.3 - Game Mode Definitions

4.3.1 - Battle Royale Tournament Settings

Description:

100 players compete to be the last one standing.

Basic Principles:

- Deployment: Players jump from a flying bus and land at their chosen location on the map.
- Collection: Find weapons, ammunition, utility items, and materials to defend or attack opponents.
- Construction: Build walls, ramps, and floors to survive against enemies.
- Combat: Eliminate opponents to be the last survivor.
- Storm: The play area shrinks, forcing players to move and confront each other.
- Objective: Survive until you are the last player or team alive.

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Scoring System for the Game Mode:

At the end of each match, teams accumulate points based on their final ranking and the number of players eliminated during a match:

Placement at the end of a match	Points Awarded	Placement at the end of a match (continued)	Points Awarded (continued)
1	65	10	21
2	55	11 - 15	18
3	48	16 - 20	15
4	43	21 - 25	12
5	38	26 - 30	10
6	33	31 - 35	8
7	30	36 - 40	6
8	27	41 - 50	4
9	24	51 - 75	2
Points per elimination (kill): 2 points per elimination (kill)			

In case of a tie between two or more players, the following tie-breaking criteria will be applied successively to determine their ranking:

1. Total points accumulated at the end of all matches
2. Number of victories
3. Average number of kills
4. Average placement
5. Average survival time
6. Coin toss

Players are then ranked based on the number of points accumulated at the end of each match.

Scoring System to Generate Overall Leaderboard for Day 2 and the Physical Event:

The leaderboard of participants is determined by the total points accumulated through their placements and eliminations across all matches. These points are then used to generate an overall leaderboard for the second day of online qualifications and for the physical event at the Palais des Sports in Marseille.

Placement at the end of a match	Points Awarded	Placement at the end of a match (continued)	Points Awarded (continued)
1	50	19	22
2	42	20	21
3	38	21 - 23	20
4	37	24 - 26	19
5	36	27 - 29	18
6	35	30 - 32	17
7	34	33 - 35	16
8	33	36 - 38	15
9	32	39 - 40	12
10	31	41 - 42	10
11	30	43 - 44	8
12	29	45 - 47	6
13	28	48 - 50	5
14	27	51 - 52	4
15	26	53	3
16	25	54	2
17	24	55 - 60	1
18	23		

4.3.2 - Battle Royale No Build Tournaments Settings

Description:

A variant of Fortnite Battle Royale where building is disabled. Players focus solely on combat and survival. This mode simplifies gameplay for those who prefer pure combat.

Basic principles:

- Deployment: Players jump from a flying bus and land at their chosen location on the map.
- Collection: Find weapons, ammunition, and utility items without having to gather building materials.
- Combat: Eliminate opponents to be the last one standing. Without building, shooting skills, strategy, and positioning are crucial.
- Storm: The play area shrinks, forcing players to move and confront each other.
- Objective: Survive until you are the last player or team alive.

Point system:

At the end of each match, teams accumulate points based on their final ranking and the number of players eliminated during a match:

Placement at the end of a match	Points Awarded	Placement at the end of a match (continued)	Points Awarded (continued)
1	65	10	21
2	55	11 - 15	18
3	48	16 - 20	15
4	43	21 - 25	12
5	38	26 - 30	10
6	33	31 - 35	8
7	30	36 - 40	6
8	27	41 - 50	4
9	24	51 - 75	2
Points per elimination (kill): 2 points per elimination (kill)			

In case of a tie between two or more players, the following tie-breaking criteria will be applied successively to determine their ranking:

7. Total points accumulated at the end of all matches
8. Number of victories
9. Average number of kills
10. Average placement
11. Average survival time
12. Coin toss

Players are then ranked based on the number of points accumulated at the end of each match.

Scoring System to Generate Overall Leaderboard for Day 2 and the Physical Event:

The leaderboard of participants is determined by the total points accumulated through their placements and eliminations across all matches. These points are then used to generate an overall leaderboard for the second day of online qualifications and for the physical event at the Palais des Sports in Marseille.

