



Rulebook

LG UltraGear EU Server Clash

Version 09.11.2022

§ 1 General Information

1.1 Definitions

1.1.1 Competition

"LG UltraGear EU Server Clash" ("Competition") is an Esports tournament. Only persons who reside in the respective country of the Regional Qualifier may participate. (see 1.2.2.1 Player).

1.1.2 Organizer

LG Electronics is the Organizer of the competition. Build a rocket GmbH is responsible for the tournament management, administration and execution on behalf of the LG Electronics.

1.1.3 Natural Persons

A natural person is an individual in his or her role as a legal entity, i.e., as a bearer of rights and obligations.

1.1.4 Match

A match refers to a single contest in a tournament between two teams and may consist of several games.

1.1.5 Game

A game is played between two teams and ends when one team destroys the nexus of the opposing team.

1.1.6 Best-of-X

A Best-of-X is a match that has X games and in which the team that wins the most games wins. Once a team has won the required number of games, the Best-of-X ends. For example, a team that wins the first two games in a best-of-3 is the immediate winner of the match.

1.2 Participants

1.2.1 Organization

The organization includes all natural persons who organize the competition. These are excluded from participation in the competition.

1.2.1.1 Tournament management

The tournament management is responsible for the course of the competition and is available for all questions. The tournament is managed by build a rocket GmbH with the main persons of contact being:

Marc "Cark" Milles

Green "Greeny" Gyuhyeok Choi

1.2.1.2 Referees

Referees are natural persons authorized by the organization to supervise the observance and implementation of these rules.

The referees can be reached via the official Discord Server(<https://www.discord.gg/cHBxBs5>).

1.2.2 Participants

1.2.2.1 Players

Any natural person of legal age (18 years or older), residing in or has nationality in the following countries; Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, and United Kingdom may participate in the competition.

From the moment of registration for the competition, this person is designated as a player and associated with his/her registered account. The player must ensure that his/her account is always ready for use. The use of another account is excluded.

If a registered account is blocked by Riot Games during the season and is therefore not operational, the associated player will be excluded from all competitions until the account is unblocked by Riot Games.

In case of particularly serious reasons or repeated suspensions, the tournament management reserves the right to suspend the player for a longer period of time.

Players that currently participate or have participated as a player or have listed as a substitute in organizations that compete in following leagues in the 2022 season are not allowed to participate this tournament:

League of Legends European Championship(LEC), European Regional League (ERL) 1st or 2nd Division including Ultraliga, Northern League of Legends Championship(NLC), Esports Balkan League(EBL), PG Nations, Greek Legends League(GLL), La Ligue Française(LFL), Prime League(PRM), Super Liga(LVP SL), League of Legends Continental League(LCL), League of Legends Continental League Open Cup(LCL), League of Legends Championship Korea(LCK), LCK Challengers League(LCK CL), League of Legends Professional League(LPL), League of Legends Development League(LDL) League of Legends Championship Series(LCS), League of Legends Championship Series Academy League, North America Proving Grounds Circuit, League of Legends Pacific Championship(PCS), League of Legends Vietnam Championship(VCS), Vietnam Championship Series B(VCS B), League of Legends Japan League(LJL), LJL Academy League(LJL AL) League of Legends Circuit Oceania(LCO), Turkish Championship League(TCL), Latin America League (LLA), Circuit Brazilian League of Legends(CBLOL), Circuit Brazilian League of Legends Academy (CBLOL Academy), Academi Ligi, División de Honor, Elements League, Golden League, Volcano League, Liga de Honor, Liga Master, Stars League, Intel Arabian Cup(IAC).

A player may only be registered in one team.

1.2.2.2 Team

(1) A team consists of up to six, but at least five players. In addition to the five active players, one substitutes may be added, who are named as substitutes in addition to their player status.

(2) Active players are those who are used in the game.

- (3) One of the players acts as the captain of the team.
- (4) A team may only be registered for one Qualifier (EUW or EUNE)

1.2.2.3 Captain

The captain is one of the players and acts as the team's contact person for the organization. He/she has to receive the messages from the organization. He/she is responsible for ensuring that his/her team follows the instructions of the organization.

