

TOCA TRAINING CENTERS, LLC. – TOCA GENERATIONS CUP ("COMPETITION")

Official Rules ("Official Rules")

(Updated as of August 10, 2026)

VOID WHERE PROHIBITED BY LAW. COMPETITION STARTS 12:00 AM PST ON June 27, 2026, AND ENDS AT 11:59 PM PST ON August 16, 2026 (the "Competition Period").

1) What is the TOCA Generations Cup? A national, multi-generational competition that starts with Center Qualifiers, where individuals across four generations compete (see below) in four (4) fast, soccer-based skills challenges at any of the twenty-eight (28) participating TOCA centers (each a "Center" and collectively, the "Centers") which are listed on Exhibit I to these Official Rules. The top players from each generation at each Center advance to Regional Championships, where they form all-star, multi-generational teams and compete as a unit against every other all-star team in their region. The top team in each region travels to TOCA Social Dallas to compete for two grand prizes. The Competition runs from June 27th through August 16th, culminating in the National Championship at TOCA Social Dallas.

2) ELIGIBILITY. The Competition:

- Is open to all individuals ages born before 2021 who are residents of any state in which TOCA (including any subsidiaries thereof) has a participating Center (each a "Player" and collectively, the "Players").
- Void where prohibited by law.
- Players who are under 18 years of age must have the consent of a parent or legal guardian to participate, and in the event that they are part of a Team (defined below) that participates in the National Championships (see below), must be accompanied to the National Championship by a parent, legal guardian, or an individual over 25 years of age who has been approved, in writing, by their parent or legal guardian.
- Employees of TOCA Football, Inc., and subsidiaries or affiliates, members of their immediate family (parents, spouses, children, siblings and their respective spouses) and persons living in the same household of each, are not eligible to enter or win.
- All Players will be expected to show proof of eligibility. Failure to provide a birth certificate, Drivers' License, or other acceptable form of eligibility verification may result in the applicable Player being unable to participate.
- Each parent or legal guardian, for any Player wishing to participate in the Competition who is under eighteen (18) years of age, must execute on behalf of the applicable Player, a waiver and release agreement acceptable to Sponsor, prior to the applicable Player's participation.
- Each Player eighteen (18) years of age or older wishing to participate in the Competition, must execute a waiver and release agreement acceptable to Sponsor, prior to participation.

3) ACCEPTANCE OF RULES AND LAWS. By participating in the Competition, Players and/or their parent(s) or legal guardian, as applicable, are agreeing to be fully and unconditionally bound by these Official Rules and represent and warrant that the Player meets the eligibility requirements. In addition, Players and/or their parent(s) or legal guardian, as applicable, agree to

accept the decisions of the Sponsor as final and binding as it relates to the Competition, and all aspects thereof. The Competition is subject to all applicable federal, state, provincial and local laws.

4) WHAT'S THE COMPETITION. Individual players compete in a series of challenges/games in the first stage of competition. In the second and third stages of the competition, advancing players form four (4) player, multi-generational “all-star” teams (each a “Team” and collectively, the “Teams”) that compete in a series of skills challenges/games. In the individual stage of the competition, a player will compete in all four (4) challenges/games. In the team stages of the competition, a portion of the skills challenges/games will require all four (4) players on a Team to participate while others will require the Team members select one (1) Team member who will participate on behalf of the Team. Teams will compete and advance in the Competition as noted below.

Competition Structure

The Teams will compete as follows:

