



MOROCCO
GAMING
EXPO 2025

GENERAL RULES

E-Sport Tournaments MOROCCO GAMING EXPO 2025



Street Fighter 6 - EA SPORTS FC 25 - Valorant - Free Fire

PREAMBLE

The Ministry of Youth, Culture and Communication (hereinafter referred to as “the organizer”) through its service provider GEEKMAROC with a capital of 100. 000 dirhams whose registered office is at 23 Bd Okba Ibno Nafii Etg 3N5 Hay Mohammadi Casablanca, registered with the Casablanca Trade Register under no. 386971 (hereinafter referred to as “the Provider”); during the period mentioned in Article 2 below, and throughout the territory of the Kingdom of Morocco, e-sport tournaments will be organized for the following games: Valorant on PC, Free Fire on mobile, Street Fighter 6 and EA SPORTS FC 25 on console, as part of the exhibition called “Morocco Gaming Expo” (hereinafter referred to as “the Tournament”), in accordance with the terms and conditions described in these rules.

ARTICLE 1: TARGET

Participation in the present tournaments is open, during the period mentioned in article 2 of the present rules, to any person residing in Morocco, in accordance with the conditions defined by the Organizer, owner of the “Morocco Gaming Expo” project.

However, the following are excluded from participation in the present tournaments:

- All employees of “Morocco Gaming Expo”;
- All employees of partner agencies of the Morocco Gaming Expo;
- Companies partnering the “Morocco Gaming Expo” or participating in the organization of said tournaments, i.e. GEEKMAROC and AVANTSCENE, and all their employees;
- Persons under the age of 16 (sixteen) and legal entities.
- Participants aged between 16 and 18 without parental consent.
- Master Wafa GARANE a notary in Casablanca and all his staff as well as the members of their families (children and spouses) belonging to the same household.

In the event that a person excluded by the present rules takes part in the tournaments in question and is designated as a winner, that person will not be recognized as such and will not be entitled to any winnings. In such a case, the Organizer reserves the right to award the prize to another eligible participant.

ARTICLE 2: REGISTRATION PERIOD

- Registration Phase 1: Teams wishing to participate must register during this first phase, which runs from April 22 to May 1, 2025, for the Free Fire game, from April 22 to May 3, 2025 for the EA SPORTS FC 25 game, from April 22 to May 5, 2025 for the Valorant game and from April 22 to May 7, 2025 for the Street Fighter 6 game.
- Registration Phase 2: A second registration period will be open from April 22, 2025, with specific closing dates for each game: until May 14 for Free Fire, until May 16 for EA SPORTS FC 25, until May 18 for Valorant, and until May 20 for Street Fighter 6. This phase will offer a new opportunity to teams who were unable to register during the first phase, as well as to new teams wishing to join the tournament.
- Registration Phase 3: A third and Finale registration phase will be open from April 22, to 2 June, 2025 for all games.

This last phase will offer a last chance to teams who were unable to register in the previous two phases, as well as to those still wishing to join the competition.

✓ Registration procedure

Participation in the four tournaments will be exclusively via the “Lgame.GG” platform, using the following link: <https://mgex.lgame.gg/>.

ARTICLE 3: GAME RULES

FREE FIRE Tournament

Participation eligibility

To be considered “Participating Persons”, players must meet the following eligibility criteria:

- Be a Moroccan citizen or have resided in Morocco for at least six consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page “<https://mgex.lgame.gg/>”.
- Be at least sixteen (16) years old.
- All participants aged between 16 and 18 must have parental authorization signed by their legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid FREE FIRE Account for eligibility and accept the Official Rules and Regulations of the event.
- In case of qualification for the grand Finale, it is essential to be available on June 30 and July 1, 2025 for the media days, as well as from July 2 to 3, 2025 to attend the Finale which will take place at the show.

Tournament format

The tournament consists of two stages: online qualifying and the physical grand Finale at the Morocco Gaming Expo.

1. Qualification format

This section presents a detailed analysis of the evolution of the tournament, from the qualifying stages to the grand Finale.

- **Preliminary Stage:** This stage will consist of three separate qualifying rounds, with a maximum of 396 teams per round. Each qualifying round will offer 6 places for the Knock-Out Stage, for a total of 18 eligible teams in this phase.

- **Knock-Out Stage:** The 18 teams qualified in the initial phase will be divided into three groups: A, B and C (**Figure 1**). These groups will take it in turns to play each other according to the defined schedule (**Figure 2**), over a period of 6 consecutive days. Matches will follow the official Garena points system (**Figure 3**), with 1 point awarded for each elimination, and will include a specific rotation of the game's 6 cards (**Figure 4**). At the end of the 6 days, the top 11 teams in the overall ranking will qualify for the grand Finale, led by a guest team. The guest team will be selected by the organizers according to pre-established criteria.

(2)

Tournament Schedule		
Stage	Day	Group
Knockout	1	AB
	2	BC
	3	AC
	4	AB
	5	BC
	6	AC

(1)

Grp A	Grp B	Grp C
Team 1	Team 7	Team 13
Team 2	Team 8	Team 14
Team 3	Team 9	Team 15
Team 4	Team 10	Team 16
Team 5	Team 11	Team 17
Team 6	Team 12	Team 18

Points	Place
12	1st
9	2nd
8	3rd
7	4th
6	5th
5	6th

Points	Place
4	7th
3	8th
2	9th
1	10th
0	11th
0	12th

Map Rotation	
Map	Match
1	Bermuda
2	Purgatory
3	Alpine
4	Kalahari
5	Nexterra
6	Random

(3)

(4)

2. Qualification dates

Preliminary qualification phase

- Preliminary qualification - Round 1: The registration period runs from April 22 to May 1, 2025. Qualifying rounds will take place from May 2 to May 4, 2025.
- Preliminary Qualification - Round 2: The registration period runs from April 22 to May 14, 2025. Qualifying rounds will take place from May 15 to 17, 2025.
- Preliminary qualification - Round 3: Registration period runs from April 22 to June 2, 2025. Qualifying rounds will take place from June 3 to 10, 2025.

2025. Knock-Out Stage

- This phase will take place over 6 days, as follows:
 - The first part from June 17 to 19, 2025.
 - And a second part from June 20 to 22, 2025.

3. Grand Finale

The Free Fire Grand Finale will be held on July 2 and 3, 2025 at the Morocco Gaming Expo.

