MLBTS25 Community Series Kick-Off – Official Rules

Version 1.0

These tournament rules (the "**Official Rules**") for the MLBTS25 Community Series Kick-Off (the "**Tournament**") apply to all players ("**Players**") who are participating in the Tournament. Each Player agrees to these Official Rules by registering or participating in any aspect of the Tournament.

Sony Interactive Entertainment ("**SIE**"), ESL FACEIT Group ("**EFG**" or "**FACEIT**"), and its affiliates (collectively, the "**Administration**") will comprise the Administration for this Tournament. The Tournament is in no way sponsored or administered by Sony Interactive Entertainment LLC. ("**Publisher**"). The Tournament will be governed by the following: (i) these Official Rules; (ii) the PSN Terms of Service and PSN User Agreement. If there is an inconsistency between any of these documents, then these Official Rules shall control. By participating in the Tournament, each Player agrees to abide by these Official Rules, the decisions of the Administration (which shall be final and binding in all respects), and to be contacted by the Administration or their representatives by email, mail and/or telephone regarding the Tournament.

THE ADMINISTRATION RESERVES THE RIGHT TO CHANGE, UPDATE AND MODIFY THESE OFFICIAL RULES AT ANY TIME, FOR ANY REASON. RULINGS MAY BE MADE OUTSIDE OF THE SCOPE OF THESE OFFICIAL RULES IN ORDER TO PRESERVE FAIR PLAY AND TOURNAMENT INTEGRITY. PARTICIPATION IN THE TOURNAMENT CONSTITUTES YOUR FULL AND UNCONDITIONAL AGREEMENT TO THESE OFFICIAL RULES AND THE ADMINISTRATION'S DECISIONS, WHICH ARE FINAL AND BINDING IN ALL MATTERS AND IN ALL RESPECTS. THE ADMINISTRATION SHALL DECIDE ANY MATTERS NOT HEREIN EXPRESSLY PROVIDED FOR AND SUCH DECISIONS SHALL BE FINAL AND BINDING ON PLAYERS. WINNING A PRIZE IS CONTINGENT UPON FULFILLING ALL REQUIREMENTS SET FORTH IN THESE OFFICIAL RULES.

If you have any questions about this Tournament, its registration process and how to participate, please visit https://discord.gg/W9n6PHBebD.

1. Eligibility

Only individuals who meet the requirements listed below can participate in the Tournament.

Employees of ESL FACEIT Group, Sony Interactive Entertainment LLC, Publisher and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the Tournament.

1.1. To be able to compete as a Player in the Tournament, an individual must:

1.1.1. have completed their registration for this Tournament via the FACEIT platform;

1.1.2. be a resident of the United States of America, Canada, and Mexico;

1.1.3. be at least eighteen (18) years of age;

1.1.4. at all material times during the Tournament own or have access to a copy of MLB The Show 25 ("**MLBTS25"**) and play all matches on a PlayStation 5 console with a compatible controller;

1.1.5. have an MLB The Show 25 Game Account, which requires a valid account on one of the following platforms: PlayStation Network with an associated PSN ID.

1.1.6. be in good standing with respect to any FACEIT or Game accounts or any accounts required to Participate in the Tournament registered in such Player's name, with no undisclosed violations of the PSN Terms of Service or PSN User Agreement;

1.1.7. agree to be bound by these Official Rules and the decisions of the Administration.

1.2. Disqualification. If at any point during the Tournament, the Administration becomes aware that a Player does not meet any of the eligibility requirements, they will be removed from participating in the Tournament and/or prevented from winning a prize.

1.3. Proof of Residency. Each Player, at the sole discretion and request of the Administration, must certify their residency by providing legal proof that the player holds one of the residency status set forth in these Official Rules.

1.4. General Eligibility. Players may only participate in the Tournament so long as their participation does not violate applicable local laws and/or the federal, state and local laws of the United States, including any such laws applicable to jurisdictions outside the United States. Players are responsible for ensuring that their participation in the Tournament is compliant with all laws of the jurisdiction(s) in which they are a resident, and Players must take all steps necessary to ensure such compliance. Notwithstanding anything to the contrary contained herein, the Administration shall have the right in its sole and absolute discretion to determine the eligibility of any and all Players. Players acknowledge and agree that your eligibility status as determined by the Administration may change at any time and such determination shall be final.