1.2.2.4 Manager

The rights and duties of the captain may also be assumed by a registered, non-playing natural person; this person will henceforth be referred to as the manager. This person shall not be counted towards the maximum limit of seven players.

1.2.2.5 Inappropriate team and player names

If we notice an inappropriate player or team name, participants will usually be warned and asked to change their name. In addition, you can always report to support@buildarocket.com if you feel offended by a name or think it is inappropriate.

Here is a rough list of what we consider inappropriate:

Names that suggest hate speech, profanity, or obscenity either implicitly or explicitly.

Names that suggest historical, ethical, or politically inappropriate contexts.

Names that contain insults, grotesque images, and strong vulgarity.

Player and team names can be warned by the tournament administration at any time and must be changed afterwards. In case of violation of rules or non-compliance with these requirements, we reserve the right to disqualify the player or team. Individual decisions will be made by the tournament management and are binding for all participants.

1.3 Validity

Should individual provisions of these rules be or become invalid or unenforceable, this shall not affect the validity of the remaining rules. The invalid or unenforceable provision shall be replaced by a valid and enforceable provision whose effects come as close as possible to the objective pursued by the invalid or unenforceable provision.

1.4 Rule changes

The tournament management reserves the right to change or extend the rules in urgent cases. Short-term changes will be communicated to the teams.

1.5 Not defined rules

If problems occur during the competition, which are not defined in the rules, the tournament management will decide.

1.6 Unforeseeable exceptional cases

In unforeseeable exceptional cases, the tournament management reserves the right to suspend parts of the rules, whose application would make the proper continuation of the competition considerably more difficult or impossible for all participants (as defined in 1.2).

1.7 Basic obligations

By participating in the competition, all participants accept these rules and undertake to follow the instructions of the referees and the organization.

The interpretation of the rules is solely at the discretion of the referees, the organization and, as the highest authority, the tournament management. Such discretionary decisions can replace the following rules if they are in accordance with the preservation of the spirit of competition.

Violations of the rules will be penalized and can lead to disqualification in the worst case.

Reason	Penalty Index		
	1st Offense	2nd Offense	3rd Offense
Participation of a player who is not registered on the roster	Match Forfeit	Match Forfeit	Tournament Suspension
Connection Loss for more than 15 minutes	Match Forfeit	Match Forfeit	Tournament Suspension
Exploitation of in-game bugs or glitches	Match Forfeit	Tournament Suspension	
Failure to comply with Organizer and/or tournament administration instructions	Warning	Match Forfeit	Tournament Suspension
Other Rule Violations	In the case of other rule violations the tournament administration has the sole authority to decide for a penalty on the given case		

1.7.1 Conduct

Every player has to show due respect to other players, referees and the organization. Insults, unfair and/or disrespectful behavior towards players, referees and the organization will not be tolerated.

1.7.2 Version of the game

Every player must have the latest version of "League of Legends" installed and must ensure that he/she is informed about new updates in good time and that he/she installs them on his/her system.

Patching is not a valid justification for delaying a game under normal circumstances. The most current version may not be altered by patches or third-party programs and so on, except as permitted by these rules and regulations.

If any champions or runes have bugs on a specific patch, usage of them can be restricted upon tournament administration's decision. Those decision will be publicly announced on the Discord server and are to be strictly followed by all teams.

1.7.3 Privacy

All participants agree to the publication of data (e.g. player names, team logos and similar) on social media for promotional purpose. The same applies to the tournament platform toornament.com, social media channels and comparable channels. Furthermore, the privacy policy of the event can be viewed in the appendix 1.

The data protection provisions published by Toornament, which can be accessed at <https://www.toornament.com/privacy-policy>, provide information on the collection, processing and use of personal data by Toornament.

The data protection provisions published by Discord, which can be accessed at <https://discordapp.com/privacy>, provide information on the collection, processing and use of personal data by Discord.