Placement at the end of a match	Points Awarded	Placement at the end of a match (continued)	Points Awarded (continued)
1	50	19	22
2	42	20	21
3	38	21 - 23	20
4	37	24 - 26	19
5	36	27 - 29	18
6	35	30 - 32	17
7	34	33 - 35	16
8	33	36 - 38	15
9	32	39 - 40	12
10	31	41 - 42	10
11	30	43 - 44	8
12	29	45 - 47	6
13	28	48 - 50	5
14	27	51 - 52	4
15	26	53	3
16	25	54	2
17	24	55 - 60	1
18	23		

4.3.3 - Jump

Description:

Map created in Fortnite's Creative mode. Players must climb a mountain as quickly as possible.

Basic principles:

- Deployment: Players all start at the base of the mountain.
- Progression: Jump from rock to rock to try to reach the top of the mountain.
- Time: The course is timed.
- Objective: Complete the mountain ascent as quickly as possible.

Scoring System to Generate Overall Leaderboard for Day 2 and the Physical Event:

The leaderboard of participants is determined by the total points accumulated through their placements and eliminations across all matches. These points are then used to generate an

overall leaderboard for the second day of online qualifications and for the physical event at the Palais des Sports in Marseille.

Placement at the end of a session	Points Awarded	Placement at the end of a session (continued)	Points Awarded (continued)
1	80	31	37
2	70	32	36
3	65	33	35
4	64	34	34
5	63	35	33
6	62	36	32
7	61	37	31
8	60	38	30
9	59	39	28
10	58	40	26
11	57	41	24
12	56	42	22
13	55	43	20
14	54	44	18
15	53	45	16
16	52	46	15
17	51	47	14
18	50	48	13
19	49	49	12
20	48	50	11
21	47	51	10
22	46	52	9
23	45	53	8
24	44	54	7
25	43	55	6
26	42	56	5

27	41	57	4
28	40	58	3
29	39	59	2
30	38	60	1

4.3.4 - Realistic

Description :

In this game mode, players are dropped into a confined outdoor area that is much smaller than the classic Fortnite Battle Royale map. It is a Free For All (FFA) mode.

Basic principles:

- Deployment: Players spawn in random locations within the area.
- Collection: Some chests may be hidden on the map, or players might have the ability to gather materials. However, they start with a set loadout and predetermined materials.
- Combat: Players compete in several rounds within this confined area.
- Objective: Players must eliminate their opponents using their initial weapons and materials, and they can also utilize items found in chests or other locations.

Point system:

At the end of each match, teams accumulate points based on their final ranking and the number of players eliminated during a match:

Placement at the end of a match	Points Awarded	Placement at the end of a match (continued)	Points Awarded (continued)
1	5	4 - 5	2
2	4	6 - 7	1
3	3	8 - 10	0
Points per elimination (kill): 2 points per elimination (kill)			

4.3.5 - Boxfight

Description :

Map created in Fortnite's Creative mode. Players compete in a FFA (Free For All) in a closed room.

Basic principles:

- Deployment: Players spawn at both ends of the room.
- Collection: No collection of materials or weapons; players are given similar predetermined materials and equipment.
- Combat: Players compete in several rounds within this closed room.
- Objective: Players must eliminate their opponents using the given weapons and materials.

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Point system:

At the end of each match, teams accumulate points based on their final ranking and the number of players eliminated during a match:

Placement at the end of a match	Points Awarded	Placement at the end of a match (continued)	Points Awarded (continued)
1	3	3 - 5	1
2	2	6 - 8	0
Points per elimination (kill): 2 points per elimination (kill)			

4.3.6 - Zone Wars

Description :

In this game mode, players spawn in a reduced area with a continuously shrinking ring. It is a FFA mode.