1.5. Players must not be a director, officer, or employee of the Administration or Publisher or any entity which controls, is controlled by, or is under common control with the Administration or Publisher, or a relative of the same, unless the Administration has been notified of and has expressly authorized such relationship in writing.

1.6. Player Names. Players must use an acceptable Player name in any Tournament-affiliated Tournament. Players may use their in-game handles, such as PSN IDs. If a Player does not use his or her legal name, the Administration reserves the right to restrict or change a Player's tag, handle, or other name in its sole discretion. The Administration reserves the right to revoke the eligibility of any Player whose MLB The Show 25 Game Account (PSN ID) is offensive, toxic, incorporates any SIE or third-party intellectual property, or is deemed to be inappropriate or unacceptable by the Administration, to be determined in the sole discretion of the Administration. Player names must also adhere to the following stipulations:

1.6.1. Player names may not include a sponsor name.

1.6.2. Player names may not contain a personal or political message.

1.6.3. Player names may not include a product name or description.

1.6.4. Player names may not include any words that are purely commercial.

1.6.5. Player names shall not include celebrity names or monikers (except when used by celebrity Players themselves).

1.6.6. Player names must comply with these Official Rules.

MLB The Show 25 Game Account Rules. Players must compete using their own primary MLB The Show 25 Game Account (PSN ID) and cannot use any other alternate accounts owned by another individual. Players must use a Game Account registered in their legal name. Players must use an account with an email address owned by such Player.

2. Registration

2.1. Player Requirements.

2.1.1. The Tournament is a single Player Tournament.

2.1.2. The open stage will consist of qualifying tournaments, each hosted within a FACEIT Club. To register and participate, players simply need to join the corresponding FACEIT Club. Players who advance to the next stage will be automatically registered for the following tournament and will receive an email at the address linked to their FACEIT account with further instructions.

2.1.3. For the closed stage, all Players will be required to check-in to the Tournament via the FACEIT check-in system detailed on the Tournament landing page. The check-in window opens 2 hours

before the tournament starts and remains open for 1 hour and 50 minutes. Players that are eligible but do not check-in may not be permitted to participate in the Tournament.

2.1.4. Players must compete with the MLBTS25 game account that is registered to their FACEIT account. Failure to comply with this stipulation will result in not receiving Match invitations in-game and may result in forfeiture from the Tournament.

3. General Tournament Rules

3.1. Any violation of the rules set forth in the Official Rules, or in these Official Rules, including, without limitation, any form of cheating, may result in a forfeit of the Game/Match and/or disqualification from the Tournament.

3.2. The corresponding FACEIT match room is the officially designated communications channel between Players and the Administration for all tournament matches; failure to respond to messages in the FACEIT match room may result in penalties up to and including disqualification.

3.3. Players must comply with the reasonable requests of Administration staff (the "**Referee**" or "**Tournament Official**"). Failure to comply with instructions given by Tournament Officials may result in a forfeit of the Game/Match and/or disqualification from the Tournament.

3.4. Players that are disqualified prior to the start of a Game will not be allowed to play in the Game. Players that are disqualified during a Game must quit out of the Game. Players that are disqualified won't receive any benefits (prizing, etc.) for their performance in the Tournament. Such Players may also be subject to a temporary ban from future tournament(s).

3.5. Players are responsible for being present and joining match lobbies within a reasonable time frame. A Player will forfeit the Match if they are not present by the end of the five (5) minute join timer set after FACEIT invites Players to the lobby in-game. If a Player is having issues joining the lobby in-game, a Referee must be notified immediately by using "Contact Admin" on the FACEIT Platform. Players are required to respond to Administration via the FACEIT match room; responses or messages sent on other platforms may not be considered as an official notification of presence.

3.5.1. During all tiebreaker matches, Players must still adhere to starting the match in a timely fashion in accordance with the timeline above. Failure to do so will result in the Player being considered a no-show and result in a Game loss.

3.6. Players who fail to adhere to the rules above and join lobbies in a timely fashion will be considered a no-show, and be subject to a Game loss upon the first infraction. Further infractions throughout the tournament may result in, but are not limited to, Match losses and disqualification from the tournament.