- Center Qualifying Stage – June 27, 2026 through July 25, 2026 (“Qualifying Stage”): In the Qualifying Stage, Individuals will complete a series of soccer-based challenges and games (in aggregate the “Qualifying Slate”) as detailed in Exhibit II to these Official Rules and will earn points based upon their performance. During the Qualifying Stage, each Center will designate four (4) dates on which the Qualifying Slate may be completed (each date a “Qualifying Date”). Each individual may complete the Qualifying Slate on any/all of the four (4) Qualifying Dates, for up to a total of four (4) scores. If an Individual completes the Qualifying Slate on more than one (1) Qualifying Date, their highest score will be used;
- Regional Championships – August 1, 2026: The Individual with the best score from each generation at each participating Center on each of the four (4) Qualifying Dates will automatically qualify for the Regional Championships. Each individual from each generation who automatically qualifies on a given Qualifying Date, will form an “All-Star” Multi-Generation team and compete in the Regional Championships as a Team. In addition, at the end of the Qualifying Slate, the four (4) individuals with the next best overall scores from each generation at each center will also qualify for the Regional Championships, as wildcard entries, and will form “All-Star” Multi-Generational teams for Regionals based on their Wildcard qualifying position. In total, eight (8) individuals per generation per Center will qualify for the Regional Championships, forming eight (8) “All-Star” Multi-Generational teams for the Regional Championships. Specifically, this will be four (4) teams comprised of the individuals with the best scores for each generation on the applicable Qualifying Date and four (4) teams comprised of individuals with the next best scores for each generation at the end of the Qualifying Slate. If a center doesn’t have enough participants in the Center Qualifier stage to field eight (8) “All-Star” Multi-Generations teams for the Regional Championships, the number of All-Star teams a center will field will equal the highest number of qualifiers that center produced in any single generation. For example, a center qualifying 5 Future Call-Ups, 6 Rising Stars, 2 Starting XI, and 4 Legends will field 6 teams. For any generation with fewer qualifiers than the “All-Star” team count, the remaining roster spots in that generation are open to TOCA members, first come, first served. In the example above, that center would have open roster spots for 1 Future Call-Up, 4 Starting XI, and 2 Legends. Members who take an additional spot are then assigned to the specific team(s) needing a participant using a random number generator. If a center does not have TOCA members of the Generation needing additional players, they can offer the spot to other TOCA customers or community members. Teams qualifying for the Regional Championships will compete in a series of soccer-based skills

challenges/games, as detailed in Exhibit III to these Official Rules, at the Center at which they qualified for the Regional Championships, and will earn points based upon their performance;

- National Championship – August 15, 2026 to August 16, 2026: The Team with the highest score in each Region will qualify for the National Championship; i.e. one (1) team per region. The National Championship will be held at TOCA Social Dallas, located at Grandscape® in The Colony, Texas (5740 Grandscape Boulevard, Suite 110, The Colony, TX 75056). Teams qualifying for the National Championships will compete in a series of soccer-based skills challenges/games, as detailed in Exhibit IV to these Official Rules, and will earn points based upon their performance. The Team with the best score at the National Championship will be the TOCA Generations Cup Winner and win the Grand Prize Trip (see below). In addition, the individual on the winning Team who scores the most points for the Team will win the prestigious “TOCA Generations Cup Golden Boot” Trophy.

In the event of ties at the Qualifying Stage, ties will be broken using each individual’s fastest time in Speed Dribble. If the applicable Individuals have the same time in the Speed Dribble, each Individual’s performance in Last One Juggling will be used to break the tie. In the event of a tie at the Regional Championship or the National Championship, ties will be broken using each applicable Team’s fastest time in the Generations Relay. If the applicable Teams have the same time in the Generations Relay, each Team’s performance in the Pass the Box challenge will be used to break the tie.

Travel Award

Players on the Teams qualifying for the National Championships will each receive economy-class round-trip airfare to Dallas, Texas, one (1) night hotel accommodations (double occupancy) and select meals (the “Travel Award”). For Team members under 18 years of age, a parent, legal guardian or chaperon who is at least 25 years of age (approved by the applicable Player’s parent or legal guardian) will also receive airfare to and from Dallas, Texas, hotel accommodations (double occupancy) and select meals. All other expenses, including but not limited to, taxes, gratuities, and incidentals, are the sole responsibility of the applicable recipient of the Travel Award (or their parent or legal guardian, as applicable).

The value of the Travel Award will vary based on the location of each Player, or as applicable, parent, legal guardian or Chaperon receiving a Travel Award. The estimated value of the Travel Award is between \$1,000 to \$3,000.

Travel Awards are not transferable or substitutable other than by Sponsor, who reserves the right to make substitutions at its sole discretion. The Player, or as applicable, parent, legal guardian or Chaperon receiving a Travel Award is responsible for all applicable federal, state, local or other taxes, if any, associated with acceptance and use of the Travel Award. Unclaimed Travel Awards may not be awarded.

Individuals

Individuals compete in one of four (4) age divisions or “Generations” based on their birth year:

- Future Call-Ups: Players who were born between 2015 – 2020;
- Rising Stars: Players who were born between 2008-2014;
- Starting XI: Players who were born between 1992 – 2007;
- Legends: Players who were born in or prior to 1991.