- Number of Qualified Teams: Twelve teams, made up of the 11 best teams from the qualifying rounds, plus a single team invited by the organizing team according to predefined criteria.
- The Grand Finale will bring together the 12 qualifying teams for two days of intense competition. Each day, they will compete in 6 matches, according to the official Garena

points system (**Figure 3**), with 1 point awarded for each elimination. Games will be played on a specific rotation of the game's 6 cards (**Figure 4**).

Points	Place
12	1st
9	2nd
8	3rd
7	4th
6	5th
5	6th

(3)

Points	Place
4	7th
3	8th
2	9th
1	10th
0	11th
0	12th

Map Rotation	
Map	Match
1	Bermuda
2	Purgatory
3	Alpine
4	Kalahari
5	Nexterra
6	Random

(4)

4. Group scoring system

✓ Equal points

In the event of a tie in any phase during the Free Fire tournament, the ranking will be determined according to the order of the following criteria:

- The total number of Booyahs earned over all matches in the phase.
- The total number of kills accumulated over all matches in the phase.
- Placement in the last match played of the phase.

5. Playability

For the duration of the tournament, players must play on a mobile device such as a smartphone. The use of tablets, emulators or any other software to play on a computer or other unauthorized device is strictly prohibited. Participants using such means will be disqualified.

6. Game Version

All players must have the latest version of the game installed to participate in tournaments organized by the administration. All updates must be installed before the start of the tournament.

7. Lobby Settings

The use of the Emergency pick-up is strictly forbidden during the game and will result in penalties.

- Cards: Bermuda, Purgatory, Kalahari, Alpine, NexTerra, Random card in that order.
- Game mode: Esports
- Gun property: Off
- Hide Nickname: On
- Generic Enemy Outfit: On
- High-tier loot zone: Off
- Death Cam: On
- In-Game Missions: On
- In-game quests: Off
- Authorized loadouts

- The tournament administration team will select the random card using a random number generator from the five cards listed above.

8. Player accounts

Players must ensure that they participate in matches using the same game account they activated on the registration page. Failure to do so will result in expulsion from the game lobby. If the match has been played by a player with a different account to the one activated on the tournament platform, the points of the whole team may be reset.

Players on each team must have a unique player tag (4/4) for the duration of the tournament. The organizers reserve the right to reject any tag deemed inappropriate or inadmissible and to require the player to choose another tag that complies with the present competition rules.

Teams are not permitted to use the same or a similar logo as another team, and the team logo must be unique. Teams may not use a logo for which copyright exists.

Any changes to the team account occurring between the close of registration and the end of the tournament must be approved by tournament administration before being authorized. This includes, but is not limited to:

- Adding or deleting players
- Change team name
- Changing the team logo.

9. Punctuality

A lobby for each match will be created 10 minutes before the start of the match. The match start time is listed on the match page on the registration page or announced on the tournament Discord server. Teams have 10 minutes to enter the hall. If one or more players do not reach the lobby in time, the team will start the match without them.

A team may participate in the next scheduled match, even if not all players in the line-up have joined the current match.

Matches must start at the precise time indicated on the tournament schedule. If a team is late for the start of a match, it will be given a warning.

Matches scheduled for broadcast must start no later than the time stipulated by the administration. Teams will receive a match schedule, which may be modified at the sole discretion of the tournament administration. Teams will be duly informed of any changes to the schedule and must ensure that they are ready to start the match at the scheduled time.

10. Results

The results of each match will be calculated automatically after it has finished. Players' points will be calculated after each match.

Each team member must take screenshots of his or her results at the end of the game in case of disputes and/or technical difficulties in the lobbies. Failure to provide these screenshots when requested may result in disciplinary action and/or loss of points.

If you have any problems or notice any issues, please contact the administrators immediately. You can contact them via Discord for quick questions.

11. Protests

A complaint concerning a violation of rules during the match or incorrect results can be accepted within 20 minutes of the end of all matches in the group. To do so, you must use the features of the tournament platform, providing all the required material if necessary.

The claim must contain detailed information on why the claim was lodged, how the anomaly arose and when it occurred.

A claim may be rejected if the appropriate documentation (i.e. match media, game recordings, etc.) is not provided. A simple “they're cheaters” will not suffice. Insults and “flaming” are strictly forbidden in a protest and may result in warnings or a decision unfavorable to the insulting party.

All teams are required to record their matches and to keep the recordings for a minimum period of 7 days. These recordings must be supplied to the organizing team on request. In the event of a refusal to provide the recordings, the team concerned will be disqualified from the current round.

12. Remak or rehosts Matches

Any technical problem or other crisis supported by solid evidence must be reported immediately to the tournament administration. A match may only be resumed with the prior agreement of the tournament official. A tournament match may only be replayed at the request of the tournament administration. In the following situations, the tournament administration may replay a tournament match:

- The Event environment may adversely affect the tournament result, as determined by the administration team.
- A technical malfunction or disconnection of a player (excluding malfunctions and disconnections due to player error or fault) within 3 minutes of the start of the match, by the tournament official. If the player is able to reconnect after disconnection, there will be no rematch.
- Five problems occur during the loading screen, and the game cannot be loaded.
- A player cannot move on the battlefield within 3 minutes of the start of the game.
- A player may not enter the tournament game before the departure of the departure plane.
- A player may join a tournament game without flying in the starting plane and without parachuting but instead start on the battlefield.
- One or more observing clients have crashed, disconnected or lagged (unable to work), regardless of the number of kills or other problems since the start of the game.
- The server is significantly behind schedule, with a significant impact on the performance of several teams.

The tournament administration has the right to restart the match if it cannot be broadcast normally. The start of the match corresponds to the end of the “warm-up” and the loading of all players onto the departure plane. If the above conditions are met, players must immediately request a replay by notifying the administration team by raising their hand or by sending a message on the Discord server requesting assistance, followed by a valid reason and sufficient proof. Players must continue to play until the reorganization has been confirmed by the tournament administration.

13. Game Rules

The use of third-party software is prohibited during qualifiers and tournaments. If players violate this rule, it will be considered as hacking with the intent of cheating. The team will be disqualified, no prizes will be awarded, and those involved will be banned from participating in the competition.

Any use of items not obtained by methods approved by Free Fire (except for official rewards) or of unadvertised items is forbidden. If players break this rule, they will be considered cheaters. The team will be disqualified, no prizes will be awarded, and those involved will be banned from the competition.