3.7. In order to dispute Game results Players must notify their Referee that they would like to protest the Game before a new Game has begun. In order to dispute Match results, Players must notify their Referee that they would like to protest the Match within five (5) minutes of the completion of the Match. The Administration reserves the right to deny the dispute or otherwise make a decision in the best interest of the Tournament.

3.8. In order to dispute Game results on the basis of cheating, hacking, or other accusations, Players must notify their Referee via the FACEIT match room that they would like to dispute the Game before a new Game has begun. Players will have a maximum of fifteen (15) minutes to submit any and all relevant proof of their accusations while the match room is on hold. Proof submitted beyond that point may not be considered as the Administration makes their final decision.

3.9. Players may request that they be allowed to forfeit a Game and/or Match. Players must contact the Administration in the match room and explain the reasoning behind the Forfeit request.

3.10. Players are expected to put forth their best effort in all Games. The Administration reserves the right to forfeit Games/Matches and/or remove Players from the Tournament should this rule be violated.

3.11. Players are expected to treat all members of the Administration with respect. Failure to abide by this stipulation may result in disciplinary action.

3.12. Players will be required to broadcast their POV for all playoff portions of the tournament and provide Administration with links to their streams.

4. Equipment

4.1. Players must provide all personal equipment needed to compete. These items include but are not limited to; stable internet connection, a supported console (PlayStation 5), fully updated game version, input device (controller).

4.2. Players are responsible for the functionality of their personally provided equipment. The Administration may not grant extra time or accommodations in the event of personal equipment failure.

4.3. Players may be subject to additional stipulations including but not limited to: requiring full unedited gameplay VOD, required streaming, or required hand camera VOD. The Administration reserves the right to request these additional stipulations for any portion of a Player's participation, partial or in full, in a Game, Match, or the Tournament.

4.4. All Player equipment is subject to approval. The Administration reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.

4.5. Players found to be in violation of any of these equipment rules may be subject to warnings or penalties in accordance with these Official Rules.

5. Gameplay

5.1. No warm-up or practice Games are permitted once the Match's first Game has begun.

5.2. Violation of rules found in this section may result in Game or Match forfeiture at the discretion of the

5.3. Administration.

5.3.1. If a Game/Match is started without the approval of a Tournament Official, it may be restarted from the beginning.

5.3.2. If a Player, Tournament Official, or game observer fails to load into a Game/Match or loses their connection to the Game during or prior to the start of the Game/Match, the Game/Match may be restarted from the beginning.

5.3.3. If a Tournament Official or game observer disconnects from a Game after the Game/Match has begun, but all Players remain in the Game, the Game will continue.

5.3.4. Players are not permitted to voluntarily disconnect from a Game before it has ended without explicit permission from a Tournament Official. Voluntarily disconnecting from a Game without permission may result in penalties, including forfeit of the Game.

5.3.5. Players who end a Game without a Tournament Official's permission may forfeit the Game/Match. If a Player disconnects after the Game/Match has begun, ending the Game without a Tournament Official's permission will result in a forfeit of the Game/Match.

5.3.6. The entire event will take place on the FACEIT Platform. This includes all Sign-up formalities in addition to; the event bracket, matchups, and contacting Administration.

5.3.7. The higher seeded Player is responsible for the creation of the Game lobby and inviting their opponent based on the MLB The Show 25 Game Accounts located in their Match room.

5.3.8. If a Player, Tournament Official, or game observer fails to load into a Game/Match or loses their connection to the Game during or prior to the start of the Game/Match, the Game/Match may be paused to allow the game observer to rejoin or may be restarted from the beginning at the sole discretion of Administration.

5.3.9. If Players disconnect intentionally without the approval of Tournament Officials or a valid reason the Player may be subject to applicable penalties as outlined in these Official Rules; including, but not limited to, verbal/written warnings, or forfeiting the Game in question.

5.3.10. Players who end a Game without a Tournament Official's permission may forfeit the Game/Match. If a Player disconnects after the Game/Match has begun, ending the Game without a Tournament Official's permission will result in a forfeit of the Game/Match.

