

OFFICIAL DOCUMENT



GENERAL REGULATIONS MULHOUSE GAMING TOURNAMENT

2026 edition

29 & 30 August 2026

KM0 / PHG Academy, Mulhouse

Official document containing the general regulations applicable to the entire event and all participants.

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Article 1 - Purpose and organisation

These regulations define the general conditions of participation in the Mulhouse Gaming Tournament, hereinafter referred to as "the event". The event is organised by the Mulhouse Gaming Tournament organising team, hereinafter referred to as "the organisation". The event will take place on 29 August 2026 and 30 August 2026, at KM0 / PHG Academy, Mulhouse. The official contact address of the organisation is: mulhousegaminglan@gmail.com. Registration for the event implies full and complete acceptance of these regulations, as well as the specific rules applicable to each game.

Article 2 - Games and general schedule

The games planned during the event are:

- League of Legends;
- Rocket League;
- Valorant;
- EA FC 26.

The planned general schedule is as follows:

- Saturday, 29 August 2026: League of Legends and Rocket League;
- Sunday, 30 August 2026: Valorant and EA FC 26.

The organisation reserves the right to adapt the schedule, match order or tournament format if necessary to ensure the smooth running of the event. The precise rules for each game will be defined in a dedicated game-specific rulebook.

Article 3 - Hours

Participant arrival time is set at 9:00 a.m. The planned event hours are: from 9:00 a.m. to 9:00 p.m. Participants are asked to arrive on time in order to allow:

- registration checks;
- verification of the required documents;
- equipment setup;
- the competitions to start in good conditions.

Any delay may result in a sporting penalty, a forfeit or disqualification if it disrupts the smooth running of the tournament. The organisation reserves the right to adapt the hours depending on match progress, technical constraints or any unforeseen event-related issue.



Article 4 - Access to the event

Access to the event is reserved exclusively for:

- registered participants;
- members of the organisation;
- persons authorised by the organisation.

Spectators are not allowed, unless exceptionally authorised by the organisation. The organisation may ask each participant to present:

- proof of registration;
- an identity document;
- the documents required for underage participants, where applicable.

The organisation may also verify the age of majority of participants when necessary. If an identity document or a requested document is not provided, the organisation reserves the right to refuse access to the event. If it is not possible to verify a person's identity, registration, age of majority or authorisation to participate, access to the event may be refused.

Article 5 - Registration and participant information

Each participant must provide accurate information when registering. Registration may include, in particular:

- surname;
- first name;
- email address;
- Discord username;
- in-game username or usernames;
- selected game or games;
- team-related information, where applicable;
- information required to verify age of majority or parental authorisation.

Participants must ensure that the information provided is up to date and accurate. Any deliberate false statement, particularly regarding identity, age, skill level, account used or team membership, may result in a sanction.

Article 6 - Entry and exit

Participants are allowed to temporarily leave the premises and return during the day. Any exit is made under the participant's own responsibility. The organisation may set up an entry and exit control system in order to ensure the safety of participants, the premises and the equipment. Participants must comply with the instructions given by the organisation when leaving and returning to the premises.



Article 7 - Cancellation and refund

Any cancellation request made up to seven (7) days before the date of the relevant tournament entitles the participant to a full refund. After this deadline, no refund can be made, except by exceptional decision of the organisation, in particular in cases of force majeure. In the event of absence on the day of the tournament, the ticket is considered used and cannot be refunded. The organisation reserves the right to cancel or postpone all or part of the event. In this case, participants will be informed as soon as possible and the refund or postponement arrangements will be specified. No refund will be made in the event of exclusion for failure to comply with these regulations, the game-specific rules or the organisation's instructions.

Article 8 - Food and drinks

For organisational, safety and hygiene reasons:

- sandwiches, snacks and a cafeteria may be available on site;
- external drinks are prohibited, except for water.

Water bottles and flasks may be checked by members of the organisation. Participants agree to keep the premises clean and to use the bins provided. The organisation reserves the right to refuse the introduction of any food product or drink if it conflicts with the venue rules, safety instructions or these regulations.

Article 9 - Alcohol, tobacco and vaping

The consumption, possession and introduction of alcoholic beverages are strictly prohibited throughout the event. Smoking or vaping inside the premises is prohibited. Participants wishing to smoke or vape must use the outdoor areas provided for this purpose, in compliance with the venue rules and the instructions given by the organisation. Any inappropriate behaviour linked to the consumption of prohibited substances may result in immediate exclusion from the event, without refund.