Players register as an individual for the Competition.

Teams

Teams will be formed based on performance at the Center Qualifying Stage and comprised of four (4) Players, with one (1) representative from each “generation” which are as follows:

- Future Call-Ups: Players who were born between 2015 – 2020;
- Rising Stars: Players who were born between 2008-2014;
- Starting XI: Players who were born between 1992 – 2007;
- Legends: Players who were born in or prior to 1991.

Teams for the Regional Championships and National Championships must consist of four (4) Players who meet the above age criteria.

If a generation is not represented at a Qualifier Date for a particular Center, an extra wildcard spot for that generation will be awarded to that Center.

If a player is unable to join a Team for the Regional or National Championships, their position will be substituted for the next highest placed player from the same Center and same generation at the conclusion of the Center Qualifying Stage of the Competition. Only team members present and competing at the National Championships are eligible for the Grand Prizes. Substituted Players must be of the same “generation”.

If a player who has qualified for a place in the Regional Championships does not show up on the applicable Regional Championship day, the center shall select a substitute using a random number generator, drawn from the qualified players of that same generation who are present at the center that day. The selected substitute will compete on their own All-Star team and on the team of the player who did not show, for a total of two teams that day. The substitute's performance is scored independently for each team; each team's score reflects that team's own result in every challenge, regardless of a shared player. Substituted Players must be of the same “generation”.

Cost

The cost to participate in the Qualifying Stage is as follows:

- Current TOCA member = \$25 per Qualifying Date; for example, if a member participates in two (2) Qualifying Dates the cost would be \$50.
- Non-Member = \$50 for first Qualifying Date; and \$25 for additional Qualifying Date; for example, if a non-member participates in two (2) Qualifying Dates their cost would be \$75

There is no charge to participate in the Regional Championships or the National Championship.

Players may participate at multiple Centers for the Qualifying Stage. In the event that a Player qualifies for the Regional Championships at more than one Center, the Player must select with which Team and Center to participate in the Regional Championship, and for the Team(s) not selected their position will be substituted for the next highest placed player from the same Center and same generation at the conclusion of the Center Qualifying Stage

of the Competition. For the sake of clarity, Players may not participate on multiple Teams in either the Regional Championships or the National Championship.

5) WHERE TO PARTICIPATE. Please see list of participating TOCA centers in Exhibit I.

7) GRAND PRIZE TRIP: Each member of the Team that wins the National Championship will receive: (a) two (2) round trip, economy class airline tickets to London for themselves and a guest; (b) a three-night stay at a London area hotel (double occupancy); and (c) two (2) tickets to a professional soccer match (subject to availability). All other expenses, including but not limited to, taxes, gratuities, and incidentals, are the sole responsibility of each member of the winning Team (or their parent or legal guardian, as applicable). Team members of the Grand Prize Trip winning Team under the age of 18 must be accompanied by a parent or legal guardian as their guest. The approximate retail value of the Grand Prize Trip is \$5,000 per member of the Grand Prize Trip winning Team/parent, guardian or chaperon. Actual/Appraised value of the Grand Prize Trip may differ at the time of Grand Prize Trip award. For example, the actual value will vary by Team member based on applicable airfare and hotel costs. The Grand Prize Trip is not transferable, substitutable or redeemable for cash. Sponsor reserves the right to substitute prizes of similar nature and of equal or greater value, at its sole discretion. The Grand Prize Trip is awarded with no warranty or guarantee, either express or implied, by Sponsor. Travel dates are subject to availability and blackout dates. The Sponsor is not responsible for cancellations, delays, or weather-related issues. Any person participating in the Grand Prize Trip must execute (or have a parent or legal guardian execute on their behalf for participants under 18 years of age) a liability/publicity release and provide a W-9 for tax purposes. Any person participating in the Grand Prize Trip (or their parent or legal guardian if applicable) is solely responsible for paying any and all applicable federal, state and/or local taxes, if any, attributable to receipt of the Grand Prize Trip. Unclaimed Grand Prize Trips may not be awarded.

Non-compliance with these Official Rules may result in disqualification.

Participation in the Competition, acceptance of the Travel Award, and/or the Grand Prize Trip constitutes permission for Sponsor, and/or their designees to use, where permitted by law, Player's, regional Championships participant and the National Champion's (including their guest or parent or legal guardian) name, likeness, picture, image or statements related to the Competition for advertising, publicity, news, trade, public relations and promotional purposes, in any and all media now or hereafter known throughout the world, without any further compensation, notice, review or consent.