1.7.4 Public appearance / player and team names / sponsors

All teams are responsible for ensuring that their sponsors, player and team names, logos and public appearance do not violate applicable laws, third party rights or common decency, especially sportsmanship. For the Grand Final teams will have to wear jerseys provided by the tournament organization. Wearing own jerseys is only allowed after approval from the tournament administration.

1.7.5 Cheating

The **terms of use of Riot Games**(<https://www.riotgames.com/en/terms-of-service>) apply. In addition, the sharing of the game account, bribery and any collusion to distort competition are prohibited in particular.

1.8 Communication

The competition-relevant communication between the tournament management and the participants takes place on the Discord server (<https://www.discord.gg/cHBxBs5>) in the corresponding text channels or via e-mail at support@buildarocket.com.

1.9 Registration

To register for the tournaments, teams have to log in and submit a registration via the tournament platform www.Toornament.com.

Player participating in the tournament has to provide following information for the Toornament registration:

Summoner Name (Publicly Visible)

Discord ID (Publicly Visible)

Full Name

Address

Birthdate

By entering the tournament each player accepts that photos and videos can be taken during livestreams and live events, which may be used on social media.

The information page shows when registration is possible and the "Sign Up" field will take you to the registration form. In case of any problems with the registration, please contact one of the admins on our Discord server (<https://www.discord.gg/cHBxBs5>) or via e-mail (support@buildarocket.com).

All teams and their players have to fill in the registration form truthfully. False and/or incomplete information can lead to the inadmissibility of the registration of the team in the competition or to the exclusion.

§ 2 The tournament

2.1 Dates

All dates are recorded in writing and can be viewed here. Furthermore, they can be viewed on the tournament platform.

All dates and times are referring to the Central European Time (CET) Time Zone.

Qualifiers:

Sign-Up Phase: 11/10/2022 10am CET – 12/04/2022 11:59pm CET

Qualifier Stage: 12/07/2022 – 12/13/2022 – see 2.3.1 for times and dates of each qualifier round.

Playoffs:

Semifinal: 12/17/2022 – 12/18/2022 – 6pm – approx. 10pm CET

Grand Final: 01/14/2023 – 3pm – approx. 9pm CET

All tournament brackets will be publicly visible on Toornament at least 24 hours before the start of the first round of the respective bracket. Teams have to follow the dates and times published in the tournament bracket as close as possible and rescheduling of a match is not possible unless discussed with and approved by the tournament administration.

2.2 Tournament Platform: "Toornament"

The organization uses the platform <https://www.toornament.com> for the implementation of the game operation and the organization of tournaments.

2.2.1 Tasks of the captains

The captains of the teams are required to create an account on this site, which is provided with the same e-mail address that is submitted for league registration. The "My Tournaments" functions can be used to look up all the information about the teams in the current game.

2.2.2 Organization

The organization is bound to the technical limits and rules of "Toornament". Toornament itself does not influence the tournament operation and does not replace any of the rules contained in this document.

2.2.3 Tournament Code

For each game a Tournament Code is generated (EUW only), which can be viewed via Toornament. This code is needed in the LoL client to open the game day lobby. To do this, the code is entered via the "Play" button in the upper right corner after clicking on the trophy. A detailed instruction on how to use the Tournament code can be found here: <https://help.toornament.com/disciplines/league-of-legends-tournament-codes>

If you can't use the code, you have to follow this procedure:

create a custom lobby with the following settings:

game type: tournament draft

allow spectator: all

map: summoners rift

Afterwards you have to upload a screenshot of the pre-game lobby and the score screens on toornament or send it to one of the admins on our Discord server (<https://www.discord.gg/CHBxBs5>) or via e-mail (support@buildarocket.com). More information on how to report your matches can be found here:

<https://help.toornament.com/participant/report-your-results-and-scores>

2.3 Competition structure

2.3.1 Structure

The competition consists of Qualifiers and a Final Round.