5.3.11. Violation of rules found in this section may result in Game or Match forfeiture at the discretion of the Administration.

5.3.12. Game restart procedures will be assessed on a case-by-case basis based on the current game state, issue that occurred, and time at which it occurred. Tournament Officials reserve the right to issue a Game restart at their sole discretion, and Players should always use the "Contact Admin" function in the FACEIT match room in any scenarios that could call for a Game restart to be issued.

6. Match Rules

6.1. Match Start Times All matches will start as soon as both players are present in the round. It is important to note that if both players win by default (due to not having an opposing player, because the opposing player did not show up, or for any other reason), the match must still begin even if the specified time is different. The schedules for the next rounds depend on the completion of the previous match.

6.2. Match Format

6.2.1. The Tournament will take place on January 31st, 2026, 12pm PT.

6.2.1.1. Check-in will open an hour prior to the tournament starting.

6.2.1.2. Players will need to register on the FACEIT platform and check into the tournament on the tournament page.

6.2.2. All matches will be Best of One, except for the Quarter-Finals, Semi-Finals, and Grand Finals which will be Best of Three.

6.2.3. This tournament will use a single Elimination bracket format. A Match loss results in elimination from the bracket.

6.3. Joining your game lobby

1. Add your opponent as a friend.
2. Set up the match and invite your opponent to the match.
3. Take a screenshot with the chosen teams on the Team Select screen.
4. Play the match.
5. After the match is finished, please enter the results via the FACEIT platform and attach the corresponding proofs of the final score

6.4. Game Settings

6.4.1. Game: MLBTS25

6.4.2. Before each match, make sure to have the following options enabled:

6.4.2.1. Cross play: ON (network setting)

6.4.2.2. Add friends: ON (network setting)

6.4.2.3. Messaging: ON (network setting)

6.4.3. Game Settings:

6.4.3.1. Mode: Diamond Dynasty

6.4.3.2. Innings:

6.4.3.2.1. Qualifier Innings: 3

6.4.3.2.2. Playoffs Innings: 9

6.4.3.3. Hitting: Hall of Fame

6.4.3.4. Pitching: Hall of Fame

6.4.3.5. Guess Pitch: Off

6.4.3.6. Quick Counts: Off

6.4.3.7. Strike Zone: On
6.4.3.8. Hot Zone: Off
6.4.3.9. Balks: Off
6.4.3.10. Umpire Accuracy: Perfect
6.4.3.11. Umpire Close Plays: Perfect
6.4.3.12. Ejections: Off
6.4.3.13. Injuries: Off
6.4.3.14. Presentation Mode: Fast Play

6.4.4. Roster Requirements:
6.4.4.1. Hitters:
6.4.4.1.1. 3x 95+ OVR or under
6.4.4.1.2. 3x 90-94 OVR or under
6.4.4.1.3. 2x 85-89 OVR or under
6.4.4.1.4. Rest 84 OVR or under

6.4.4.2. Pitchers:
6.4.4.2.1. 2x SP 95+ OVR or under
6.4.4.2.2. 2x 85-94 OVR or under
6.4.4.2.3. 1x 84 OVR or under

6.4.4.3. Bullpen:
6.4.4.3.1. 2x 99 OVR or under
6.4.4.3.2. 2x 90-94 OVR or under
6.4.4.3.3. 2x 85-89 OVR or under
6.4.4.3.4. 2x 84 OVR or under

6.4.4.4. No Create a Player

6.4.4.5. No Knuckleball Pitchers, e.g. Matt Waldron

6.4.5. Stadium Restrictions:
6.4.5.1. No Create A Stadium
6.4.5.2. No Classic Stadiums: Hilldale, Mack Park, Polo Grounds

6.4.6. Best of Three Matches:
6.4.6.1. Competitors are required to provide their 6 Starting Pitcher rotation prior to series start.
6.4.6.2. Each Competitor will ban one of the Starting Pitchers from their opponent's rotation. Banned Pitchers will not be usable throughout the entire match.
6.4.6.2.1. Communication for Starting Pitchers and bans must occur in the FACEIT match chat
6.4.6.3. Competitors must use a different Starting Pitcher from the provided rotation for each game in the series.
6.4.6.4. Pitcher energy carryover within BO - Swapping out a Starting Pitcher with a bullpen pitcher is allowed for all remaining unbanned Starting Pitchers. Bullpen Pitchers that are swapped for a Starting Pitcher cannot be used for following games in a Best of 3.