Article 10 - Participant conduct

Each participant undertakes to behave respectfully towards:

- other players;
- members of the organisation;
- referees;
- students or persons supervising the event;
- security staff;
- the premises;
- personal equipment or equipment made available.

The organisation wishes to promote a competitive spirit based on fair play, goodwill and respect. The following are prohibited in particular:

- insults;
- threats;
- repeated provocation;
- aggressive or violent behaviour;
- discriminatory remarks or behaviour;
- harassment;
- behaviour disrupting the smooth running of the event;
- deliberate damage;
- any action endangering participants, the organisation, the premises or the equipment.

Any behaviour contrary to this article may result in sanctions, up to and including immediate exclusion from the event, without refund. Any deliberate damage to equipment or premises may result in a request for financial compensation.



Article 11 - Personal equipment

Each participant is fully responsible for the personal equipment they bring, including:

- computer;
- monitor;
- keyboard;
- mouse;
- headset;
- controller;
- cables;
- power strip;
- charger;
- any other equipment required for participation.

General supervision may be provided by the teams present, but the organisation cannot be held responsible in the event of:

- loss;
- theft;
- breakage;
- damage;
- forgotten equipment.

Repairs or replacements remain the responsibility of the equipment owner. Participants must ensure that they bring all equipment required for their participation. Unless rental, loan or provision has been arranged in advance with the organisation, no replacement can be guaranteed on the day of the event. Equipment brought by participants must not present a danger to people, the premises or the electrical installations. The organisation reserves the right to refuse the use of equipment deemed dangerous, unsuitable or likely to disrupt the smooth running of the event.

Article 12 - Game accounts, software and cheating

Participants must use their personal account or an account declared to the organisation. The use of a secondary account is allowed only if the player's real level is honestly declared. Any deliberate false statement regarding a player's level, ranking, identity or account used may result in a sanction. The following are strictly prohibited:

- cheating software;
- software modifying gameplay;
- scripts automating in-game actions;
- programs providing an unfair advantage;
- deliberate exploitation of bugs;
- any attempt at fraud;
- identity theft;
- use of another participant's account without authorisation;
- any action intended to circumvent the tournament rules.

In the event of confirmed or suspected cheating, the organisation may apply one or more sanctions:

- warning;
- loss of a round;
- loss of a match;
- modification or cancellation of a result;
- immediate exclusion from the tournament;
- ban from future editions.

The decisions of the referees and the organisation are final during the event.

Article 13 - General competition proceedings

The precise tournament format, game-specific rules, victory conditions, match settings, maps, sides, bans, tie-breakers and any specific rules will be defined in a dedicated rulebook for each game. Participants undertake to comply with the schedule communicated by the organisation. Match times may be adapted by the organisation depending on the progress of the tournament, technical constraints or the overall smooth running of the event. Each player or team must be ready to play at the time indicated by the organisation or the referees. A player or team that is absent, incomplete or not ready after a reasonable time limit set by the organisation may be declared to have forfeited, unless the organisation decides otherwise. In the event of a technical problem during a match, players must immediately notify a referee or a member of the organisation. Depending on the situation, the organisation may decide to:

- pause the match;
- resume the match;
- restart the round or match;
- validate the result;
- apply a penalty;
- apply any other decision suited to the smooth running of the competition.

Any dispute must be reported promptly to a referee or the organisation, ideally before the next match starts. Decisions made by the referees and the organisation for the smooth running of the competition are final during the event. The organisation reserves the right to modify the format, schedule, rules of a tournament or qualification procedures if necessary to ensure the smooth running of the event.



Article 14 - Teams, players and substitutes

For team games, each team must consist of the number of players required by the specific rules of the relevant game. Players must be individually registered for the event before they can be added to a team. The organisation may refuse the participation of a player who is not registered, whose registration has not been validated or whose information is incomplete. The team captain is the main contact person for the organisation regarding their team. They are responsible for passing important information on to their teammates, including:

- times;
- call times;
- results;
- referee decisions;
- any schedule changes.

The team captain may add players to their team only if those players are already registered and validated by the organisation. For team games, player slots must be filled with the in-game usernames requested by the organisation. A player may not participate in several teams in the same tournament, unless exceptionally authorised by the organisation. Player changes or substitutions are allowed only with the prior agreement of the organisation. Any substitute must be registered for the event and comply with the same participation conditions as the other players. If a team is incomplete on the day of the tournament, the organisation may, depending on the situation:

- authorise a substitute;
- allow the team to participate under conditions;
- declare the team forfeited;
- make any other decision suited to the smooth running of the competition.