14. In - game bugs

In the event of a player encountering a bug, a remake will only be offered if all the following conditions are met:

- The bug breaks the game and makes it impossible for a player (or several players) to play the game normally. A non-exhaustive list of game-breaking bugs includes :
 - Being clipped through the floor and executed
 - Getting stuck on objects (windows, launchers, etc.)
 - Being killed by fall damage after unexpected vehicle driving behaviors.
- A tournament official is promptly informed of the bug when it occurs.
- The bug occurs when no other player in the match has yet been killed.
- The bug is not triggered with malicious intent on the part of the player.

Any remake will be made at the sole discretion of the tournament administration.

Participants are required to inform the tournament administration team of any bugs of which they are aware, and which have not been included in the list.

15. Prohibited Items

- New characters/animals are forbidden for 2 weeks after their release.
- The tournament administration has the right to ban new/current weapons.
- Attack on Titan - Eren Titan Transformation Skin.
- Attack on Titan - Armored Titan Skin.

Any use of the above-mentioned restricted items will result in penalties, point deductions and/or disqualification.

16. Cheating

Cheating software

Any use of software that could be considered cheating is strictly forbidden. Tournament administration reserves the right to specify what is considered cheating.

Information abuse

Communication during the match with persons not involved in the match is strictly forbidden. The same applies to the use of information about your game from other external sources (e.g. streams, scenography, reflections).

Penalties for cheating

If cheating is discovered during the event, the result(s) of the match(es) in question will be annulled. The player and his team will be disqualified, forfeit their prize and may be banned from

all competitions organized by the organizer for a period of normally 5 years. This period may be less, if there are significant extenuating circumstances, or more, if there are aggravating circumstances.

Methods of detecting cheating

The organizer reserves the right to use various methods to inspect participants and their equipment, with or without prior information.

EA SPORTS FC 25 Tournament

1. Eligibility to participate

To be considered “Participating Persons”, players must meet the following eligibility criteria:

- Be a Moroccan citizen or have resided in Morocco for at least six consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page “<https://mgex.lgame.gg>”.
- Have the minimum age required to hold a full EA Account (non-minor) and meet the following conditions in terms of minimum age at the time of registration.
- Must be at least sixteen (16) years old.
- Any participant aged between 16 and 18 must have a parental authorization signed by his/her legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid EA Account for eligibility and accept the Official Rules and the Event Rules.
- Own or have access to the Game on a supported platform and connect to their valid EA Account.
- Possess a valid PlayStation Network ID (“PSN ID”) and connect it to a valid EA Account.
- In the event of qualification for the Grand Finale, it is essential to be available on June 30 and July 1, 2025 for the media days, as well as from July 4 to 5, 2025 to attend the Finale, which will take place at the show.
- The EA SPORTS FC 25 competition will be reserved exclusively for players using the latest generation PlayStation and Xbox consoles, and will not be open to PC players.

2. Tournament format

1. National qualification format

This section presents a detailed analysis of the tournament's development, from the qualifying phases through to the grand Finale.

- **Preliminary stage:** This stage will consist of three separate qualifying rounds, with a maximum of 512 players per round. Each qualifying series will offer 2 places for the Knock-Out Stage, for a total of 6 players eligible for this phase.
- **Knock-Out Stage:** The 6 players who qualified in the initial phase will be grouped together in a single group. They will compete in two-legged matches, one against each other, to determine the top two players in the standings. Results will be based on the total number of goals scored in the two matches. In the event of a tie, a third match will be played on a golden-goal basis. The two players finishing top of the standings will earn their place in the grand Finale, to be held at Morocco Gaming Expo 2025.

2. National qualification date

Preliminary qualifying phase

- Preliminary qualification - Round 1: The registration period runs from April 22 to May 3, 2025. Qualifying rounds will take place from May 4 to 6, 2025.
- Preliminary qualification - Round 2: Registration period runs from April 22 to May 16, 2025. Qualifying rounds will take place from May 17 to 19, 2025.
- Preliminary qualification - Round 3: Registration period runs from April 22 to June 3, 2025. Qualifying rounds will take place from June 2 to 12, 2025.

Knock-Out Stage

This stage will take place online on June 16, 2025.

3. Grand Finale

The EA SPORTS FC 25 Grand Finale will be held on July 4 and 5, 2025 at the Morocco Gaming Expo.

- Number of qualified players: two players from the national qualifying rounds, plus eight players invited by the organizing team, according to pre-established criteria.
- The grand Finale will bring together the 10 players for two days of intense competition.
- The 10 players will be divided into two groups of 5, and will play single-elimination round-robin matches, with the top 4 from each group qualifying for the next phase, made up of 8 players from the two groups formed previously. These 8 players will compete in single-elimination round-trip matches to determine the winner of the EA SPORTS FC 25 tournament.

3. Punctuality

Matches will start in accordance with the schedule drawn up by the tournament administrators. If a player is more than 15 minutes late, the opposing player is entitled to inform the tournament administrators. This will result in a warning for the late player, as well as a 3-0 forfeit in favor of his opponent.

4. Match Settings

The following parameters apply to both the national online qualification phases and the grand Finale, which will be held at Morocco Gaming Expo 2025:

- Breaks follow in-game mechanics.
- Substitutions follow in-game mechanics.
- Customized tactics are allowed.
- Custom formations are not allowed.
- All players must use the FUT Stadium for all tournament matches.
- Camera: All camera angles are permitted. The main referee, at his discretion, may decide whether a given camera angle is allowed or not in case of doubt.
- The instructions in the audio guide must be checked before each match.
- The settings to be made before the start of all matches are as follows:
 - HUD: Player name and indicator
 - Player indicator: Player name
 - Time/score display: On
 - Radar: 2D
 - Gamertag indicator: IN GAME PLAYER

- Line scrolling: On
- Commentary volume: 0
- Stadium ambience: 8
- Music volume: 0

In addition to these parameters, other specific rules apply to the national qualification phase:

- All matches will follow the parameters of online friendlies.
- Half-time duration : 6 minutes.
- Controls: All.
- Game speed: Normal.
- Team type: 95 mode.
- All other settings not mentioned should remain unchanged and be kept by default.
- The following formations are prohibited: those with 5 defenders and 3 backs, such as 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, 3-4-3.