8) GENERAL CONDITIONS: Sponsor, together with any parent company(ies), subsidiaries or affiliates and their respective directors, officers, employees, members, shareholders, representatives and agents (collectively, the "Released Parties") are not responsible for travel delays or cancellations, technical, hardware, software, telecommunications, network, electronic, or telephone malfunctions or failures of any kind, lost or unavailable network connections, or failed, incorrect, incomplete, inaccurate, garbled or delayed electronic communications caused by the user or by any part of the equipment or programming associated with or used in the Competition or by any typographical, printing, human or other errors relating to or in connection with the Competition, including, without limitation, errors which may occur in the administration of the Competition, the processing or verification of entries, the announcement of the Grand Prize Trip, any Competition related materials, or decisions made in good faith. Sponsor reserves the right to cancel or modify the Competition if fraud, technical failures (including but not limited to computer virus, malware, bugs or unauthorized intervention) or any other factor beyond Sponsor's reasonable control impairs the integrity of the Competition, as determined by the Sponsor in its

sole discretion. Sponsor reserves the right, in its sole discretion, to disqualify any individual it finds to be tampering with the Competition or to be acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner. In the event of a dispute as to the identity or age of any Player, Sponsor shall, in its sole discretion determine the validity of that entry. ANY ATTEMPT BY ANY PERSON TO UNDERMINE THE LEGITIMATE OPERATION OF THE COMPETITION MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAW, AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK DAMAGES AND OTHER REMEDIES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW. SPONSOR'S FAILURE TO ENFORCE ANY TERM OF THESE OFFICIAL RULES SHALL NOT CONSTITUTE A WAIVER OF THAT OR ANY OTHER PROVISION HEREOF. By entering the Competition, Players and to the extent that the applicable Player is less than eighteen (18) years of age, their parent or legal guardian on their behalf as well as on behalf of the applicable parent or legal guardian, release and hold harmless the Released Parties from any and all liability for any claims, costs, injuries, losses, actions or damages of any kind (including without limitation related to personal injury, death, damage to property, infringement of proprietary rights, rights of publicity or privacy or defamation) arising out of or in connection with participating in the Competition or acceptance, use, nonuse or misuse of the Travel Award and/or the Grand Prize Trip.

9) SPONSOR: TOCA Training Centers, LLC, 2777 Bristol Street, Suite D, Costa Mesa, CA 92626; (949) 230-8544

10) MISCELLANEOUS: The Competition is created and administered by TOCA Training Centers, LLC. All trademarks used are the property of their respective owner(s) and are used for prize description purposes only. Grandscape is a registered trademark of LMG Ventures, LLC, who is not a sponsor or administrator of this Competition.

EXHIBIT I

Participating TOCA Locations Grouped by Region

West Region

Participating Centers: Langley, B.C.; North Vancouver, B.C.; Lynwood, WA; Redmond, WA; Costa Mesa, CA; and Denver, CO.

Central Region

Participating Centers: Allen, TX; Carrollton, TX; The Colony, TX; and Keller, TX.

Midwest Region

Participating Centers: Evanston, IL; Naperville, IL; Madison (Fitchburg), WI; St. Louis, MO; Burnsville, MN; Columbus (Lewis Center), OH; and Cincinnati (Milford), OH.

Northeast Region

Participating Centers: Farmington, MI; Novi East (Novi), MI; Wixom, MI; Toledo (Rossford), OH; Rocky River, OH; and Richmond-Bedford Heights (Bedford Heights), OH.

Southeast Region

Participating Centers: Johns Creek (Suwanee), GA; Loganville, GA; Marietta, GA; Perimeter (Atlanta), GA; and Nashville (Franklin), TN.

EXHIBIT II Center Qualifying Stage Qualifying Slate

THE FOUR EVENTS

#	EVENT	FORMAT
G01	Shooting Frenzy	Individual. 1 minute. 10 balls. Shoot at targets worth different point values. Most points wins.
G02	Precision Pass	Individual. 1 minute. 10 balls. Pass into three scoring zones plus a flat marker bonus. Most points wins.
G03	Last One Juggling	Individual. Up to 8 minutes. Keep the ball airborne inside the boundary. Last player standing wins.
G04	Speed Dribble	Individual. Timed. Solo slalom dribble through cones, there and back. Fastest time wins.

