

AUSTRALIAN ESPORTS UNIVERSITY LEAGUE

Terms and Conditions

The following terms and conditions of entry (“Terms”) apply to AEL Australian Esports University League (“Tournament”) conducted and run by the Australian Esports League (“Promoter”) and sanctioned by the Australian Esports Association (“AESA”).

General

Registration and participation by an entrant to this Tournament is deemed as acceptance of these Terms and the Rules and Regulations of this Tournament. This Tournament is sanctioned by the [Australian Esports Association](#) and is subject to its policies and regulations.

This Tournament features games of skill, with each entrant individually judged based on merit with strict adherence to the Rules and Regulations of this Tournament. This Tournament does not feature games of chance.

The tournament Rules and Regulations for each game title can be found [here](#):

The Promoter and the AESA are not liable for any loss (including loss of opportunity) or damage (including, but not limited to, direct, indirect or consequential loss) or personal injury in relation to this Tournament or the use of, or participation in, the prize.

Rights

The Promoter reserves the right to:

- The final decisions for all matters over the course of this Tournament;
- To, at any time, verify an entry or entrant and disqualify an entrant the Promoter has reason to believe has submitted an entry not in accordance with these Terms; and
- To modify, suspend or terminate the Tournament with a minimum of 12 hours’ notice to all entrants.

Prizes

Prize Pool – 2020 Semester 2

Core Titles

CSGO

- First (1st) place team will receive \$2000 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$625 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$250 AUD. Participants may also receive prizes provided by event sponsors.

DOTA 2

- First (1st) place team will receive \$2000 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$625 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$250 AUD. Participants may also receive prizes provided by event sponsors.

Rainbow 6 Siege

- First (1st) place team will receive \$2000 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$625 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$250 AUD. Participants may also receive prizes provided by event sponsors.

Rocket League

- First (1st) place team will receive \$1200 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$375 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$150 AUD. Participants may also receive prizes provided by event sponsors.

ODC – One Day Comp Titles

Overwatch

- First (1st) place team will receive \$960 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$480 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$240 AUD. Participants may also receive prizes provided by event sponsors.

Valorant

- First (1st) place team will receive \$0 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$0 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$0 AUD. Participants may also receive prizes provided by event sponsors.

Tekken 7

- First (1st) place team will receive \$160 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$80 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$40 AUD. Participants may also receive prizes provided by event sponsors.

Super Smash Brothers. Ultimate

- First (1st) place team will receive \$160 AUD. Participants may also receive prizes provided by event sponsors.
- Second (2nd) place team will receive \$80 AUD. Participants may also receive prizes provided by event sponsors.
- Third (3rd) Place team will receive \$40AUD. Participants may also receive prizes provided by event sponsors.

Other

- All prizes are provided by the Promoter as advertised in the Tournament promotion material found on the website. Prizes may be changed for whatever reason; however, all reasonable steps will be taken to ensure you are notified of such changes, at least 12 hours prior to the change taking effect.
- Prizes are not transferable or exchangeable and cannot be taken as cash. No responsibility is accepted for any variation in the value of the prizes. Transport of prizes to and from an event and all other ancillary costs are the responsibility of the winner.

Entry Requirements

Entry for Semester 2 2020 Australian Esports University League (Core titles) commences on July 11th 2020 and concludes on July 26th 2020 at 23:00 AEST with matches commencing on the 3rd August 2020.

Entry for Semester 2 2020 Australian Esports University League (ODC – One Day Comp Titles) will be made available on the [AEL University League website](#).

Entry must be completed by the nominated person/team; a successful entry must have been submitted through the official registration form and meet the following requirements:

- A team must consist of only students from the same University;
- A team must meet minimum player numbers for their given game when registering;
- Each player must have obtained and provide an [AEL Player ID](#);
- Each player must have created and provided a [mogul.gg](#) account;
- Each person must provide their relevant Game ID/Code, In-Game Name, and personal contact information;
- Open to Australian University Students who are actively undertaking studies.
- To be eligible to play in the Grand Final, all players must be prepared and have permission to fly within Australia to compete;
- Limited to once per person and once per team, an entrant is not permitted to register or participate as part of more than one team or University;
- Employees of the Promoter or the AESA and their immediate families, suppliers, associated companies and agencies are ineligible to enter;
- Acceptance of the Terms, Rules and Regulations and registration to the Australian Esports Association's player database.