6.4.7. Hosting:
6.4.7.1. The player with the higher seed (lower number) will be the home team and is responsible for creating the lobby and inviting their opponent. In the case of a Best of 3 series, lobby creation will alternate between players.

6.5. Result Reporting
6.5.1. The winner of each match will submit the result in the match room
6.5.1.1. Match submissions must include a screenshot of the final score.
6.5.1.2. The loser of each match will confirm the result that was submitted by the opposing player.

7. Prizing Information

7.1. Prizing. Winners of the Tournament will be eligible to receive the prizes described below:

Placement	Prize
1st	$1,000
2nd	$500
3rd-4th	$250

7.1.1. Players will be contacted via email by Tournament Administration following the conclusion of the tournament with instructions to claim all cash prizing.

7.1.1.1. Players will need to provide their payment method, personal information, and upload their tax forms on our payment portal.

7.1.1.2. Payments can be made through bank transfer or PayPal.

7.1.1.3. Players will have 90 days from the initial point of email contact to be paid. Failure to respond and/or submit information within 90 days will result in loss of prizing.

7.1.1.4. Cash prize values referenced are always before taxes. For this competition, EFG uses Matcherino to deliver prize money. Matcherino will automatically deduct any applicable taxes from prize winnings, except where prohibited by local law.

7.2. Prizing Terms and Conditions.

7.2.1. Prizes are not transferable. No substitution of prizes for other goods and services is permitted, except the Administration reserves the right to provide a substitute prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all applicable federal, state, and local taxes, and international tariffs are the sole responsibility of the individual winner

7.2.2. Receiving a prize is contingent upon compliance with these Official Rules. All prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified, or the prize is forfeited for any reason, the Administration will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up, after which the Administration retains the discretion to donate the applicable prize to a charity of the Administration's choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.

8. Common Infractions

8.1. This section will serve to describe common infractions that are prohibited during the course of the Tournament. The Administration reserves the right to take action on the infractions listed in this section and in these Official Rules as a whole, in addition to the stipulations laid forth in the Official Rules and the official Code of Conduct. Players found to be in violation of these rules or any rule laid forth in these Official Rules may be subject to penalties as prescribed in the penalties section of these Official Rules.

8.2. Players may not use vulgar language in excess. The Administration reserves the right to determine what is considered excessive vulgar language.

8.3. Players may not excessively taunt an opposing Player. Excessive taunting of an opposing Player is defined, at the sole discretion of the Administration, as excessive derogatory language or gestures, aimed at an opponent, which is audible and/or visible to the opponent.

8.4. Players may not verbally abuse a Tournament Official. Verbal abuse of a Tournament Official includes, but is not limited to, the use of vulgar language directed at a Tournament Official, the use of insulting words or gestures directed at a Tournament Official, and excessive argument with a Tournament Official that results in a delay of a Match. The Administration reserves the right to determine what is considered excessive vulgar language.

8.5. Players may not direct vulgar language at a Player or spectator. The Administration reserves the right to determine what is considered excessive vulgar language.

8.6. Players may not engage in unsportsmanlike physical contact.

9. Penalties

9.1. The Administration reserves the right to consider or enforce penalties on a case-by-case basis. The Administration will consider the totality of the infraction, including the severity, circumstances, history, consequences/impact, etc, of the infraction in order to make a decision or enforce a penalty in the best interest of the integrity of the Tournament.

9.2. The Administration reserves the right to enforce any of the following penalties against Player found to be in violation of these Official Rules.

9.2.1. Official verbal and/or written warnings from Administration
9.2.2. Forfeiture of Game
9.2.3. Forfeiture of Match
9.2.4. Removal of Player from Tournament (Disqualification)
9.2.5. Forfeiture of any and all prizing
9.2.6. Partial or full removal of travel coverage
9.2.7. A ban from participation in the Tournament and/or FACEIT or SIE events
9.2.8. Temporary or permanent suspension from FACEIT Tournaments
9.2.9. Pursuit of prosecution or reporting with the law or authoritative bodies for any illegal activities

10. Game Coverage

10.1. SIE reserves exclusive rights to the coverage of Tournament matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, YouTube and the likes. SIE can assign the coverage rights of a match or of several matches to a third party or to the Players themselves. In this case, terms and conditions would have to be arranged with SIE management, or the Administration, before the match is shown.

