IRONCLAD TOURNAMENTS

# PLAYER PARTICIPATION AGREEMENT

Company of Heroes 3 - 1v1 Launch Events

**VERSION 3.2**

**EFFECTIVE**

Effective date: 29 September 2026

Agreement between the Player and Marco Stucchi, based in New South Wales, Australia, and Simone Vitiello, based in Italy.

ironclad.tournaments@gmail.com

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**READ WITH THE OTHER GOVERNING DOCUMENTS**

Applicable mandatory law and non-excludable rights apply first. The Terms of Service govern platform use. This Agreement governs Player participation. The Privacy Policy governs personal-information handling. The Rulebook governs competition mechanics. Event materials may supplement them only within their stated and permitted scope.

IronClad aims to keep competition obligations clear. Event-specific rules apply only within their published scope. FAQs, summaries, Poll discussions, informal messages and external pages do not silently amend the governing documents.

## 1. Purpose, Scope and Operators

**1.1** This Agreement is between the Player and Marco Stucchi, based in New South Wales, Australia, and Simone Vitiello, based in Italy.

**1.2** Those two named natural persons currently operate the Service using the project and operating name “IronClad Tournaments”.

**1.3** In this Agreement, “IronClad”, “we”, “us”, and “our” mean Marco Stucchi and Simone Vitiello acting through the IronClad Tournaments project.
“Admin” means a person authorized by the operators to administer the Service or an Event.
An Admin is not a separate contracting party merely by acting in that role.

**1.4** Contact for Tournament support, legal notices, privacy enquiries, and complaints:
ironclad.tournaments@gmail.com

**1.5** This PPA applies to IronClad-hosted CoH3 1v1 Tournaments. A successor PPA normally applies only prospectively to future registrations. The version presented for and accepted with an existing registration continues to govern that Tournament except to the extent of a bounded decision made under the Governing Documents' emergency authority.

**1.6** Registration and participation are free. An Event may offer no prize or may offer prizes under separate Event Prize Terms. Prizes, sponsorships and cosmetic benefits must not affect competitive fairness.

**1.7** IronClad is an independent community Tournament project. It is not sponsored, endorsed, administered by or affiliated with Relic Entertainment, Valve Corporation, Steam or SEGA unless expressly stated. Third-party games, footage, names, logos and marks remain the property of their respective owners. No third-party intellectual-property rights are claimed or granted.

## 2. Definitions and Governing Documents

**2.1** For this Agreement:

| Term | Meaning |
|---|---|
| IronClad | Marco Stucchi and Simone Vitiello acting through the IronClad Tournaments project. |
| Admin | A person authorized by the operators to administer the Service or an Event; the role does not make that person a separate contracting party. |
| Competition History | Factual registrations, brackets, results, standings, champions and related integrity records. |
| Event / Tournament | An IronClad competition. |
| Event Prize Terms | Terms governing a specific prize-bearing Event. |
| Game | One individual CoH3 game. |
| Series | The best-of-three or best-of-five set of Games between two Players. |
| Match | A bracket fixture resolved by a played Series or an official non-played outcome. |
| Player | An individual registering for or participating in an Event. |

| Term | Meaning |
|---|---|
| Poll | An authenticated Advisory or Binding voting process. |
| Published Decision | The final Event-specific outcome published through IronClad. |
| Registration Acceptance Record | The private, immutable, server-created record tied atomically to registration and containing exact document facts, authenticated identity, timestamp, hashes and declarations. |
| Rulebook | The Effective version identified at registration. |
| Tournament Page | The official Event or Division page. |
| Tournament-Specific Rules | Additional rules clearly published for an Event or Division. |
| Tournament-public identity | The display or in-game identity lawfully shown in brackets, official results, standings or other public Competition History. |

**2.2** Applicable mandatory law and non-excludable rights apply first.

**2.3** The Terms govern platform use; this PPA governs participation; the Privacy Policy governs personal-information handling; the Rulebook governs competition mechanics; and Event Prize Terms govern a specific prize.

**2.4** A Tournament Page, Event supplement, approved map pool or final Published Decision may supplement the governing documents only within its stated and permitted scope.