G01 SHOOTING FRENZY *Individual | 1 Minute Per Player*

Participants	Every player competes individually
Duration	1 minute per player
Shooting line	10 yards from targets; player shoots from behind the line
Station dimensions	6 yards wide x 12 yards deep
Balls per player	10 balls lined up at the shooting line before each heat

RULES

1. Every competitor takes their 1-minute turn individually at the shooting station.
2. The player shoots from behind the designated shooting line; shots from in front of the line do not count.
3. Targets within the goal are worth different numbers of points based on difficulty.
4. A ball scores when it passes through or hits a target.

SCORING: Upper corners = 25 pts each. Middle = 15 pts. Lower corners = 10 pts each. Highest total in 1 minute wins.

G02 PRECISION PASS *Individual | 1 Minute Per Player*

Participants	Every player competes individually
Duration	1 minute per player
Lane dimensions	3 yards wide x 16 yards deep
Balls per player	10 balls lined up at the shooting line before each heat
Zones	Zone 1 (8–10 yd) = 5 pts; Zone 2 (10–12 yd) = 10 pts; Zone 3 (12–14 yd) = 15 pts
Flat marker	Placed at the center of Zone 3 (13 yd from shooting line). Ball touching flat marker = 25 pts.

RULES

1. Every competitor takes their 1-minute turn individually in a lane.
2. The player passes from behind the shooting line toward the zone targets downfield.
3. Each of the 10 balls scores based on which zone it comes to rest in and remains in at the end of the minute.
4. A ball that comes to rest touching the flat marker in zone 3 scores 25 points.
5. A ball knocked out of a zone by another ball shot later in the 1-minute round does not count towards the total score.
6. Balls are only counted towards score based on their position at the end of the 1-minute round.
7. If a player's ball leaves their lane and enters another player's lane, they receive 0 points for that ball, and the impacted player can reshoot a ball if it was impacted negatively.

SCORING: Zone 1 = 5 pts. Zone 2 = 10 pts. Zone 3 = 15 pts. Flat marker = 25 pts. Highest total wins.

G03**LAST ONE JUGGLING***Individual | Up to 8 Minutes | 2 Heats*

Participants	Every player competes individually
Heat structure	Always 2 heats; players per heat = total players divided by 2
Max duration	Up to 8 minutes per heat
Station size	Fixed at 6 x 6 yards per station (4 players per station)
Boundary	Station grid expands with player count; station size stays fixed
Equipment	1 ball per active player; boundary markers and station dividers

RULES

1. All competitors keep the ball airborne inside their designated station boundary for the duration of the heat.
2. Each player uses their own ball.
3. Players must remain inside the boundary at all times while active.
4. The challenge is elimination-based: players are removed when they commit a violation.
5. Maximum duration per heat is 8 minutes.
6. If multiple players remain when time expires, they tie and share equal points.

YOU ARE OUT IF:

- Your ball touches the ground
- You step outside the boundary
- You make contact with another player's body
- You make contact with another player's ball

SCORING: Finish order across both heats combined determines position points. Players eliminated later earn more points. Players still juggling at 8:00 record 8:00 as their time and tie at the top of their heat.

G04**SPEED DRIBBLE***Individual | Timed | Solo Dribble*

Participants	Every player competes individually
Lane dimensions	3 yards wide x 16 yards deep
Cone spacing	4 cones per lane in a straight line, 3 yards apart

Run pattern	Slalom dribble through cones, there and back
Timing	Recorded to nearest tenth of a second

RULES

1. Every player takes their individual timed turn in a lane.
2. The player dribbles through cones in a slalom pattern to the end and back to the starting line.
3. Carrying or throwing the ball results in a restart of that attempt.
4. Skipping a cone results in a restart of that attempt.
5. The clock starts when the player's ball crosses the start line and stops when the player crosses back over the finish line.

SCORING: Fastest solo time = maximum points. Times recorded to the nearest tenth of a second.

SCORING SYSTEM

How a Competitor Earns Points

Each of the 4 events awards points based on finishing position within a competitor's generation. A competitor's total score is the sum of their position points across all 4 events. Scoring is generation-by-generation: a Future Call-Up competes against other Future Call-Ups, a Legend against other Legends.