10.2. SIE or Administration, will contact any Player if they wish to broadcast one of their matches. If no contact is made within 24 hours before a scheduled match starts, Players are allowed to arrange their own broadcasts.

11. Privacy

11.1. Players' personal data will be collected, shared, and used subject to SIE's Privacy Policy which includes SIE's sharing of personal data with EFG and Publisher. By choosing to participate in the Tournament, you agree to such Privacy Policy and data sharing with Publisher and EFG. Players' personal data will be processed for the purpose of organizing, running and monitoring the Tournament and prize fulfillment, including, publishing Player's names in public brackets, and if a Player wins a prize, publishing (i) their name on the winner(s) List and (ii) their name and country of residence online (including but not limited to social media or the Administration's website(s)) in connection with the Tournament. Please note that if you choose to link your MLB The Show 25 Game Account with FACEIT account and participate in the Tournament, your personal data, name and country, as mentioned before, will be displayed publicly regardless of any choice you made to hide Game Account in your account or console privacy settings.

11.2. Players can remove their name from the winner(s) List by unlinking their Game Account and FACEIT account and deleting their FACEIT account.

11.3. Personal data will be processed in Germany, in the European Union, or any other country in which, the Administration, its subsidiaries, or third-party agents operate. By entering the Tournament, you consent to your personal data being transferred to recipients in the United States and other countries that may not offer the same level of data protection as the laws in your country/area of residence or citizenship.

11.4. To the extent permitted by applicable law, in consideration for participating in the Tournament, each Player gives the Administration (including SIE and EFG's respective parents, affiliates, agents, licensees, assigns, employees, and successors) a free, non-exclusive, perpetual, worldwide license to use their name, image, likeness, biographical details, Game Account ID, FACEIT ID, avatar and any other content provided to the Administration in connection with the Tournament (including but not limited to, using footage of their gameplay and their image/likeness in broadcasts of the Tournament, and on social media or blog posts connected to the Tournament), to advertise or promote other SIE tournaments or other PlayStation products or services. The Administration will not make any further payment to the Player and use of these permissions will be without such Player's further notice, review, or approval.

12. Commercial Rights

12.1. All commercial rights (including without limitation any and all marketing and media rights) relating to the Tournament belong to SIE and its licensors.

12.2. Players shall not associate themselves with the SIE, Publisher, or EFG in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of such parties, which consent may be granted or withheld in each of their sole discretion.

12.3. Any Player or Player ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the Tournament, will need prior written consent from the Administration, which may be granted or withheld in each of their sole discretion.

12.4. The recording and dissemination of images or footage of the Tournament for commercial purposes by or on behalf of Players is strictly prohibited.

12.5. "PlayStation" and "PS5" are trademarks or registered trademarks of Sony Interactive Entertainment Inc.

13. General

13.1. The Tournament is governed by the laws of the State of California and all claims must be resolved in the United States. Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your country of residence that cannot be derogated from by agreement.

13.2. The Administration reserves the right to cancel, suspend and/or modify the Tournament, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Tournament, as determined by the Administration in its sole discretion. If terminated, the Administration may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. The Administration, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the operation of the Tournament or to be acting in violation of these Official Rules or the PSN Terms of Service and User Agreement, or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Tournament may be a violation of criminal and civil law, and should such an attempt be made, the Administration reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law.

13.3. The Administration's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

13.4. To the fullest extent permitted by applicable law, by participating in the Tournament, each Player agrees to completely release and hold harmless SIE, EFG, the MLB Entities and each of their respective employees, agents, parents, subsidiaries, and affiliates from any and all liability or any injury, loss or damage of any kind arising in connection with the Tournament.

13.5. By accepting any of the prizes, you acknowledge and agree that the Administration and its designees have the right to use the below information, and any other information provided in the administration, marketing, and promotion of the Tournament, without further consent or compensation to you, unless otherwise noted below:

- Background info: Full name, country of residency, age, platform, persona (including PSN ID), likeness.
- Social Media info: Twitter handle and Twitch account handle (if applicable).