As for the grand Finale, the additional game parameters will be defined as follows:

- Team format : Ultimate Team mode
- Competitive mode: Enabled
- Loaned players: Allowed
- Competitor teams (excluding goalkeepers) are subject to the following restrictions:
 - Maximum of one (1) TOTY-type player
 - Maximum of three (3) ICON-type players
 - Restrictions apply to both 11 starters and substitutes, but do not apply to the goalkeeper.
 - Players may use loaner items on their team.
- No formation with 5 defenders, nor any formation with 3 defenders. This includes the following formations: 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, and 3-4-3.

5. Rules of conduct

Players must behave in a reasonable manner, maintaining an appropriate attitude towards spectators, members of the press, referees and other players. These requirements apply both offline and online, including conduct on social media. All players are expected to always adhere to the standards of sportsmanship and are prohibited from acting in the following manner:

- Interfere with or disrupt administrators, the head referee or other players while they are discussing a situation;
- Harassing, threatening, intimidating, repeatedly sending unwanted messages or making personal attacks or statements about race, sexual orientation, religion, heritage, etc. Hate speech will not be tolerated;
- Publish, post, upload, distribute content or organize/participate in any activity, group or guild that the administrator (acting reasonably and objectively) considers inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, invasive of privacy, vulgar, offensive, indecent or illegal;
- Players shall refrain from using vulgar or offensive language;
- Insulting, provoking, intimidating and other forms of offending opponents when the intention is considered to be unsportsmanlike conduct;
- It is forbidden to physically abuse, fight or threaten a player, spectator, administrator or any other person;

- It is forbidden to damage and/or abuse consoles, controllers or any other tournament equipment;
- All players must follow the administrator's directions and/or instructions;
- Players must respect the instructions given by administrators at all times;
- Violate any law, rule or regulation, as determined by the Administrator in its sole discretion.

6. Competition rules

- All consoles and screens are provided by the organizer during the Grand Finale.
- Players are not allowed to use their own equipment: controller, headset.
- It is forbidden for a player to cause or abuse a glitch in the game. Newly discovered glitches will be communicated to players before the start of each match round.
- Pauses follow the game mechanics, and all other pauses are forbidden.
- In-game settings must be provided to administrators, the head referee and administration officials immediately upon request. In-game settings must always respect and comply with the rules provided by the administrator.
- Time-wasting is prohibited, including, but not limited to, remaining in the relevant player's half of the field for more than ten minutes without attempting to attack. Heading by outfield players towards their own goalkeeper is considered a waste of time if it occurs more than once during the same sequence of play. The administrator has the right to decide whether this is a waste of time and to decide on the possible consequences.
- The players will be given their positions, the tournament administrators will set up the match and the players will only start playing when the tournament administrator gives the order. The same applies if a match has to be resumed - players must always wait for the administrator to start the match.
- Players must be present at the start time of the match.
- It is strictly forbidden to leave a game in a rage, whatever the purpose.
- It is strictly forbidden to leave one's post for any reason not authorized by the tournament administrator.
- Players may supply their own controller if it does not give them an unfair competitive advantage, does not interfere with game operation, does not require special configuration, wiring or adapters to operate, and is designed to run natively on the console on which the player is competing. The tournament administrator may, at its sole discretion, refuse any controller and require the player to use an approved controller.
- Joystick settings must be set to main competition switch: ON.
- Once a match has ended, no action on the joystick is permitted. Match videos must be left playing so that the highlights of the game continue to unfold.
- Players are not allowed to turn the monitors upside down; this is strictly reserved for administrators to preserve the fragility of the equipment.
- Players are solely responsible for preparing their FUT team.
- No team changes are permitted immediately after the start of the match.
- If any error renders the match unplayable, the administrator must be informed as soon as possible. It is then up to the administrator to decide what action to take.
- If a disconnection occurs in the match for any reason :
 - A new match will be started with the remaining time of the 90 minutes to be played. Time, goals and red cards will be considered when the match is restarted. The game will be restarted in competitive mode and will resume at the exact moment when the game was disconnected.
 - When a restart is necessary, no team changes are allowed.

- In the case of a restart where an in-game player has received a red card in the game during which a disconnection occurred, the in-game player may only be replaced by a non-rare bronze player before the match is restarted.

In all possible situations, the administrator will monitor the match situation so that it can be re-established if the match is interrupted. The administrators and/or head referee will restore the match situation to the best of their ability.

- In the event of a technical error or server failure at the tournament venue that cannot be resolved within a reasonable time, the tournament administrator reserves the right to switch to another game mode to complete the match. The mode most likely to be used is 90.
- In the event of a technical error on the part of the tournament administrator during a live studio match, which makes it impossible to start or continue the match, the match in question will be postponed.
- If the match has not started due to a technical error on the part of the tournament administrator, the entire match will be rescheduled.
- If a match has been forcibly stopped due to technical problems on the administrator's side, the match is paused and will be resumed at another time by copying the game time played and the score.
- Players are required to complete their match. Only in the event of a situation beyond the player's control will a match be rescheduled. Examples of such situations are earthquakes, fires, regional power failures or sudden injuries. Among others, the following situations explicitly do not fall under this rule: equipment failure, delay or "lag" in play, delay (e.g. due to car breakdown). It is up to the main referee to decide whether a match should be rescheduled in the event of an event not mentioned above.
- If a player has a problem which, in his opinion, creates an unfair advantage for his opponent, he must interrupt the match (or ask his opponent to interrupt the match) and bring the problem to the attention of the administrator. The administrator will forward the problem to the main referee. The main referee will decide if and how the match should continue.
- Players are allowed to have a coach present for all matches. Remote coaching is not permitted and is limited to face-to-face communication only.

7. Manipulation rules

Collusion is defined as any agreement between two or more Players to disadvantage other Players in the tournament. Collusion between Players or other parties involved, e.g. teams, is strictly prohibited.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason during the tournament
- Playing on behalf of another player, including using a secondary account, to assist in the tournament.
- Any form of match fixing.
- Soft play, defined as a player not doing everything possible to allow an opponent to increase the score and gain an advantage in terms of goal difference, as judged by the head referee.
- Agreeing to share the prize with opposing players.
- Allowing an opponent to score more or fewer goals than they normally would in order to influence the goal difference.

No Player may use cheating software or hardware in connection with any Match-related activity.

Manipulation of equipment, transmission or Internet connection is prohibited.

Any action intended to disrupt the opposing player's view of the field or his ability to select controlled players is forbidden.

8. Appendix

Important information for Live matches

Players must be ready at their console no later than 15 minutes before their scheduled match time, on all match days. Admins and technical staff will be in contact with players at this time to test connections, audio, video, etc.