There are two regional Qualifier each for EUW and EUNE. Each qualifier consists of a maximum of 128 teams and will be played online in a single-elimination-format within the following tournament structure:

Round of 128 – best of 1 – 12/07/2022 8pm CET

Round of 64 – best of 1 - 12/09/2022 8pm CET

Round of 32 – best of 1 - 12/10/2022 6pm CET

Round of 16 – best of 1 - 12/10/2022 7pm CET

Round of 8 – best of 1 - 12/11/2022 6pm CET

Round of 4 – best of 1 – 12 /13/2022 8pm CET

The 2 (two) winners of the regional Semi-Finals (2x EUW and 2x EUNE) will compete in the Semi Final in a single-elimination-format Bo3 (best of three). The semifinals will be played online and the Grand Finals (Best-Of-5) offline in the LEC studios in Berlin (Am Studio 20D, 12489 Berlin, Germany).

Teams participating in the offline-finals need to bring their own Keyboard, Mouse and Mousepad. Headsets will be provided by the tournament administrations.

2.3.2 Elimination of a Team

If a team withdraws from the regular tournament, all future matches will be scored for the opponent. Matches that have already been played will retain their result.

2.4 Prizes

For the tournament, prizes depending on the result of the team will be awarded as stated below:

LG UltraGear European Clash – Prize Distribution		Amount
All Participants	LoL Skin + Champion bundle	All Participants
3 rd & 4 th Place Team	LG UltraGear 27GP850	All registered team members of the 3 rd & 4 th Place Team
Grand Finalists	Full Offline Finals Hospitality Program + onsite Match Experience	All registered team members of the Grand Finalists
2 nd Place Team	LG UltraGear 32GQ950	All register team members of the 2 nd Place Team
1 st Place Team	LG UltraGear 48GQ900	All register team members of the 1 st Place Team

Teams / Players are only eligible to receive their prize when they have actively completed the respective tournament round. Not showing up to the match does not count as completion of the tournament round.

2.5 Team formation

During the registration phase, the team must submit their team lineup with the registration. At any time, the teams must be set up according to the rules (1.2.2).

2.5.1 Summoner Name changes

All players must use the same display name in the game at every stage of the competition.

2.6 Offline Event

Teams that qualify for the grand final must be eligible to travel to Berlin, Germany during the time of January 13th -15th 2023. Travel cost to the Grand Finals, including transportation, accommodation, and meals will be covered by the tournament organization.

Travel Cost for the Grand Final Teams will cover for:

- Transportation: Economy class flight ticket for each member for round trip and transportation to all venues for the teams during the event schedule
- Accommodation: Double rooms for two members stay together of each team
- Meals: Meals including breakfast, lunch and Dinner during the event schedule

§ 3 Procedure of a match

3.1 Before the match starts

3.1.1 Missing or not working code

If the Tournament Code is not available at the start of the match or game, a private game must be created. (see 2.2.3)

3.1.2 Failure to appear

If a team does not show up completely in the lobby of the first match 15 minutes after the official start of the match, this match will be counted as a win for the other team. The other team must send a screenshot showing the lobby as well as the current time of the atomic clock to an admin on discord or via mail to support@buildarocket.com.

This only accounts for delays players or teams are responsible by themselves and not for delays that may be caused by the natural procedure of the tournament brackets.

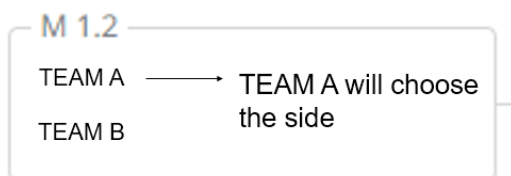
3.1.3 Spectators

For games that are not streamed, natural persons have the possibility to attend the game. Both teams have to give their permission to allow spectators in the lobby before each match. In case one team does not agree, no spectators in the lobby are allowed.

3.2 Side selection

3.2.1 Best-of-1

The bracket will be made with the random order, and team named above on the Toornament bracket may choose the side.



3.2.2 Best-of-2

Each team plays once on the left and once on the right side. The team named first on Toornament may choose the side in the first game.