13.6. THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE ADMINISTRATION RESERVES THE RIGHT TO DISQUALIFY, AT ITS SOLE DISCRETION, ANY PLAYER THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS.

13.7. Nothing in this Official Ruleset shall be deemed to exclude or restrict any of the Player's statutory consumer rights.

14. MLB Entities and MLB Players

14.1. Definition of "MLB Entities": The "MLB Entities" shall mean the Office of the Commissioner of Baseball ("BOC"), its Bureaus, Committees, Subcommittees and Councils, the Major League Baseball Clubs ("Clubs"), MLB Advanced Media, L.P., Major League Baseball Properties, Inc., The MLB Network, LLC, each of their parent, subsidiary, affiliated and related entities, any entity which, now or in the future, controls, is controlled by, or is under common control with the Clubs or the BOC and the owners, general and limited partners, shareholders, directors, officers, employees and agents of the foregoing entities.

14.2. Definition of "MLB Players": As used herein, "MLB Players" means, collectively, the Major League Baseball Players Association ("MLBPA"), MLB Players, Inc. ("MLBPI"), and OneTeam Partners, LLC ("OTP"), each of their respective parent, subsidiary, affiliated and related entities, any entity which, now or in the future, controls, is controlled by, or is under common control with the MLBPA, MLBPI, and/or OTP and the owners, general and limited partners, shareholders, directors, officers, members, employees and agents of each of the foregoing entities, including all Major League baseball players.

14.3. Exclusion of Employees of the MLB Entities from Eligibility: Employees of the MLB Entities and/or the MLB Players, (defined as parents, children, siblings and spouse and their respective spouses, regardless of where they reside) and those living in the same household or with whom they are otherwise domiciled, whether or not related, are not eligible to enter or win in the Competition.

14.4. Right of Publicity Release: Participants in the Competition (if minor, his/her parent or legal guardian) agree to be bound by these Official Rules and agree that the MLB Entities, the MLB Players and their respective designees and assigns may use the participant's name, voice, city/state of residence, photos, video or film clips, and/or other visual likeness for advertising and/or trade purposes and/or for any other purpose in any media or format now or hereafter known without further compensation (financial or otherwise), permission or notification.

14.5. The Competition is in no way sponsored, administered, executed or produced by any of the MLB Players. Officially Licensed Product of MLB Players, Inc. MLBPA and MLBPI trademarks, copyrighted works and other intellectual property rights are owned and/or held by MLBPA or MLBPI and may not be used without the written consent of MLBPA or MLBPI. Visit MLBPLAYERS.com, the Players Choice on the web. All rights reserved.

14.6. This Competition is in no way sponsored, administered, executed or produced by any of the MLB Entities. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball. Visit MLB.com.

APPENDIX A: CODE OF CONDUCT

This Code of Conduct applies to all Players in the Tournament at all levels of the Tournament unless otherwise specified.

Where a Player is found to have acted in contravention of the Code of Conduct, the Administration reserves the right to levy penalties, sanction or disqualify any Player at its discretion.

DURING THE TOURNAMENT

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All Players are expected to adhere to the standards of good sportsmanship at all times.

Players will refrain from using vulgar or offensive language.

Abusive behavior, including harassment and threats is prohibited.

Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the Tournament.

Gambling, including betting on the outcome of games, is prohibited.

Players must not disclose any confidential information provided by the Administration or any of its affiliates to any other people or groups of people, including via social media.

COLLUSION POLICY

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Tournament. Collusion between Players is strictly prohibited. Any Players determined by the Administration at any phase of the Tournament to be engaging in collusion will be removed from the Tournament, be forced to return any compensation and/or prizes they've received.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason.
- Playing on behalf of another Player, including using a secondary account, to aid them.
- Any form of match-fixing.
- Agreeing to split prize money.

PENALTIES

Violation of any part of this Ruleset will, at the Administration's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the Administration's directions. All decisions and rulings of the Administration's are final and binding. The Administration reserves the right to sanction any Player in Tournament at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

- Warning.
- Reprimand.
- Forfeiture of single match.
- Forfeiture of all matches.
- Loss of awards (including prize money and other paid expenses).
- Disqualification from the Tournament.