Players must be ready to start the match no later than 5 minutes before their scheduled match time. This includes having provided and selected all relevant in-game settings.

In-game match invitations must be sent and accepted and be ready at the kit selection screen 3 minutes before the match time, to be ready for the start of the match at the chosen time.

Settings for live matches

- The following parameters are mandatory depending on the ruleset to be used and may result in sanctions if not respected. It is the Player's responsibility that these in-game settings are always correctly applied before each Match.
- Players should always double-check that notifications on their Console are set to “off”.
- FUT Stadium: double-check that this stadium is selected
- It's important for Players to prepare their team. Including having the right bench and tactics saved so they don't realize it when the Match is due to start.
- The following settings must be applied for the player sharing his image:
 - Player name and HUD indicator
 - Player indicator Player name: Important because players must not show their gamertag in the game.
 - Disable “ms” ping indicator
 - Time and score display
 - 2D radar
 - Audio settings :
 - Commentary volume: 0
 - Stadium ambience: 8
 - Music volume: 0
 - Audio guide instructions must be checked before each match. It is essential that no commentator is included in the game and that the settings are exactly the same as those shown above.

Valorant Tournament

1. Eligibility to participate

To be considered “Participating Persons”, players must meet the following eligibility criteria:

- Be a Moroccan citizen or have resided in Morocco for at least six consecutive months.

- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page “<https://mgex.lgame.gg>”.
- Be at least sixteen (16) years old.
- All participants aged between 16 and 18 must have parental authorization signed by their legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid Riot Account for eligibility and accept the Official Rules and Event Rules.
- Have a valid Riot Account.
- Own or have access to the Game on a supported Platform and connect it to your valid Riot Account.
- Possess a valid Riot Games ID (“ID”).
- In the event of qualification for the Grand Finale, it is essential to be available on June 30 and July 1, 2025 for the media days, as well as from July 5 to 6, 2025 to attend the Finale, which will take place at the show.

2. Tournament format

1. Qualification format

This section presents a detailed analysis of the evolution of the tournament, from the qualifying stages to the grand Finale.

- **Qualification phase:** This stage will consist of three separate qualification rounds, with a maximum of 64 teams in total per round. Each qualifying round will offer 1 place for the grand Finale, to be held at Morocco Gaming Expo 2025, for a total of 3 eligible teams in this phase.

2. National qualification dates

- Qualification - Round 1: The registration period runs from April 22 to May 5, 2025. Qualifying rounds will take place from May 6 to May 8, 2025.
- Qualifying Round 2: Registration runs from April 22 to May 18, 2025. Qualifying rounds will take place from May 19 to 21, 2025.
- Qualifying Round 3: Registration runs from April 22 to June 3, 2025. Qualifying rounds will take place from June 3 to 14, 2025.

3. Grand Finale

The grand Finale of the Valorant tournament will be held on July 5 and 6, 2025 at the Morocco Gaming Expo.

- Number of qualified teams: three teams from the online qualification phases, plus one team invited by the organizing team, according to pre-defined criteria.
- The grand Finale will bring the 4 teams together for two days of intense competition.
- The four qualifying teams will compete to determine the tournament winner in a knockout tournament tree. Each round will follow the "BO3" (Best of 3) format, where the team winning 2 out of 3 rounds will be declared the round winner.

3. Matches format

Qualifying matches and the Grand Finale will be played in “BO3” format. A “Best Of 3” match is played over two winning maps. The match is played on a map with two 12-round rounds, and ends when one of the teams reaches 13 rounds. In the event of a tie at the end of the match, an overtime will be played.

Teams must alternate between attacker and defender, changing rounds.

For a BO3 match, three maps are selected. The winner of the match is the one who wins two maps.

1. Parti creation

- Both teams must be ready and at their posts at the start time of the match, announced by one of the tournament admins. The lobby code will be announced 10 minutes before the start of the games.
- Games played throughout the event will be accessible on the <https://mgex.lgame.gg/> tournament platform.

2. Overtime

In the event of a tie at the end of a map (score 12-12), an overtime will be played up to a gap of 2 rounds.

In the event of a new tie, the process will be repeated until the winner is declared.

3. Map Pool

The Valorant competition map pool corresponds to an official game map pool:

- Pearl
- Ascent
- Haven
- Split
- Icebox
- Fracture
- Lotus

4. Map selection

During each phase, the maps to be played will be defined via a system of elimination (Veto).

The selection of maps to be played must comply with the following procedure:

- Team A removes one of the 7 maps;
- Team B removes one of the 6 remaining maps;
- The team has selected one of the 5 remaining maps. This will be Team A's map.
- Team B selects one of the 4 remaining maps. This will be Team B's map.
- Team A removes one of the 3 remaining maps;
- Team B removes one of the 2 remaining maps;
- The remaining map will be played in the event of a tie (1 map won for each team)
- The team has chosen the side of the remaining map. For map picks, the opponent chooses the side.

4. Match progress

● Before the match

The organizer will try as far as possible to give teams a chance to warm up before each match, but due to time constraints we cannot guarantee a specific minimum time.

The match must start at the exact time indicated on the schedule; players must be present 30 minutes before the start of the match and ready to start at least 15 minutes before the indicated match time.

If one or more members of a team are more than 15 minutes late, the incomplete team may choose to start the match with the players present or forfeit the match.

- **Captain**

Before the first match kicks off, each team must introduce its captain to the staff. The captain can be one of the 5 players or the team manager. The captain must remain the same person throughout the tournament.

The team captain is the person in charge of his or her team's relations with tournament officials. He/she is responsible for map selection, official complaints and any other issues with tournament officials.

- **Player change**

Any change of player in a team must be approved by the staff.

- **Match interruption**

If a match is unintentionally interrupted (crash, network disconnection, etc.), tournament officials may decide to restart the match or take it from where it was (time, score, equipment) if technically possible.

- **Timeout during the match**

Each team may request a maximum of one time-out per side for each card played during the match. This time-out may not exceed a period of 2 minutes.

- **Stopping the match in progress**

Players are not allowed to leave an official match in progress unless authorized by the match format or expressly permitted by a tournament official. If a team or player leaves a match early, the opposing team is declared the winner.

- **Validation of results**

At the end of a match, each team captain must make a screen printout of the match result and post it on the LGAME.GG platform in case of errors, or send it to one of the tournament admins.