Basic principles:

- Deployment: Players spawn in random locations within the area (depending on the map, they might spawn in the air with their parachute and land wherever they choose).
- Collection: Players spawn with predetermined materials and weapons.
- Combat: Players compete in several rounds.
- Objective: Players must eliminate their opponents using their initial weapons and materials while staying within the continuously shrinking zone and avoiding death.

Point system:

At the end of each match, teams accumulate points based on their final ranking and the number of players eliminated during a match:

Placement at the end of a match	Points Awarded	Placement at the end of a match (continued)	Points Awarded (continued)
1	6	4 - 5	2
2	5	6 - 8	1
3	4		
Points per elimination (kill): 2 points per elimination (kill)			

4.3.6 - Physical Event: Points Advantage for the Finals

Placement at the End of the Semi-Finals	Points Earned	Placement at the End of the Semi-Finals (continued)	Points Earned (continued)
1	5	4	2
2	4	5	1
3	3	6 - 8	0

4.4 - Tournament Schedule

The organizer reserves the right to change the days and/or times of the event in case of unforeseen circumstances.

Date	Format
Saturday, August 31, 2024, from 19:00 to 23:30 CEST	Stage 1 - Qualification Phase - Day 1
Sunday, September 1, 2024, from 19:00 to 22:30 CEST	Stage 1 - Qualification Phase - Day 2
Saturday, October 5, 2024, from 19:00 to 23:30 CEST	Stage 2 - Qualification Phase - Day 1
Sunday, October 6, 2024, from 19:00 to 22:30 CEST	Stage 2 - Qualification Phase - Day 2
Saturday, October 26, 2024, from 14:00 to 18:00 CEST	Physical Event - Finals

5.1 - Match Proceedings

5.1.1 - Game Settings

The Tournament matches are played with the following game settings:
No Build mode (building disabled), Build mode (building enabled), and creative maps defined by the Organizers and/or Administrators.

5.1.2 - Match Start

Players participating in the Tournament are prohibited from creating matches themselves without the Organizer's approval and must follow the Administrators' instructions to join the Tournament matches.

Teams must comply with the Organizer's instructions for starting matches. Administrators may provide additional instructions to teams at any time for starting matches. Participants agree to follow the instructions given by the Organizer or Administrators.

5.2 - Match Results

At the end of each match, the results are recorded by the Organizer.

Each player can contact the Organizer to contest the result of a match within 10 minutes after the end of the match, providing any useful evidence to support their claim (screenshots, video recordings, etc.).

If a player files a complaint about a match result, the Organizer may request the concerned players to send evidence such as screenshots or video recordings to process the complaint.

Based on the evidence submitted by the concerned players, the Organizer may either dismiss the complaint or validate it and take any appropriate action.

5.3 - Prohibition of Bugs/Glitches or Other Undue Advantages

Players are not allowed to exploit known bugs and/or glitches within the esports community of the Video Game, whether specified in the Rules or not. If an Organizer determines that a player has intentionally used a bug and/or glitch to gain an undue advantage, the Organizer may decide to either revert the game to the state before the bug and/or glitch was used or impose a disciplinary sanction on the player, especially if the use was intentional. The Organizer is solely competent to determine the intentionality of the bug and/or glitch use.

5.4 - Presence on the Tournament Discord Server

Participants must be present on the Tournament Discord server, accessible at this address, to facilitate communication between the Organizer and the participants. If a participant is not present on the Tournament Discord server, the Organizer may impose a sanction at their discretion.

5.5 - Disconnections and Pauses

5.5.1 - Pauses

Players are not allowed to pause the game after the match has started.

An Administrator may request to restart the match if they observe a significant bug or technical issue affecting the match's proper conduct.

5.5.2 - Player Disconnections

If a player is disconnected from the game, the match will not be paused. The player will not be able to rejoin the match, and their progress stops at the moment of disconnection.