The Administration also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the Administration hereby waive any right of legal action against the Tournament and PlayStation, and/or any of its affiliates.

Please note that this Code of Conduct is in addition to the code of conduct in the PlayStation Network Terms of Service and User Agreement and any game-specific terms of service that may be applicable to your participation in the Tournament.

PLAYER SPONSORSHIP

Players in the Tournament have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the Tournament. The Administration and its designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

- Pornography or any sexually explicit materials, contraceptive products or services, or online dating products or services;
- Alcohol;
- Tobacco, cigarettes or similar products;
- Other restricted drugs or drug paraphernalia;
- Firearms, explosives, or other weapons;
- Tattoos or body branding services;
- Gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services;
- Political ads or otherwise promoting a political agenda;
- Illegal products or services, or content that otherwise violates any applicable laws in the territories;
- Involving content that is obscene, slanderous, misleading, inaccurate, or discriminatory;
- Pharmaceutical products or services, dietary supplements, or medical devices;
- Energy drinks;
- Cryptocurrency companies and/or websites promoting/relating to the trade of cryptocurrency;
- Products or services that compete with Publisher's business (e.g., games, online game sites, or competing e-sports events);
- Anything that is detrimental to Publisher's business (e.g., hacking, gold services, account selling, coin selling); and
- Anything that is inconsistent with the ESRB, PEGI, OFLC, USK, or applicable rating(s) of the Property in the given territory.
- Products or services from direct competitors of PlayStation, its partners, and its other subsidiary brands.
- Direct competitors of PlayStation.

The Administration reserves the right to prohibit any third party at their sole discretion.

APPENDIX B: MLBTS25 Championship Series CODE OF CONDUCT

In addition to the ESL FACEIT Group Code of Conduct and the PSN Community Code of Conduct, which can be found here: https://www.playstation.com/en-us/support/account/community-code-of-conduct/, the following Code of Conduct applies to all Participants in the MLBTS25 Championship Series during the MLBTS25 Championship Series and for two years following the MLBTS25 Championship Series. Violation of this Code of Conduct can lead to disqualification from the MLBTS25 Championship Series and suspension from future Sony Interactive Entertainment or San Diego Studio sponsored tournaments. This Code of Conduct applies to conduct in the MLBTS25 Championship Series, social media and activity on live streams. Except as otherwise noted herein, the Sponsors' decisions are final and binding in all matters relating to the MLBTS25 Championship Series.

- Use of hate speech, slurs, abusive or otherwise offensive language is prohibited.
- Abusive behavior, including harassment, threats, bullying, or stalking is prohibited.
- Physical abuse, fighting or any threatening action, directed at any Participant, or any other person, is prohibited.
- Discrimination and disparaging actions against anyone based on their race, ethnicity, gender identity, sexual orientation, nationality, religion, appearance, mental or physical ability, or other personal characteristics, is prohibited.
- Defamation or infringement of intellectual property, privacy or publicity rights, is prohibited.
- Creation or distribution of graphic sexual content or abhorrent violent material is prohibited.
- Any action that interferes with play of a game, including breaking a console, interfering with power, abuse of in-game pausing, the use or exploit of any bugs, glitches, vulnerabilities, or unintentional mechanics for a competitive advantage, is prohibited.
- Gambling, including betting on the outcome of games, is prohibited.
- Giving and receiving bribes is illegal and prohibited.
- Collusion, defined as any agreement among two or more Participants to disadvantage other Participants in the MLBTS25 Championship Series, is strictly prohibited. This includes the following:
    - Intentionally losing a match
    - Playing on behalf of another Participant
    - Any form of match-fixing
    - Soft play (a Participant not trying their hardest in order to allow another Participant to increase their score)
    - Agreeing to split current or future prizes
- Entrants are prohibited from implying or representing that they have a commercial relationship with the MLBTS25 Championship Series, Sponsor, the MLB Entities or the MLB Players. Use of the intellectual property of the Sponsor, the MLB Entities or the MLB Players is strictly prohibited without written consent of the intellectual property owner.