Article 15 - Results, refereeing and disputes

Match results must be communicated according to the procedures provided by the organisation or by the specific rules of the relevant game. The organisation may request proof of results, including screenshots, photos or validation by referees. Any result error must be reported as soon as possible. Referees and members of the organisation are responsible for ensuring compliance with:

- these general regulations;
- the game-specific rules;
- safety instructions;
- the smooth running of the event.

Any abusive, repeated or disrespectful dispute may result in a sanction. Decisions made by the referees and the organisation during the event are final in order to ensure the smooth running of the competition.

Article 16 - Image rights

Photographs and videos may be taken throughout the event. An image rights authorisation separate from these regulations may be offered to participants. These contents may be used by the organisation for communication purposes, including on:

- the event website;
- social networks;
- posters;
- promotional videos;
- institutional materials.

Participants who refuse the use of their image must inform the organisation before the start of the event so that reasonable measures can be put in place. For underage participants, the image rights authorisation must be signed by the legal representative. Refusing to authorise the use of one's image does not prevent participation in the tournament, unless there is a practical impossibility linked to the organisation of the event.

Article 17 - Underage participants

Underage participants are allowed to take part in the tournament provided that, before the start of the event, they submit:

- a parental or legal representative authorisation duly completed and signed;
- the image rights authorisation signed by the legal representative, where applicable;
- any other document requested by the organisation as part of registration.

If these documents are not provided within the requested deadlines, the organisation reserves the right to refuse access to the tournament, without refund. Underage participants remain subject to the same conduct, safety and competition rules as other participants.

Article 18 - Personal data

As part of registration and event organisation, the organisation may collect certain personal data from participants, including:

- surname;
- first name;
- email address;
- Discord username;
- in-game username;
- team;
- selected game or games;
- payment or registration status;
- information required to verify age of majority or parental authorisation.

This data is collected solely for the purposes of organising the event, managing registrations, communicating with participants, creating teams and ensuring the smooth running of the event. The data will be accessible only to members of the organisation who need access to it for the event. Participants may contact the organisation at mulhousegaminglan@gmail.com for any question relating to their personal data. The organisation undertakes not to retain the data for longer than necessary in view of the purposes of the event, unless there is a specific obligation or legitimate need related to the organisation.

Article 19 - Compliance with publisher and platform rules

Participants undertake to comply with the terms of use of the games, platforms and services used during the event. The organisation may impose additional rules if necessary to comply with the conditions set by the relevant publishers, platforms or rights holders. Any behaviour creating a risk for the holding of the event, particularly with regard to the rules imposed by publishers or platforms, may result in a sanction.

Article 20 - Liability

Each participant undertakes to comply with the safety instructions communicated by the organisation, referees, security staff and supervising personnel. The organisation implements the necessary means to ensure the smooth running of the event and the safety of participants. However, the organisation cannot be held liable for bodily injury or material damage resulting from:

- reckless behaviour or behaviour contrary to these regulations;
- failure to comply with safety instructions;
- fault committed by another participant;
- improper use of personal equipment or equipment made available;
- an incident caused by equipment brought by a participant.

Each participant remains responsible for their actions and for any damage they may cause to others, to equipment or to the premises. Participants are advised to check that they have civil liability insurance covering their participation in this type of event.

Article 21 - Sanctions

Failure to comply with these regulations, the game-specific rules or the instructions given by the organisation may result, depending on the seriousness of the facts, in:

- a verbal reminder;
- a warning;
- a sporting penalty;
- loss of a round;
- loss of a match;
- temporary exclusion;
- permanent exclusion from the tournament;
- ban from future editions.

No refund will be made in the event of exclusion for failure to comply with the regulations. The organisation reserves the right to adapt the sanction to the seriousness of the facts, their repetition and their impact on the smooth running of the event.

Article 22 - Changes to the regulations

The organisation reserves the right to amend these regulations before or during the event if necessary to ensure the smooth running of the tournament, participant safety or compliance with technical and organisational constraints. Participants will be informed of significant changes as soon as possible.



Article 23 - Acceptance of the regulations

Registration for the event implies full and complete acceptance of these regulations. Participants also undertake to comply with:

- the specific rules of the games in which they participate;
- the instructions given by the organisation;
- the decisions made by the referees;
- the rules of the venue hosting the event.

Decisions made by the referees and members of the organisation for the smooth running of the competition are final during the event and may not be contested in a manner that disrupts the event.