5.5.3 - General Disconnections

If a game is interrupted and all players are disconnected, the Administrator has the option to:

- Create a new game and restart the match (the previous game's progress is not saved); or
- Maintain the current progress and award points to the remaining teams.

The Administrator may choose either option at their discretion, and the points awarded will be based on the points indicated in Article 4.

5.5.4 - Voluntary Disconnections

If a match is voluntarily interrupted by a player, the Administrator may decide to either continue the game or disqualify the player's team who voluntarily disconnected.

The Organizer decides, at their sole discretion, whether the match was voluntarily or involuntarily interrupted by a player.

5.6 - Recording and Broadcasting Matches

Only the Organizer and authorized persons are allowed to record and broadcast content related to the Tournament worldwide, on the internet, on television, or any other communication medium, known or unknown.

Participants are, however, allowed to stream their matches in POV on the internet, provided they comply with the following conditions:

- No display of a prohibited sponsor as defined in Article 10
- Adherence to the Tournament's code of conduct
- Avoid any ostentatious, obscene, immoral, insulting, offensive, racist, xenophobic language, or any remarks that may be considered illegal or offensive to the public
- Refrain from any words, criticisms, statements, or behavior that may harm the Organizer's reputation, image, or notoriety.

Participants are allowed to stream the qualifications if they request it through a form available on the event's Discord. Streaming the finals matches is prohibited. Participants must display the event logo and partner carousel (provided on the event's Discord) on their live streams.

The Organizer reserves the right to modify the streaming restrictions for the Tournament at any time. Participants will be informed on the Tournament's DISCORD server or by any other means.

5.7 - Forfeit

If a team is unable to participate in a match for any reason, the team will be considered to have forfeited that match.

6 - Modification of the Rules

The Organizer reserves the right to modify these Rules at any time, without prior formalities, special mention, or liability.

The Organizer commits to contacting the teams, by any means, including electronic messaging services, to inform them of changes related to the Tournament format or any changes to match schedules.

Participation by each player in the Tournament will be considered as accepted after each update, revision, change, or modification of the Rules (or, for any Minor, by one of their parents or legal representative).

7 - Prizes

7.1 - Prize Amounts

Each qualification (open) has its own cash prize, followed by its respective finals. The physical final then distributes the remaining cash prize according to the percentages listed below.

Teams have the chance to win twenty thousand euros (€20,000) in prizes during the qualification Tournament, distributed as follows:

Qualifications for Finals 1 and 2:

Each qualification has €10,000 distributed as follows:

- €4,000 (four thousand euros) before tax for the team finishing 1st;
- €2,000 (two thousand euros) before tax for the team finishing 2nd;
- €1,000 (one thousand euros) before tax for the team finishing 3rd;
- €900 (nine hundred euros) before tax for the team finishing 4th;
- €750 (seven hundred and fifty euros) before tax for the team finishing 5th;
- €550 (five hundred and fifty euros) before tax for the team finishing 6th;
- €450 (four hundred and fifty euros) before tax for the team finishing 7th;
- €350 (three hundred and fifty euros) before tax for the team finishing 8th;

Physical Final:

The remaining cash prize is distributed as follows:

- 60% before tax for the team finishing 1st;
- 12% before tax for the team finishing 2nd;
- 8% before tax for the team finishing 3rd;
- 6% before tax for the team finishing 4th;
- 5% before tax for the team finishing 5th;

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- 4% before tax for the team finishing 6th;
- 3% before tax for the team finishing 7th;
- 2% before tax for the team finishing 8th;

Each qualification (open) has its own cash prize, followed by its respective finals. The physical final then distributes the remaining cash prize according to the percentages listed above.

The prize amount will be divided into several equal shares according to the number of players in the team.

The monetary prize amount will be paid in full by the Organizer to the team players according to the terms indicated below.

7.2 - Transfer of Winnings to the Legal Representative

If the legal representative is a legal entity, they must issue an invoice for the amount corresponding to the prize won by the team, plus the applicable VAT at the date of issuance, if any. The Organizer commits to paying the corresponding invoice no later than sixty (60) days from the date of issuance of said invoice. The necessary information for issuing the invoice will be communicated by the Organizer to the legal representative by any means, including email.