**2.5** Informal messages, FAQs, summaries, Poll results and external pages do not silently amend a governing document.

**2.6** Tournament-Specific Rules do not permanently amend another document and cannot remove non-excludable rights.

## 3. Eligibility and Age Requirement

**3.1** A Player must be at least 18 at registration and make the explicit electronic declaration in section 20. A person under 18 must not register.

**3.2** IronClad does not ordinarily request identity documents merely for free participation. Proportionate evidence may be required only for a genuine eligibility concern, applicable law, provider requirement, prize requirement or another legitimate compliance need.

**3.3** A materially ineligible Player may be removed or disqualified, have prize eligibility suspended and receive the minimum necessary competition correction. Factual played-Match history may remain where reasonably necessary and lawful.

**3.4** Participation is intended globally where lawful and operationally supported. IronClad may restrict participation for a genuine legal, sanctions, publisher, payment, security or operational reason.

**3.5** Players must possess their own legitimate Steam and IronClad accounts and lawful CoH3 access.

**3.6** Knowingly false age, identity, eligibility, account or ownership information may result in rejection or sanction.

## 4. Account Ownership, Steam Linking and ELO Verification

**4.1** Players must use their own IronClad and Steam accounts. Account sharing, impersonation, unauthorised substitution, eligibility smurfing and duplicate evasion are prohibited.

**4.2** Steam linking establishes control of the associated Steam identity. IronClad may use the verified SteamID64 to request current supported CoH3 competitive data from Steam and Relic. No active COH3Stats verification process forms part of registration.

**4.3** Four-division Event Divisions are:

| Division | Verified current 1v1 ELO |
|---|---|
| Academy | 0-1099 |

| Division | Verified current 1v1 ELO |
|---|---|
| Challenge | 1100-1399 |
| Main | 1400-1699 |
| Pro | 1700+ |

**4.4** Registration performs a fresh Relic verification and stores a Tournament-specific immutable ELO, faction, calculation-version, verification-time and Division snapshot.

**4.5** Later live ELO changes do not move that registration to another Division.

**4.6** Players must not manipulate account or verification information to gain a Division or competitive advantage.

Earlier three-division Events retain their original registration snapshots and Main / Pro threshold of 1400+. Historical records are not reclassified into future Main or Pro. The Event's published division model controls eligibility. The same-season continuation described in Rulebook section 14.8 preserves the original Event's eligibility and accepted documents only; every future Pro registration still requires fresh Relic verification and the 1700+ threshold.

## 5. Registration and Participation

**5.1** Registration is completed through IronClad. Battlefy is not the current registration, result-reporting or competition authority. Clearly labelled historical pages may retain factual pre-platform Battlefy links.

**5.2** Launch Events are 1v1 with independent eight-Player Division brackets.

**5.3** Registration does not guarantee approval or a place. Eligibility, fresh verification, capacity, duplicate checks and Admin review determine status.

**5.4** Players must monitor IronClad for registration decisions, Match availability, vacancy offers, deadlines, result actions, disputes and support messages.

**5.5** No separate external check-in is required unless expressly and lawfully introduced for a future Event.

**5.6** Registration requires the six user controls in section 20.

**5.7** Every successful registration and its private Registration Acceptance Record are created atomically. Neither may be created without the other.

## 6. Communication, Availability and Match Coordination

**6.1** Players must reasonably contact their opponent, arrange a playable time and complete the Series before the deadline. First contact should occur as soon as practicable, normally within 24 hours after the Match becomes available. Missing that target alone is not an automatic forfeit.

**6.2** Discord is optional but recommended. It is not a profile-completion or registration requirement. Supplying Discord and making it public are separate choices.

**6.3** Players must monitor IronClad notifications. Steam may be used outside IronClad where reasonably available. Match participants may request match-scoped Admin Assistance when contact cannot be established or another operational problem requires help.

**6.4** A responsive Player should request Admin Assistance after 48 hours without a response, or earlier where the deadline may be jeopardised.

**6.5** Deliberate avoidance, delay, misuse of contact details and false availability claims are prohibited.

## 7. Tournament-Specific Rules, Polls and Published Decisions

**7.1** IronClad may publish Event-specific map, scheduling, broadcast or technical instructions permitted by the governing documents.

**7.2** Before a Tournament Poll opens, it must identify its scope, Advisory or Binding status, Eligible Audience, permitted selections, voting period, eligible-player aggregate visibility, public-total setting, configured winner count and any cutoff-tie method. Eligibility freezes at publication.