3.2.3 Best-of-3 / Best-of-5

In the first game of each match, the team named first on Tournament may choose the side. The right to choose a side goes to the losing team of the preceding match for each subsequent match.

3.3 Picks and Bans

The champion pool includes all the champions selectable in the “tournament draft” mode. Every tournament lobby must use the “tournament draft” setting. These may change during the course of the tournament. So-called placeholders are not allowed.

If an incorrect champion is selected or banned, the team must let the opponent know before the opposing team confirms their next selection. The champion selection phase will be repeated until the time before the mistake happens with the same selections and bans.

20 seconds before the end of the pick and ban phase, no more champions may be swapped between players. If champions are traded during the last 20 seconds, the champion selection phase will be repeated with the same picks and bans.

If a team has too few champions to play the pick and ban phase optimally, a draft tool like “Prodraft” can be used. Using a draft tool has to be agreed on by both teams before the start of the match.

3.4 Remake

If a lobby has to be remade due to unforeseen circumstances (e.g. a lobby crashes or a fatal bug occurs), all teams must select the same champions, mastery pages and summoner spells as before.

Tournament administration must be contacted in any case before a remake is made.

3.5 Breaks

Exclusively in case of connection problems, a game can be paused by typing “/pause” in the chat. Each team is entitled to a total pause time of 15 minutes per game. If a team exceeds this time, the match will be considered a win for the other team.

The general process for a pause should look like this:

1. Situation occurs – the game cannot proceed normally, such as malfunction of PC and equipment, and ping issues during the game
2. Pause (Enter /pause in the chat)
3. Communicate the reason for pausing to the opponent and tournament managers
4. Solve issues and check whether the game can be proceeded again
5. Let opponents and tournament managers know the game will be continued
6. Release the pause after confirming the opponent team and tournament managers (enter /resume in the chat)
7. Continuation of the game

3.6 Between games of a match

After each match, Captains should take a screenshot of the result screen to document the outcome of the match later, if necessary.

3.6.1 Substitutes

Between two games within a match, a maximum of one player from the active team line-up may be replaced with a substitute.

3.6.2 Break time

During a match, both teams have 15 minutes to join the lobby for the second (or following) game(s). If one of the two teams do not reappear in the lobby in time, the regulation of 3.1.2 applies accordingly.

3.7 After the match

It is the responsibility of the Captains to enter the match result for their team in Toornament. If the result does not match, a complaint must be sent to an admin on Discord or by mail to support@buildarocket.com. Furthermore, each team must upload a screenshot of each result screen when entering the result on Toornament. These screenshots can be uploaded on Toornament under "My Matches" -> "Reporting" -> "Proof of Results".

3.8 Protests

In any case you should try to contact the tournament management or a referee before the match is played (see 1.2.1.2).

Matters that are known before the start of a match must be protested before the start of the match, otherwise the right to protest is forfeited.

In case of irregularities during or after the match, a protest must be filed after the match the irregularities occurred in ended or within 6 hours after a team becomes aware of those, otherwise this right of protest expires.

Especially in the case of a protest, the usual forms of behavior and netiquette apply.

§ 4 Special regulations stream

4.1 General

During the competition, selected matches will be streamed on the Organizer's Twitch channel(<https://www.twitch.tv/ultrageargaming>). Special rules apply to streamed matches.

4.2 Streamed matches

With the registration to the LG UltraGear European Clash, all teams have to agree to the possibility of being livestreamed and interviewed during any stage of the tournament.

Matches that are officially streamed by the tournament administration cannot be streamed by any other player or team. Tournament Administration will inform the teams via Discord about the streamed matches. Teams are responsible to check if their match is going to be streamed.

4.3 Lobby

Streamed matches are managed by the stream (in the sense of 1.2.1.2). At the beginning of each match the stream joins the spectator slots of the lobby. Other natural persons are not allowed to join these matches via the spectator slots. However, they may continue to watch via the "Watch" feature available in the client. Streamed matches may only be started after confirmation of the stream. In particular, this means that matches preceded by another match must wait for the stream.