If the legal representative is an individual, payment will be made within sixty (60) days from the receipt of all necessary information for making the payment. The payment will be made by the Organizer in accordance with the applicable legal and regulatory provisions, minus any applicable taxes and withholdings, including potential withholding taxes if the legal representative is domiciled outside of France.

Note: If a minor under the age of 16 wins, the money will be placed in an escrow account.

8 - Code of Conduct

To offer an enriching competition experience for everyone, the Organizer requests that participants play peacefully, respect each other, show sportsmanship, fairness, honesty, and respect towards spectators, the Organizer, and the Administrators.

By participating in the Tournament, each player agrees to comply with the applicable laws and regulations as well as the various conduct rules listed below. The Organizer is solely competent to interpret the rules listed in the code of conduct.

These conduct rules aim to present a non-exhaustive list of prohibited, dishonest behaviors or behaviors that may provide an undue advantage.

The Organizer reserves the right to modify these conduct rules at any time and to take any appropriate disciplinary action in case of non-compliance with the code of conduct, whether it is a behavior listed below or not.

The following behaviors may result in disciplinary action:

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- Refusing to follow the instructions of the Organizer or Administrators necessary for the smooth running of the Tournament
- Arriving late to their match appointment
- Adopting unsportsmanlike behavior
- Choosing a pseudonym or broadcasting content indicating a false association with the Organizer, or that is vulgar, obscene, offensive, immoral, illegal, or infringing the rights of a third party
- Harassing, stalking, threatening, intimidating, or behaving harmfully towards other participants, the Organizer, or Administrators
- Communicating any content that can be considered offensive, including illegal, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory remarks based on race, political or religious opinions, sexual orientation, and generally any remarks contrary to ethics, sports values, or reprehensible by law or regulation
- Publicly communicating private and confidential communication (e.g., a private exchange between an Organizer and a participant)
- Intentionally disconnecting during a game
- Publishing commercial, advertising, or promotional content
- Publishing content that harms the reputation or image of the Organizer, Administrators, or third parties
- Creating a false identity or impersonating a third party
- Directly or indirectly offering promises, gifts, presents, or any benefits to an Organizer or Administrator to obtain any advantage during the Tournament
- Not respecting or damaging the equipment provided by the Organizer
- Publishing personal information of other participants (such as name, address, phone number, etc.) in a publicly accessible space, whether on social media, a website, or by any other means
- Knowingly using or exploiting a game bug to gain an undue advantage, whether defined in these Rules or not
- Fraudulently accessing or maintaining any part of automated data processing systems
- Using third-party cheating software that modifies game functionalities, rules, data, or graphical rendering
- Distorting or hindering the operation of an automated data system, whether it is the video game or services
- Transmitting or facilitating the transmission of computer viruses, corrupted data, or any other means intended to hinder the operation of an automated data system
- Failing to notify the Organizer of a bug or flaw that allows for an undue advantage during a match
- Not making their best efforts to win the Tournament
- Betting or establishing an illegal betting system on the Tournament
- Manipulating the Tournament ranking

The behaviors listed and any other harmful behaviors, whether committed intentionally, negligently, or by mere attempt, are subject to disciplinary action as defined by these Rules.

A person who, by aid or assistance, facilitates the preparation or commission of the offense may also be subject to disciplinary action. Participants can inform the Organizer of any harmful behavior or content related to the Tournament.

9 - Physical Event

9.1 - Equipment

The tournament organizer only provides monitors and computers. Participants must bring their own equipment (specifically: keyboard, mouse, mouse pad, in-ear headphones (provided by the organizer if participants do not have any) with sufficiently long cables, PS2->USB adapters if necessary). Our machines do not support PS2 keyboards! All player equipment is subject to approval by the tournament administration. The tournament organizer reserves the right to refuse the use of any equipment and/or device that offers an unfair competitive advantage.