- **Map bug**

Players moving their character outside the normal boundaries of the map are liable to disqualification. Moving outside map boundaries includes, but is not limited to, passing certain body parts through what should be a non-permeable surface or object, and moving into any area where the character can be hit by or generate fire towards opponents.

- **Communication with coaches**

Players can always communicate with their coaches except during a game (from the start of the game until one side is victorious).

It is therefore permitted to communicate with your coach during the draft phase.

- **Match results**

At the end of a match, the captain of each team must inform a tournament administrator of the result of the match and of each round, enclosing any useful evidence to avoid possible claims, such as screenshots or video recordings.

In the event of a dispute, screenshots or video evidence are requested by the administrator.

- **Disconnections**

Each disconnection must be reported to an admin. Players can pause the game when a player from either team is missing.

- **Punctuality**

A lobby will be created for each match 15 minutes before the scheduled start time. Teams have 15 minutes to reach the lobby. If one or more players fail to reach the lobby on time, the match will be considered a forfeit in favor of the opposing team.

Street Fighter 6 Tournament

1. Eligibility to participate

To be considered “Participating Persons”, players must meet the following eligibility criteria:

- Be a Moroccan citizen or have resided in Morocco for at least six consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page “ <https://mgex.lgame.gg> ”
- Be at least sixteen (16) years old.
- All participants aged between 16 and 18 must have parental authorization signed by their legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid Capcom Account for eligibility and accept the Official Rules and Event Rules.
- Own or have access to the Game on a supported Platform and connect it to his/her valid Account.
- In the event of qualification for the Grand Finale, it is essential to be available on June 30 and July 1, 2025, for the media days, as well as on July 4, 2025 to attend the finale, which will take place at the show.
- The Street Fighter 6 competition will be reserved exclusively for players using the latest-generation PlayStation and Xbox consoles and the PC during the qualifying rounds, and on PlayStation 5 during the grand finale.

2. Tournament format

1. Qualification format

This section presents a detailed analysis of the evolution of the tournament, from the qualifying stages to the grand Finale.

- **Qualifying phase:** This stage will consist of three separate qualifying rounds, with a maximum of 512 players in total per round. Each qualifying series will offer 1 place for the grand Finale, for a total of 3 eligible players in this phase.

2. Date of national qualifications

- Qualifying Round 1: The registration period runs from April 22 to May 7, 2025. Qualifying rounds will take place from May 8 to 9, 2025.
- Qualification - Round 2: Registration runs from April 22 to May 20, 2025. Qualifying rounds will take place from May 22 to May 23, 2025.
- Qualifying Round 3: Registration runs from April 22 to June 3, 2025. Qualifying rounds will take place from June 3 to 15, 2025.

3. Grand Finale

The Street Fighter 6 Grand Finale will be held on July 4, 2025 at the Morocco Gaming Expo.

- Number of qualified players: three players from the online qualification phases, plus one player invited by the organizing team, according to pre-defined criteria.
- The grand Finale will bring the 4 players together for a day of intense competition.

- The four qualified players will face off in a single elimination draw to decide the tournament winner. Each match will be played in a "BO3" (Best of 3) format, where the first player to win two out of three sets will be declared the match winner.

3. Match format

Each Street Fighter 6 tournament match consists of a number of games played between two players. Matches will be played in BO3 (Best of 3) format, meaning that the first player to win two games will be declared the match winner.

1. Game rules

Each game played in the Street Fighter 6 tournament is a single game, consisting of a maximum of three (3) rounds. Each game must respect the game parameters listed below:

- Game mode: Versus, One-on-One
- Timer: 99 seconds
- Stage: Random (players may choose to use an agreed stage)
- First to 2 / First 3 wins according to tournament stage

The training room stage is forbidden in tournaments. If a prohibited stage is randomly selected, players must repeat the stage selection process until a legal stage for the tournament appears.

2. Controls

- The "modern" and "classic" control types are authorized for use.
- The "dynamic" control type may not be used.

3. Round rules

A round is a single round of Street Fighter 6, with a generic timer of 99 seconds. A round ends when one or both characters reach zero (0) health, or when the round timer reaches zero (0).

4. Equality

If the last round of a game ends in a tie signalled on the game screen by "Double knockout" or "Draw" respectively, and both players receive a round point for this, this game does not count towards the record and must be replayed. Both players can change character for the new game.

5. Side selection

At the start of each match, players choose their side of the game, either the left or the right, designated respectively as Player 1 (P1) and Player 2 (P2). Once chosen, these positions are maintained throughout the match. If the players can't agree on which side to play on, the problem is settled by a best-of-three game of Rock-Paper-Scissors. The winner of this match wins the right to choose his or her side first and must stick to this choice for the duration of the match.

6. Character selection

Players may change their character selection according to the following rules:

- The player who won the match must keep his character
- The player who lost the match may change or keep his character

Both players have a maximum of sixty (60) seconds to choose their character.

7. Play break

Players must not exceed sixty (60) seconds between parts of their match.

8. Blinde selection

Players can request a character selection method known as Blind Selection to keep their character selection secret until the start of their match. In the blind selection process, players will each tell a referee, in secret, their character choice for the first game. Players then choose their character, and the referee validates their choices. If a player deliberately fails to choose the character he or she has indicated to the referee, that player will lose the game for which the invalid character was chosen.

9. Resuming play

Resumption of play may be requested by tournament administration in exceptional circumstances. This includes, but is not limited to, bugs and glitches having a significant impact on the gameplay and competitive integrity of the game or having a direct impact on a player's ability to start or continue the game, or if the game cannot be concluded.

10. Game interruption

It is forbidden to interrupt the game in progress during a live round. It is also forbidden to return to the console settings or to the main screen by pressing the home button on the controller.

This will result in the loss of the round for the player concerned.

11. Cheating

The use of non-compliant equipment (unauthorized joysticks), or other equipment that provides an unfair competitive advantage, or the use of any unintentional game mechanic, bug or glitch that provides such an advantage is considered cheating. This is strictly forbidden and will result in direct disqualification from the tournament.