**7.3** An eligible Player may revise their authenticated Current Ballot until close.

**7.4** Individual ballot attribution is private.

**7.5** Eligible Players may see aggregate totals according to the Poll's configured live or after-close setting. Anonymous public totals exist only where public totals were explicitly enabled.

**7.6** Advisory outcomes inform the final Admin decision. Binding outcomes follow the published method and Rulebook, including configured multiple winners and cutoff ties. A Binding Poll requires at least one valid ballot.

**7.7** Final Published Decisions may be public.

**7.8** Poll finalisation does not automatically mutate a map pool, bracket, schedule, registration or another subsystem. Any required action must still be completed through an authorised process in the relevant system.

**7.9** Emergency Event decisions must address a genuine fairness, technical, security, publisher, legal or operational need and must not rewrite unrelated completed results.

## 8. Player Conduct and Community Standards

**8.1** Players must act respectfully, honestly and sportsmanlike.

**8.2** Harassment, hate speech, threats, doxxing, deliberate operational disruption, impersonation, false evidence, fraudulent claims and retaliation against good-faith reporting are prohibited.

**8.3** Legitimate criticism or disagreement is not prohibited, but abuse, threats and knowingly false claims are.

## 9. Competitive Integrity and Anti-Cheat

**9.1** Players must compete personally and without unauthorised assistance.

**9.2** Prohibited conduct includes cheats, unauthorised tools, gameplay automation, information manipulation, stream sniping, collusion, result manipulation, deliberate disconnects, prohibited exploit use and evidence tampering.

**9.3** Players must reasonably cooperate with integrity investigations. IronClad may request proportionate evidence but will not require passwords, authentication codes, recovery codes or unrestricted device access.

**9.4** A Player, result, registration or payout may be placed under review while a serious issue is investigated.

## 10. Match Results, Replay Evidence, Disputes and No-Shows

**10.1** Results must be submitted through IronClad.

**10.2** The required Match-result proof for a played Series is its winner, final score and one unique .rec replay for every Game actually played, with each replay no more than 10 MiB.

**10.3** Screenshots are not accepted as a substitute for required .rec Match-result proof.

**10.4** An Admin may request separate supplemental material only for a dispute or integrity investigation. Supplemental material does not replace the required .rec proof.

**10.5** Replay Proof is private and accessible only to authorised Match participants and Admins, subject to lawful requirements and the Privacy Policy.

**10.6** The opponent may confirm or dispute within the displayed platform window. An unanswered report may auto-confirm after the applicable deadline. A disputed or exceptional report may enter Admin review.

**10.7** False reports, tampered replays, fabricated evidence and abusive disputes may result in serious sanctions.

**10.8** No-shows, byes, walkovers, empty feeders, Admin progression and double forfeits must not be presented as genuine played statistics.

## 11. Administrator Authority, Penalties and Reconsideration

**11.1** Admins may take proportionate action within delegated authority to apply the governing documents and preserve integrity, safety and fairness.

**11.2** Actions may include warnings, Match remedies, bracket corrections, registration rejection, disqualification, suspension, long-term exclusion and affected prize ineligibility.

**11.3** Material rulings and sanctions should have a recorded reason.

**11.4** Routine Match rulings are final after the designated review.

**11.5** Significant suspensions or long-term exclusions may receive one written reconsideration request. Reconsideration does not automatically suspend the decision.

**11.6** Internal finality does not remove non-excludable consumer, privacy, statutory or judicial rights.

## 12. Streaming, Broadcasts and Media Permission

**12.1** Players may stream only under the Rulebook, Tournament Page and applicable broadcast instructions.

**12.2** IronClad may designate official broadcasts and impose reasonable integrity measures, including the Rulebook's default stream-delay rule.

**12.3** To the extent the Player owns or controls the relevant rights, the Player grants IronClad a non-exclusive, worldwide, royalty-free permission to use Tournament-public identity, official results, standings, achievements, an enabled public avatar and Player-owned material knowingly contributed to an authorised Event broadcast or Player-authorised Event stream, solely as reasonably necessary to operate, report, factually archive and promote IronClad Events.

**12.4** Public or commercial recording, broadcasting, republication or promotion of gameplay or game footage may occur only to the extent separately permitted by the relevant game and platform rights holders and supported by any participant permission required for identity, likeness, voice or Player-owned material.