The following peripherals are not provided by the tournament administration:

- Mouse
- Mouse pad
- Keyboard
- In-ear headphones without a microphone
- Controller

9.2 - Media Obligations

If the staff decides that one or more players must participate in interviews (short interviews before/after matches and/or longer interview sessions), a press conference, or an autograph, photo, or video session, the players cannot refuse and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed, and interviewed by the tournament organizer's team for the event presentation. Participants will receive a media schedule in advance to be informed of the nature, duration, and schedule of all such activities taking more than 5 minutes.

9.3 - On-Stage Matches

Each participant is required to play their matches on stage. Exceptions can only be granted if substantial proof (e.g., a medical certificate) proving an inability to play on stage is provided. The tournament administration reserves the right to prohibit the player from participating in tournament matches if justified by the participant's health condition.

9.4 - Playing Areas

9.4.1 - Food, Drinks, Smoking, and Behavior

Unless otherwise announced, bringing or eating food in the playing areas is prohibited. Smoking is also strictly prohibited. Players are allowed to have drinks, but only in cups or bottles provided by the tournament organizer, and only under the table unless otherwise indicated. Excessively loud noises and offensive language are prohibited. Any violation may be sanctioned with penalty points.

9.4.2 - Mobile Phones, Tablets, Smartwatches, Cameras, or Similar Devices

Participants are not allowed to bring electronic devices, cameras, or similar devices into the tournament area without prior authorization from the head administrator. These devices must be handed over to the tournament officials before the first match begins. Participants are not allowed to take photos and/or make recordings on stage and during opening ceremonies. Paper versions of documents for tactical purposes are also prohibited.

9.4.3 - Unused Items

Items that are not immediately necessary (e.g., unworn clothing, bags, etc.) must be stored out of sight as directed by the tournament organizer.

9.4.4 - Internet Access

Internet access on tournament computers is partially restricted for all participants.

9.4.5 - Warm-Up Period

A warm-up period is usually scheduled before a live match, although this period is not guaranteed.

9.5 - On-Stage Behavior

Players are not allowed to look at screens in the arena that could provide them with an in-game advantage. Penalties will be imposed on teams that do not comply with this rule.

10 - Disciplinary Sanctions

In the event of a violation of the Rules, particularly the code of conduct, the Organizer reserves the right to impose a sanction on the offending player, depending on the severity of the infraction.

The Organizer may impose the following sanctions based on the degree, severity, and possible repetition of the violation, in the following order of severity:

- Warning
- Loss of a match (in which case, the player or team scores 0 points for that match)
- Disqualification from the Tournament
- Removal of prizes
- Banning from the Tournament and future tournaments

Sanctions may be cumulative.

The Organizer may decide to impose a sanction with, in whole or in part, a suspended execution. The revocation of all or part of a suspension may be pronounced as a sanction.

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If the Organizer imposes a sanction for a new infraction, the Organizer may also decide to revoke, purely and simply, all or part of a previously ordered suspension.

The benefit of the suspension attached in whole or in part to one of the sanctions imposed for concurrent infractions does not prevent the execution of the same nature sanctions not accompanied by a suspension. The sanction with a suspension is considered null and void if the person or team concerned has not committed, within one year from it, an infraction followed by a new sanction.

In addition to these disciplinary sanctions, the Organizer reserves the right to take legal action, both civil and criminal, against any person who has or attempted to disrupt the smooth running of the Tournament, particularly by participating in cheating, fraud, or attacking an automated data processing system, whether they participated in the Tournament or not.