4.3.1 Timely attendance

In order for the broadcast to run smoothly, players are required to arrive on time for their match.

For matches that follow another match, players must be ready early. This is especially the case for Bo3 and Bo5 series to avoid idle time in the broadcast. Appropriate information will be announced in time, if necessary.

4.3.2 Sorting in the lobby

All teams are asked to sort themselves according to their roles (in the order Top, Jungle, Mid, Bot, Support) if possible.

4.4 Stream behavior

By entering the tournament, all players involved in a streamed game are encouraged not to comment prematurely on the end of their games, especially in Twitch chat.

By entering the tournament, each player accepts that LG will use portrait rights of players in the grand final. Copyright related to all promotional videos and broadcasting used in this event, including character and portrait rights of broadcasting / online / mobile contents, all audios including voice chat, all match related contents belongs to LG Electronics.

4.5 Third-party streaming

Players and Teams are allowed to stream their matches after getting confirmation from the tournament administration. To receive confirmation, they have to provide following information:

- Streaming platform
- Streaming channel
- Streaming Time & Date

Third-Party-Streams strictly have to follow the rules of appearance stated under 1.7.4.

§ 5 Legal process

The recourse to take legal action is excluded for any decisions of the tournament Organizer or the tournament management.

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Privacy Policy

Organizer is committed to protecting the information of those individuals who participates the LG ULTRAGEAR EU Server Clash. This Privacy Policy sets out how the Organizer collects, uses, and shares information that it obtains as a result of your participation of this event. Please take a moment to read carefully before click to consent to this Privacy Policy.

1. Gathering of Information

If you participate in this event, the Organizer may collect the personal information detailed below. This information may include your personal data (name, , address, age, phone number, photo, etc.), information required for the Event (phone number, email, game ID, picture, player's photos and video that will be taken during the broadcasting.), and information for prize payment (address, Zip code.). You will be notified if further information is required for other purposes.

2. Use of Your Information

Your information will be used for the purpose of:

- User registration, identification, operation and managing product delivery for the Event
- Media relevant to the Event
- Purpose of use listed by the Organizer if additional information is required

3. Personal Information Collection Methods

The Organizer may collect your personal information when you agree to participate in the Event and enter your personal information while signing up either online or offline.

4. General Provision of Personal Information

The Organizer will not process your personal information outside the purpose of collection without your consent. In the case where the Organizer obtains personal information in the event of a merger, your personal information will not be used outside the purpose of initial collection. Except in the following cases:

- If required to be disclosed by the laws and regulations
- If disclosure is necessary to prevent physical harm or financial loss in cases where the subject or his/her legal representative is not able to express intention
- In special cases such as promoting public health and the healthy wellbeing of minors, where it is difficult to receive consent from a specific individual
- In the case where cooperation is required by court order and asking for consent could interrupt the task of the individual, who has been entrusted to work by a national institution, local government, or by court order.

5. Legitimacy in Collecting Personal Information

The Organizer will collect information in legitimate ways and will not collect information for any other reasons such as fraudulent activities. The Organizer does not collect any information from the children under 18 years of age without the consent of their parent(s) or legal guardian(s).

6. Changes in Use of Your Information

The Organizer will not make changes to the initial purpose of using your information unless there is a reason to do so, and if so, the Organizer will give you an advance notice and make a public notice regarding the changes.

7. Securely Processing Information and Employee Management

The Organizer has strict regulations to protect your personal information, and all employees are managed and receive training on government-issued personal information security. Furthermore, the Organizer complies with regulations for secure measures to prevent leakage, loss, and invasion of privacy. Nevertheless, due to the design of the Internet, ever-changing technology, and other factors outside of the Organizer's control, the Organizer cannot guarantee that communications between you and its servers will be free from unauthorized access by third parties or that the Organizer will not be subject to security breaches. The Organizer does not accept any responsibility for the disclosure of personal information due to errors in transmission or unauthorized or unlawful acts of third parties.