**12.5** The media permission does not include private .rec Replay Proof, private Discord, private email, private Match coordination, dispute or integrity material, identity documents, payment or payout details or other private personal information. Private Replay Proof is operational evidence only and must not be used as general promotional material.

**12.6** Voice or webcam material is included only where knowingly captured in an authorised official broadcast or Player-authorised Event stream and only where the required participant permission applies.

**12.7** A Player cannot grant IronClad rights in game code, assets, footage, marks or other intellectual property owned by Relic, Valve, Steam, SEGA or another third party. Nothing in this Agreement transfers ownership or waives rights that cannot lawfully be waived.

**12.8** A Player may contact IronClad about correction or future promotional reuse of Player-owned material. Completed lawful broadcasts and factual archives may remain where reasonably necessary, subject to applicable law and the Privacy Policy.

## 13. Prizes, Payouts, Fees, True Ties and Taxes

**13.1** Not every Event offers prizes. Before registration opens for a prize-bearing Event, the Tournament Page or Event Prize Terms must identify gross amount, currency, allocation, material eligibility, fee and conversion treatment, supported methods, expected timeframe, tie treatment and relevant cancellation or Void treatment.

**13.2** Prizes are gross unless expressly stated otherwise. Disclosed transfer, conversion, intermediary, bank or provider fees may reduce receipt.

**13.3** If a true tie crosses prize positions and no different fair method was published before registration, the occupied allocations are combined and divided equally among the tied Players. No unpublished ranking tie-break may be invented.

**13.4** Payment may be administered manually. No automated payout system is represented.

**13.5** Wise may be preferred where supported. PayPal or another published supported method may be used. Availability is not guaranteed in every country.

**13.6** Payment follows the final result, placement, eligibility and receipt of required information. Event Prize Terms state the expected timeframe. No universal 48-hour promise applies.

**13.7** Players must provide accurate payout information and complete proportionate provider or legal verification where required.

**13.8** Players remain responsible for taxes subject to applicable law.

## 14. Privacy, Data Handling and Public Competition Records

**14.1** Personal information is handled under the versioned Privacy Policy.

**14.2** Relevant categories may include:

- authentication identity and verified email;
- Steam and Relic data;
- in-game name, ELO, faction and Registration Snapshot;
- country or region, profile settings, avatar and optional Discord;
- registrations and private Registration Acceptance Records;
- results, Replay Proof, disputes and no-shows;
- standings and Competition History;
- notifications and Admin Assistance;
- Poll eligibility, ballots, aggregate totals and Published Decisions; and
- prize or payout information where applicable.

**14.3** Public-profile visibility is separate from official Competition History.

**14.4** Replay Proof, dispute and no-show material, individual ballot attribution, Admin Assistance, Admin records, acceptance records and payout details are private unless a limited disclosure is authorised, operationally necessary or legally required.

**14.5** IronClad may use disclosed providers for authentication, hosting, database and Storage, email, Steam, Relic and conditional payouts. Their own terms and privacy practices may also apply.

**14.6** Retention depends on the approved Privacy Policy, operational and integrity needs, legal requirements, claims and lawful historical purposes.

## 15. Account Closure and Historical Records

**15.1** Players may request closure through the platform or published support route.

**15.2** An account without protected history may be removed. Where history exists, direct identifiers and optional profile material may be removed or neutralised while factual Competition History remains.

**15.3** A closed history-bearing account may appear as Former Competitor.

**15.4** Replay Proof, disputes, no-show evidence, review records, Poll history, Dice history and Registration Acceptance Records may remain only for approved, reasonably necessary and lawful purposes.

**15.5** Closure does not require rewriting completed results or another Player's factual record.

**15.6** Closure is not a promise of immediate or absolute erasure across Clerk, the database, Storage, email, support mailboxes, logs, backups or other providers.

**15.7** IronClad cannot guarantee automatic removal of every identifier embedded by users in preserved private free-text or replay material.

## 16. Security and Fraud Prevention

**16.1** Players must protect their IronClad, Steam, email and payout-provider accounts. IronClad staff will not request passwords, authentication codes, recovery codes or unrestricted banking credentials.

**16.2** Legitimate communications use IronClad, the official email address, an identified payout provider or another clearly published channel.