11 - Participant Sponsors

The Organizer tolerates the advertising display of the participant's partners or sponsors on their clothing, but any other visibility for brand promotion is prohibited throughout the Tournament. The participant agrees not to wear any signs or clothing with ostentatious, immoral, or illegal characteristics. During the Tournament, the participant is not authorized, by any means, to promote, broadcast advertisements, or associate with companies in the following sectors or products:

- Tobacco products, cigarettes, vaping products, or similar products
- Alcoholic beverages (or non-alcoholic beverages marketed by alcohol brands)
- Pharmaceutical products or services (including medications)
- Adult entertainment services (including pornography)
- Products or services related to the firearms industry
- Gambling or betting services (including sports betting services, lotteries, fantasy leagues)
- Political propaganda (including campaigns, candidates, parties)
- Any activity (A) with discriminatory, harassing, or otherwise hateful content or (B) with practices harmful to the Video Game publisher or that would result in public criticism of the Video Game publisher (as determined by the Video Game publisher)
- Cryptocurrencies, non-fungible tokens (NFTs), or any other blockchain-related products
- Any product, service, or activity considered harmful to the Organizer's or the Video Game publisher's activities or reputation (hacking, cheats, sale of game currency or accounts, etc.)
- Premium-rate services
- Any illegal product or service

During the qualification phases, participants are allowed to display their personal sponsors or their club sponsors live.

The team authorizes the Organizer, the companies in its group, its affiliates, the Tournament's commercial and media partners, to broadcast any image (including videos) captured during the Tournament and including the team's partners' brands, logos, visuals on all known or unknown media to date. The team guarantees the Organizer against any claim, complaint, recourse,

request, action, or proceeding regarding the capture and broadcasting of the team's partners' brands, logos, and visuals.

12 - Confidentiality

During the Tournament, the Organizer may engage in private correspondence with one or more players. Private correspondence is considered messages intended exclusively for one or more specific persons.

Private correspondence is protected under secrecy, and the recipients of these messages are not authorized to publicly disclose the content of these messages. Unauthorized disclosure of private correspondence may result in both civil and criminal liability for the sender.

13 - Image Rights

The participant grants permission to each Organizer, the companies in its group, its subsidiaries, the Tournament's media and commercial partners, or any person acting on behalf of the Organizer, to capture and record the participant's image (including voice, silhouette, name, pseudonym) by any means (photography, video, recording, etc.) and to exploit, use, reproduce, represent, broadcast, modify, adapt, translate, subtitle the image, name, pseudonym, and/or voice of the participant on all media, known or unknown to date, including digital media, websites and mobile applications, including the Organizer's websites, the companies in its group, its subsidiaries, the Tournament's media and commercial partners, these companies' social networks, services offered by these companies, television channels (linear, cable or satellite, internet IPTV or non-linear such as catch-up TV, VOD, SVOD, OOH, in-flight entertainment), press publications, both digital and paper, in all formats, including CD-ROM, DVD, Blu-Ray, computer, mobile phone, in any language, by all known or unknown means to date, worldwide, for a period of fifty (50) years. This authorization also includes videos, recordings, or images sent by the participant to the Organizer, as well as the right to broadcast any action performed by the participant in the video game (e.g., gameplay).

14 - Intellectual Property

Trademarks, logos, software, designs, models, databases, online services, the game, and the names of the game's characters used during the Tournament are protected under intellectual property and are the property of their respective owners. Any unauthorized use, reproduction, or representation by the rights holder is prohibited.

15 - Limitation of Liability

Participation in the Tournament implies full and complete recognition and acceptance of the characteristics and technical limitations of electronic communication networks. Using the Video Game requires an internet connection. The participant acknowledges that online services are provided "as is," without any warranty of any kind, and their use is at their own risk. The Organizer cannot guarantee that the services will be uninterrupted, free of defects, or that anomalies will be

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corrected and cannot be held responsible for the partial or total interruption of certain services used during the Tournament.

The Organizer cannot be held responsible for direct or indirect damages resulting from the use of the services or the Video Game or resulting from harmful or damaging behavior attributable to a participant or a third party.