4. Equipment

1. Authorized joysticks

Participating players must bring an appropriate, tournament-compliant gamepad. This includes:

- Game pads
- Fight sticks
- Mix boxes / Fight boxes
- Other compliant game control devices

For the game control device to be authorized, it must not support the features listed below:

- Any form of SOCD inputs (simultaneous opposite cardinal directions) activated by pressing a single controller button.
- Any input other than SOCD inputs, which introduces opposite analog inputs at the same time by pressing a single controller button.
- Linear inputs (any kind of input that changes according to the amount or depth of pressure on the button)
- All macros that send multiple inputs at once or in succession
- All macros, turbos or other functions that modify the player's input to the controller (e.g. transforming a continuous signal into a string of inputs)
- Any other feature likely to offer an unfair competitive advantage over other participants

For the avoidance of doubt, controllers supporting the SOCD function or allowing the input of opposing analog inputs other than SOCD are permitted to be used, provided that the only scenario in which the SOCD function can be activated is by pressing more than one (1) button.

Failure to comply with controller restrictions will result in direct disqualification of the standby player.

2. Wireless joysticks

Wireless controllers must be connected to the console by a cable during play. The cable must be securely always connected to both the controller and the console.

All wireless controller and console functionality, including but not limited to Bluetooth connectivity, must be disabled prior to the start of the game.

Participants must ensure that the wireless functionality of their controllers remains disabled for the duration of the tournament.

3. Equipment malfunction

In the event of equipment malfunction:

- To a piece of equipment provided by the tournament organizer (for example, the console or a monitor):
 - The tournament organizer must fix the malfunction. In the finales that the malfunction has occurred or has been discovered during play, and it has been recognized that said malfunction has prevented the game from being completed, or from being completed fairly, the tournament administration will consider the game void and will order Players to replay it at its sole discretion.
- To a piece of equipment provided by the Player:
 - The Player takes full responsibility for the equipment he/she brings. In the event of malfunction of the Player's equipment, tournament administration may authorize the Player to change his equipment at its sole discretion.

4. Joystick malfunction during a live game

If the player's controllers malfunction or are physically disconnected from the console during a live game, the player will lose the round in which this occurred. The player is also responsible for resolving any equipment-related problems. Tournament administration may authorize the player to change equipment at its sole discretion if it is not possible to resolve the problem.

Please note that the tournament organizer does not supply replacement controllers, cables or other devices required to play the game.

5. Equipment safety

At the Tournament Organizer's sole discretion, Players may be authorized to use equipment belonging to another Player for the duration of their own Match(es), provided there is a valid reason for doing so (such as, but not limited to, equipment failure or malfunction).

To do so, the player in question must first obtain the approval of the owner of the borrowed equipment. It is imperative to note that the tournament organizer is not responsible for borrowed equipment, and that players must assume all risks associated with borrowing such equipment.

6. Additional equipment restrictions

It is strictly forbidden to touch or interfere with another player's equipment during games and matches. Failure to comply with these guidelines may result in an official warning.

ARTICLE 4: GENERAL CODE OF CONDUCT

To offer a rewarding tournament experience for all, the Organizer invites Participants to play peacefully, to respect each other, to show fair play, equity and honesty, and to respect spectators, the Tournament provider and the Administrators.

The present rules of conduct are intended to provide a non-exhaustive list of prohibited, dishonest or unfairly advantageous behavior. The Organizer reserves the right to modify the present rules of conduct at any time, and to take appropriate disciplinary action in the event of non-compliance with the code of conduct, whether the behavior is listed below.

The following behaviors may result in disciplinary action:

- Refusing to follow the Tournament Administrator's instructions that are necessary for the smooth running of the Tournament.
- Arriving late for the tournament.
- Engaging in unsportsmanlike conduct;
- Choosing a pseudonym or disseminating content that indicates a false association with the Organizer or that is vulgar, obscene, offensive, immoral, unlawful or infringes the rights of a third party.
- Harass, follow, threaten, intimidate or otherwise behave in a manner that is harmful to other participants or the Tournament Administrator.
- Communicate any content that may be considered offensive, including illegal, insulting, abusive, threatening, abusive, vulgar, obscene, sexual, racist, defamatory or libellous content based on race, political or religious opinion, sexual orientation or, more generally, any content that is unethical, contrary to sporting values or punishable by law or applicable regulations.
- Publicly communicating private and confidential communication between the Organizer and the Participant;
- Intentionally disconnecting during a game.
- Publishing commercial advertising or promotional content.
- Publishing content damaging the reputation or image of the Organizers or third parties.
- Registering for the Tournament via a third party's account to play one or more games in place of the account owner.
- Creating a false identity or impersonating a third party;
- Directly or indirectly making offers, promises, gifts, presents or benefits of any kind to a Tournament Administrator with the aim of obtaining any advantage during the Tournament;
- Disrespecting or damaging the equipment made available by the Organizer;
- Publishing personal information about other participants (such as surname, first name, address, telephone number, etc.) on a publicly accessible space, whether on social networks, on a website or by any other means;
- Using or knowingly exploiting a bug in the video game to gain an unfair advantage, whether defined in the Tournament Rules;
- Using third-party cheating software that modifies the game's functionality, rules, data or graphics;
- Tampering with or hindering the operation of an automated data system, whether for the video game or the Services;
- Transmitting or facilitating the transmission of computer viruses, corrupted data or any other means intended to hinder the operation of an automated data system;
- Failing to notify the Organizer of the existence of a bug or loophole enabling an undue advantage to be gained during a match;
- Failing to make best efforts to attempt to win a match;
- Betting or setting up an illicit betting system on the Tournaments;
- Manipulating the ranking of a Tournament.
- Promote or associate a sponsor with an illicit activity or in connection with the following products or services: Pornography / Alcohol / Tobacco or Cigarettes / Pharmaceutical products / Firearms / Gambling sites and any enterprise detrimental to the business of Riot Games (hacking, key resellers, account resellers, etc.).

ARTICLE 5 : PRIZES

Winnings from each competition will be distributed as follows:

Game	Total Gain	Phase	Ranking	Winning by Ranking
Valorant (Team of 5 Players)	100.000 MAD	Grand Finale	1st Place	50.000 MAD
			2nd Place	30.000 MAD
			3rd Place	20.000 MAD
Street Fighter (1 Player)	100.000 MAD	Grand Finale	1st Place	50.000 MAD
			2nd Place	30.000 MAD
			3rd Place	20.000 MAD
Free Fire (Team of 4 Players)	200.000 MAD	Grand Finale	1st Place	80.000 MAD
			2nd Place	50.000 MAD
			3rd Place	30.000 MAD
			4th Place	20.000 MAD
			5th Place	10.000 MAD
			6th Place	10.000 MAD
EA SPORTS FC 25 (1 Player)	100.000 MAD	Grand Finale	1st Place	50.000 MAD
			2nd Place	30.000 MAD
			3rd Place	20.000 MAD
	500.000 MAD			500.000 MAD

Prizes will be awarded to the winners of each tournament according to the personal information provided at registration.