**16.3** Impersonation, fraudulent links, credential theft and attempts to bypass platform authorisation are prohibited.

**16.4** IronClad may temporarily restrict an account where a serious security, fraud or integrity risk is reasonably suspected.

## 17. Service Interruptions, Force Majeure and Tournament Recovery

**17.1** IronClad depends on external game, identity, statistics, hosting, email, payment and network services, including Steam and Relic.

**17.2** IronClad may postpone, suspend, Cancel or Void an Event for a serious technical, security, publisher, legal, integrity or force-majeure circumstance.

**17.3** Cancellation, Void and Hard Delete are distinct. Factual history may remain when derived scoring changes.

**17.4** Prize consequences follow the applicable Event Prize Terms, mandatory law and non-excludable rights.

**17.5** IronClad does not guarantee uninterrupted or universally available service.

## 18. Governing Law and Dispute Resolution

**18.1** This Agreement is governed by the law of New South Wales, Australia.

**18.2** The parties should first attempt good-faith written resolution where reasonably possible.

**18.3** The courts of New South Wales have non-exclusive jurisdiction, subject to any mandatory law, consumer forum or local jurisdiction that cannot lawfully be displaced.

**18.4** Tournament review is separate from privacy, consumer, legal or regulatory complaint rights.

**18.5** Nothing in this section removes mandatory rights available under the law of a Player's place of residence.

## 19. Amendments, Version Control and Tournament Changes

**19.1** Every Effective PPA has a version, publication date, effective date, stable versioned URL and verified SHA-256 hash. The trusted server register identifies the document set available to registration.

**19.2** A successful registration records the exact identifiers, versions, URLs and SHA-256 hashes of the PPA, Rulebook, Terms and Privacy Policy.

**19.3** An Effective document must not be materially overwritten under the same version.

**19.4** A material change requires a new version, appropriate notice and renewed acceptance or acknowledgement where required. A successor PPA normally applies only prospectively to future registrations. The PPA version presented for and accepted with an existing registration continues to govern that Tournament except to the extent of a bounded decision made under the Governing Documents' emergency authority. Continued browsing is not a substitute for Tournament acceptance.

**19.5** Emergency rulings must address genuine needs and cannot rewrite unrelated completed results.

**19.6** Tournament-Specific Rules and Binding decisions apply only within their stated and permitted scope. The Rulebook's expressly identified same-season continuation preserves the genuine historical Event and accrued rights; this successor PPA governs future registrations and does not replace the PPA accepted for that historical Event.

## 20. Electronic Acceptance

**20.1** Registration presents six separate user controls:

1. acceptance of the exact PPA version;
2. acceptance of the exact Rulebook version;
3. acceptance of the exact Terms version;
4. acknowledgement of the exact Privacy Policy version;
5. confirmation that the Player is at least 18; and
6. confirmation that the Player uses their own IronClad account and that the linked Steam account belongs to them.

Each document control links to the exact version presented.

**20.2** Privacy acknowledgement confirms that the Player was presented with the identified Privacy Policy. It is not blanket consent for optional public-profile, public Discord, promotional-media or other processing that requires a separate choice or lawful basis.

**20.3** Successful registration atomically creates one private, immutable Registration Acceptance Record containing:

- acceptance, registration and Tournament identifiers;
- authenticated Clerk user ID;
- database-owned acceptance timestamp;
- Rulebook document ID, version, URL and SHA-256 hash;
- PPA document ID, version, URL and SHA-256 hash;
- Terms document ID, version, URL and SHA-256 hash;
- Privacy document ID, version, URL and SHA-256 hash;
- Rulebook, PPA and Terms acceptance;
- Privacy acknowledgement;
- 18+ confirmation;

- own-IronClad-account confirmation; and
- linked-Steam-account confirmation.

**20.4** The final combined account-and-Steam user control records the own-IronClad-account and linked-Steam-account confirmations separately in the acceptance evidence.

**20.5** Trusted server configuration supplies the authoritative document identifiers, statuses, versions, URLs, dates and hashes. Browser-supplied document facts are not authoritative.

**20.6** Registration cannot succeed unless all four documents are Effective, all required hashes are present, the complete six-control acceptance is valid and the registration and acceptance record can commit together.

**20.7** A Player who does not agree must not register.

**END OF PLAYER PARTICIPATION AGREEMENT v3.2**