8. Provision of Personal Information to a Third Party

(1) The Organizer does not provide personal information collected and retained thereby, to any third party without your consent, except in the following cases:

- If required to be disclosed by the laws and regulations
- If disclosure is necessary to prevent physical harm or financial loss in cases where the subject or his/her legal representative is not able to express intention
- In special cases such as promoting public health and the healthy wellbeing of minors, where it is difficult to receive consent from a specific individual
- In the case where cooperation is required by court order and asking for consent could interrupt the task of the individual, who has been entrusted to work by a national institution, local government, or by court order.
- If the following matters were given advance notice or publicly announced:
 - a. Stated in the Purpose of Information Collection that information is shared with third parties
 - b. Information items that are shared with third parties
 - c. Method and process of how information is shared with third parties
 - d. Sharing information to third parties will be discontinued upon request

(2) Despite the details in the paragraph above, the following cases are exempt from the limitations mentioned above:

- If the Organizer entrusts all or partial information necessary to fulfill the purpose of information
- If the personal information was provided due to business succession such as a merger
- In the case where a specific individual's personal information is to be jointly used, if the individual received advanced notice on the joint use of person information, the

type of information to be jointly used, the extent of the information jointly used, the purpose of use by each party and providing information on the person in charge of processing the personal information, and enabling the individual to clearly check all the details listed above

- (3) If the personal information is jointly used with a specific party and there are changes in the purpose of use of personal information, corporate name of the Organizer or the person in charge of processing personal information, you will receive advance notice or be able to access and check the changes.

9. Notifications on Personal Information

The Organizer will make the information below easily accessible to you and will immediately respond upon your request.

(1) Purpose of using your personal information (Except in the case where it is stated that the specific purpose is not obligated based on the privacy related regulations. If you do not get a response, the Organizer will not be obligated to inform you on the matter.)

(2) Contact information for inquiries regarding personal information

10. Transferring Information outside the Europe Economic Area

The Organizer will not transfer your personal information outside the European Economic Area.

11. Request to Review Personal Information

You have the right to request we delete, access, update, and correct inaccuracies in your personal information in the Organizer's custody and control, and to receive a copy of your personal information, subject to certain exceptions prescribed by law. You also have the right to object to the manner in which the Organizer uses your personal information and to withdraw any consent you have granted the Organizer. You may exercise these rights any time by emailing or writing to the Organizer at the contact information (support@buildarocket.com) set out in this policy. The Organizer may request certain personal information for the purposes of verifying the identity of the individual seeking access to their personal information records. If the Organizer receives a request to revise, add, or delete ("review") their personal information due to inaccurate information, the Organizer will do its best to immediately handle the review request within the boundaries of the purpose of collection.

12. Terminating Use of Personal Information

The Organizer will verify whether the requesting person is the actual individual upon your request to destroy personal information due to reasons such as use of information other than the purpose stated, report of fraud and identity theft, etc. The Organizer will immediately investigate the matter, inform you on the findings and destroy the information.

13. Retention Period of Personal Information

The Organizer will destroy any personal information collected immediately after the purpose of collecting and using the personal information has been achieved. Personal information will also be destroyed without delay if you request to withdraw your consent, and or if, the retention period stated on the privacy policy expires.

14. Destruction of Personal Information

The destruction procedure and method are as detailed below.

However, personal information required by relevant laws and regulations will be retained for a specific period before it is destroyed. Your personal information will not be used for any other purposes other than that required by relevant laws and regulations.

(1) Disposal Process: The Organizer will select personal information that needs to be destroyed for various reasons and destroy the information under the authorization of the Chief Privacy Officer.

(2) Disposal Method: Any personal information saved in an electronic file format will be deleted using technology that prevents the recovery of the deleted records. The personal information retained on paper will be shredded or burned.

15. Protecting the Privacy of Children

Protecting the privacy of children is important to us. For that reason, none of this event is directed at or designed to attract anyone whose age is under the age of 18. The Organizer also does not knowingly collect or maintain personal information from who are under 18 years old. Should the Organizer learn or be notified that the Organizer have collected information from participants under the age of 18, the Organizer will promptly delete such personal information.