Direct or indirect damages suffered by the participant or third parties during the Tournament cannot engage the responsibility of each Organizer or their commercial or media partners, except in case of a serious breach of a security obligation.

The liability of each Organizer is strictly limited to the amount of the Tournament prizes.

The Organizer informs participants of the inherent risks of intensive video game practice (addiction, isolation, dependency, etc.) and, as such, the Organizer declines any responsibility for direct or indirect damage resulting from such practice.

Epilepsy Warning: Some people may have epileptic seizures or momentary loss of consciousness when exposed to certain types of flashing lights or patterns commonly found in the daily environment. These people may need to take special precautions before using the Video Game used in the Tournament. If you experience symptoms related to an epileptic condition (e.g., loss of consciousness or seizure), consult your doctor immediately before using a video game.

This event is in no way sponsored, endorsed, or administered by, or otherwise associated with, Epic Games, Inc. The information players provide in connection with this event is being provided to event organizer and not to Epic Games, Inc.

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.

16 - Personal Data

16.1 - Collected Data

At the time of their registration for the Tournament, ZQSD collects personal information about the player, including civil status data and, possibly in connection with the Video Game, which the player certifies to be adequate, accurate, and relevant. This data is strictly necessary to ensure the proper organization of the Tournament and its media coverage (including sharing players' results on the internet via their pseudonyms). Any registration for the Tournament with incomplete or incorrect data may result in the cancellation of the registration and, where applicable, disciplinary action at the Organizer's discretion.

16.2 - Purposes of Data Processing

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The data collected by ZQSD is used to:

- Verify eligibility conditions
- Ensure the smooth running of the Tournament
- Share participants' performances on the internet, social networks, with the media (including TV, internet)
- Compile statistics
- Process disciplinary actions
- Send prizes

By participating in the Tournament, each participant consents to this processing, which is strictly necessary for its organization.

These processes are necessary for the Organizer's legitimate interests to demonstrate the proper execution of the Tournament and to draw all consequences from behavior contrary to the Rules.

16.3 - Data Retention

The data collected by ZQSD is retained for one (1) year from the end of the last tournament the player registered for or their last participation in a tournament organized by ZQSD. The data may be kept longer corresponding to the duration for which a disciplinary sanction has been imposed. The data relating to the retention of disciplinary sanctions is kept for a period of one year after the end or withdrawal of the sanction.

In addition, ZQSD reserves the right to retain the pseudonyms used by players during the tournaments for fifty (50) years to preserve the integrity of these results.

Any player wishing to object to the retention of their pseudonym may request its deletion by contacting ZQSD at any time.

16.4 - Data Recipients

The data is shared with the services used by the Organizer for the Tournament's organization. The player is also informed that the data collected during the Tournament may be shared with technical subcontractors to ensure the purposes of the above-mentioned processing, including the material organization of the Tournament and ensuring its proper media exposure, or to fulfill legal and regulatory obligations.

If data is likely to be transferred to a subcontractor, each Organizer guarantees to have taken the necessary precautions to ensure that the subcontractor agrees to process the data in accordance with the instructions of each Organizer and that appropriate security measures have been taken.

Certain data is collected and processed by Discord during registration and use of their services. Discord's privacy policy is available at this address: <https://discord.com/privacy>.

16.5 - Rights of Individuals Concerned by Processing

The participant is informed that they have the right to access, rectify, erase, and port their personal data, as well as the right to object and limit processing concerning them under the conditions and limits provided by the regulations. The participant also has the right to define directives regarding the fate of their personal data after their death. The participant can exercise their rights via the following contact details: dpo@zqsd-team.gg

16.6 - Data Protection Officer

ZQSD has appointed a data protection officer responsible for assisting the data controller in complying with the European Regulation. For any questions regarding the protection of personal data, we provide a contact address: dpo@zqsd-team.gg.

17 - Applicable Law

These Rules are subject to French law. If one or more provisions hereof are declared invalid following a final court decision, the other provisions will remain in force and continue to apply.