Any changes to this information must be communicated to the organizing team by e-mail at support@geekmaroc.com before the start of the tournament.

Winners will receive their prizes no later than 180 days after the close of each tournament.

ARTICLE 6 : WITHDRAWAL OF WINNINGS

Any information communicated by the winners, particularly their contact details, will be considered null and void and will not be taken into consideration if it is inaccurate or incomplete.

The organizer and the service provider cannot be held responsible for any prejudice of any kind (personal, physical, material, financial or other) arising from participation in this game.

The organizer and the service provider reserve the right to exclude from participation in the present game any person disrupting the course of the game.

The prizes awarded to the winner will not be taken back or exchanged for another prize, object or service of any value whatsoever. The winnings may not be the subject of any consideration of any kind whatsoever.

The organizer and the service provider reserve the right to terminate the participation of one or more Players, at any time, if the latter do not respect the standards and values, in particular: mutual respect,

civic-mindedness or good manners, and in particular in the event of abnormal behavior, vandalism, etc...

ARTICLE 7 : USE OF PLAYER AND PARTICIPANT NAMES AND IMAGES

1. Image and name rights

By registering and taking part in this tournament, each player or participant accepts that his or her name, first name, nickname, image (photographs, videos, screenshots, etc.) and voice may be used by the tournament organizer for promotional, broadcasting and communication purposes related to the event, on all digital media and supports (websites, social networks, videos, etc.), during and after the event, without remuneration.

2. Use of content

The organizer may use the visual and audio content associated with the matches, interviews and moments of the competition for any broadcast relating to the event, whether live or rebroadcast. This includes the possibility of publishing or broadcasting such content through channels such as social networks, the press, streaming platforms (such as Twitch, YouTube), and other media.

3. Opposition and withdrawal rights

Each player or participant retains the right to object to the use of his or her name, image or any other content concerning him or her. Any request for objection or removal of content must be submitted in writing to the tournament organizer at the following e-mail address: support@geekmaroc.com. This request must be made before the elements concerned are distributed or used. The organizer undertakes to make every effort to comply with such requests within a reasonable period.

4. Modification and deletion of personal data

In accordance with the laws governing the protection of personal data, each player or participant has the right to request the modification or deletion of his or her personal data collected during registration or participation in the tournament. Any request for modification or deletion of such data may be addressed to the organizer, who will take the desired action within a reasonable period. Participants may also request a copy of their personal data by contacting the organizer at the following e-mail address: support@geekmaroc.com.

5. Commitment to data protection

The organizer, as well as any service providers involved in the management and administration of the tournament, undertake to protect the personal data of players and participants in accordance with current data protection laws. The data collected will be used exclusively for the organization, management and promotion of the tournament.

ARTICLE 8 : REFEREEING

- ✓ The Tournament Administrator is responsible for assigning referees to each group match.
- ✓ Referees have the power to issue warnings and penalties during the course of the tournament.

- ✓ Any player who ignores a warning, challenges the referee's decision, or displays unsportsmanlike, rude or aggressive behavior towards another player or the referee, or contravenes any of the points of the rules, may be subject to sanctions, such as warnings, temporary expulsions or permanent expulsions from the tournament.

ARTICLE 9 : FRAUD

Participation in this game implies full acceptance of these rules.

Any player receiving two successive warnings during the tournament will be automatically expelled after the third warning. Expulsion will be effective for the remainder of the competition and may result in additional sanctions for his or her team, such as suspension from future matches, at the discretion of the tournament organizers.

Any fraud, misappropriation or abuse will result in the disqualification of the players and the reinstatement of any winnings awarded.

ARTICLE 10 : REGULATION MODIFICATION

The organizer and the service provider reserve the right to modify the present rules if necessary, and to make any decisions they may deem useful for the application and interpretation of the rules.

Substantial or non-substantial modifications to the present rules may be made during the course of the Contest.

ARTICLE 11 : INTERRUPTION-CANCELLATION

The organizer reserves the right to interrupt or suspend the present game if it deems it necessary or in the event of a decision by the competent authorities, without incurring any liability.

The organizer reserves the right, for any reason whatsoever, to modify, stop or cancel the Tournaments at any time if deemed necessary, without incurring any liability.

ARTICLE 12 : ACCEPTANCE OF THE RULES

Participation in the present game implies unreserved acceptance of the present rules and the principle of the game.

Any person who contravenes one or more of the articles of the present rules will automatically be deprived of the possibility of participating in the present game, as well as of any winnings he or she may have won.

ARTICLE 13 : SUBMISSION OF REGULATIONS

These regulations are deposited in the minutes of the study of Master Wafa GARANE, notary located at Quartier Plateau 5, rue Maurice Favreau Etage 3 Bureau N°12, Boulevard Ghandi – Casablanca.

These regulations will be provided free of charge to anyone who requests them from the service provider located at 23 Bd Okba Ibno Nafii Etg 3N5 Hay Mohammadi Casablanca.

ARTICLE 14 : COMPLAINTS

All complaints, requests for information, disputes or suggestions should be sent by e-mail to the following address: support@geekmaroc.com

ARTICLE 15 : APPLICABLE LEGISLATION

These rules are governed by Moroccan law.

In the event of persistent disagreement on the application or interpretation of these rules, and failing amicable agreement, any dispute will be submitted to the competent court of Casablanca.

APPENDIX 1: Parental authorization

PARENTAL CONSENT

I, the undersigned, holder of identity document number, in my capacity as parent or legal guardian of, born on, hereby authorize my child to participate in the MOROCCO GAMING EXPO tournament, organized by the French Ministry of Youth, Culture and Communication, to be held from July 2 to 6, 2025.

I confirm that my child is in good health and able to participate in gaming activities for the duration of the tournament. I understand that the tournament may involve prolonged periods of gaming in front of a screen, and I certify that my child is able to manage this activity without risk to his/her health.

I declare that I have read the rules and specific conditions of the tournament and that I and my child agree to abide by them. I understand that the organization cannot be held responsible for any incidents or accidents that may occur during the tournament.

By signing this authorization, I also agree that my child's personal data may be used strictly for the organization and management of the tournament. I also consent to the use of my child's image in the media or live broadcasts related to the tournament, in compliance with image and privacy rights.

Signature of parent or legal guardian:

Date : _____