Registration and Fees

Once the Registration process has been completed by the nominated person/team a confirmation email will be sent by one of the administrators of this Tournament.

There are no entry fees payable for this Tournament.

Registration is free, the Promoter and the AESA will not request any collection of entry fees. No administrators, staff or associates of the Promoter are authorised to request or collect any entry fees.

Communication

All communication between the Promoter, administrators and staff will be conducted via email, direct mobile phone call, Discord or through public notifications released on the website or through social media.

Discord information will be provided to teams once verified.

Withdrawal

Entrants are permitted to withdraw from the competition subject to notifying the Promoter, administrators or staff.

A team is permitted to withdraw entirely, or it may withdraw one or more registered players, full details of substituted players must be provided to the Promoter, administrators or staff.

Substitution is limited to two players maximum per team, a substitute player must not be registered for any other team.

Notification of withdrawal or substitution must be made within 24 hours of a scheduled online match or one (1) full calendar week before a live event to the Promoter, administrators or staff.

Cancellations or Rescheduling

This Tournament or any part of it may be cancelled or rescheduled for any reason. Entrants will be given a minimum of 12 hours' notice in the case of cancellation or rescheduling.

Conduct and Sportsmanship

To ensure the overall integrity of this Tournament all entrants are expected to uphold the policies and regulations of the Australian Esports Association, found here: www.aesa.org.au/policies

All entrants are required to uphold, observe and respect a reasonable level of sportsmanship. This level of sportsmanship is expected to be conducted prior to, during and after matches and during their general participation in this Tournament.

Unsportsmanlike conduct is not allowed. This includes, but is not limited to, interactions with other teams and general abuse or non-compliance towards administrators, staff or spectators.

Sportsmanship includes but is not limited to:

- Treating others with respect and courtesy;
- Maintaining a fair-play environment by not cheating, hacking, sabotaging or exploiting the game, equipment or systems to obtain an advantage;
- Maintaining an inclusive environment by not acting abusively, harmfully or discriminatively towards others over the course of this tournament;
- Using appropriate discourse and language when communicating with others, administrators, staff or spectators;
- Abiding by the Rules and Regulations of the Tournament.

Australian Esports Association

This tournament is sanctioned by the Australian Esports Association and is subject to its policies and regulations. All entrants are registered to the Australian Esports Association's database during the registration process.

All entrants approve the use of data provided during the registration process by the Australian Esports Association in maintaining their database of participants. This database serves the purpose of recording participants in each sanctioned event, the use of private information that is collected abides by the AESA privacy policy.

The Australian Esports Association provides policies and regulations that ensure the integrity of this Tournament, which are available at: www.aesa.org.au/policies

Privacy

The Promoter takes your privacy seriously and any information provided through the registration process is subject to the Promoter's [Privacy Policy](#).

All data collected through the registration process will be kept strictly confidential and only used in relation to this Tournament, unless otherwise approved by you.

Please contact the Promoter via email at info@ael.org.au if you have any questions or concerns about how we will use and store your personal information or if you wish to exercise your right to access, modify or object to the use of or request the deletion of your personal information.

Entrant Disclaimer

I understand and have been warned that participation in this Tournament carries risk. I, and if being a minor, my parent/s, guardian/s, for and on behalf of me, acknowledge that during all times that I participate online or on the premises of the Grand Final event at any location which is organised, approved or endorsed by the Promoter and the AESA as an activity for me to take part in, is at my own risk and I accept all risk.

I release the Promoter and the AESA from any claims by or liability to me for any loss or damage to property that may arise from any cause (including the negligence, act or omission of the Promoter and the AESA, administrators, staff, agents, independent contractors, voluntary workers, other users or participants, or spectators or other parties providing services).

I provide the Promoter and the AESA the right to record, film, photograph, create media outcome and to use the team (and any team member) names, likeness, images, pictures, voices, statements, quotations, appearances, performances and biographic material for promotional, marketing, publicity, commercial, non-commercial and/or editorial purposes in any media worldwide, without limit in time or runs. This grant includes all material in all form of media, including, without limitation, records, photographs, videos and footage created by the Promoter, the AESA, an agent, associate or by any third parties.