How Position Is Determined

EVENT	METRIC	HOW IT WORKS
Shooting Frenzy	Points scored	Most points accumulated in 1 minute across 10 balls wins within the generation.
Precision Pass	Points scored	Most points accumulated in 1 minute across 10 balls wins within the generation.
Last One Juggling	Survival time	Players eliminated later rank higher. Players still juggling at 8:00 tie at the top.
Speed Dribble	Time	Fastest solo dribble-and-back time wins within the generation.

Ties

If two or more competitors tie in a single event within a generation, they split the points by averaging the points for the tied positions. For example: if two players tie for first place, and first place earns 80 points while second place earns 64 points, each tied player receives 72 points $((80+64) \text{ divided by } 2)$. The next highest-placed competitor receives the points for third place.

If there is a tie for first place overall or for a wildcard spot, the competitor with the fastest Speed Dribble time from their best qualifying night wins the spot.

Points Table by Player Cap Size

Each center sets a maximum player cap per qualifying event before the competition window. Every qualifying night at that center uses the points table for that cap size, regardless of actual attendance on the night. Players who did not register on a given night score zero. This ensures all nights at the same center are directly comparable for wildcard purposes.

PLACE	32 PLAYERS	48 PLAYERS	64 PLAYERS	80 PLAYERS	96 PLAYERS	112 PLAYERS	128 PLAYERS
1st	100	100	100	100	100	100	100
2nd	85	85	85	85	85	85	85

PLACE	32 PLAYERS	48 PLAYERS	64 PLAYERS	80 PLAYERS	96 PLAYERS	112 PLAYERS	128 PLAYERS
3rd	72	72	72	72	72	72	72
4th	60	60	60	60	60	60	60
5th	50	50	50	50	50	50	50
6th	42	42	42	42	42	42	42
7th	35	35	35	35	35	35	35
8th	29	29	29	29	29	29	29
9th	24	24	24	24	24	24	24
10th	23	23	23	24	24	24	24
11th	21	22	23	23	23	23	23
12th	20	21	22	23	23	23	23
13th	18	21	22	22	22	23	23
14th	17	20	21	22	22	22	23
15th	16	19	20	21	22	22	22
16th	14	18	20	21	21	22	22
17th	13	17	19	20	21	21	22
18th	12	17	19	20	21	21	21
19th	11	16	18	19	20	21	21
20th	10	15	18	19	20	20	21
21st	9	14	17	19	19	20	21
22nd	7	14	16	18	19	20	20
23rd	6	13	16	18	19	20	20
24th	5	12	15	17	18	19	20
25th	5	11	15	17	18	19	20
26th	4	11	14	16	18	19	19
27th	3	10	14	16	17	18	19
28th	2	9	13	16	17	18	19
29th	1	9	13	15	17	18	19
30th	1	8	12	15	16	17	18
31st	1	8	12	14	16	17	18
32nd	1	7	11	14	16	17	18
33rd	—	6	11	13	15	17	18
34th	—	6	10	13	15	16	17
35th	—	5	10	13	15	16	17
36th	—	5	9	12	14	16	17
37th	—	4	9	12	14	15	16
38th	—	4	8	12	14	15	16
39th	—	3	8	11	13	15	16
40th	—	3	8	11	13	15	16
41st	—	2	7	10	13	14	15
42nd	—	2	7	10	12	14	15
43rd	—	1	6	10	12	14	15
44th	—	1	6	9	12	13	15
45th	—	1	5	9	11	13	14

PLACE	32 PLAYERS	48 PLAYERS	64 PLAYERS	80 PLAYERS	96 PLAYERS	112 PLAYERS	128 PLAYERS
46th	—	1	5	9	11	13	14
47th	—	1	5	8	11	13	14
48th	—	1	4	8	10	12	14
49th	—	—	4	8	10	12	14
50th	—	—	4	7	10	12	13
51st	—	—	3	7	10	12	13
52nd	—	—	3	7	9	11	13
53rd	—	—	3	6	9	11	13
54th	—	—	2	6	9	11	12
55th	—	—	2	6	8	10	12
56th	—	—	2	5	8	10	12
57th	—	—	1	5	8	10	12
58th	—	—	1	5	8	10	11
59th	—	—	1	4	7	9	11
60th	—	—	1	4	7	9	11
61st	—	—	1	4	7	9	11
62nd	—	—	1	4	6	9	11
63rd	—	—	1	3	6	8	10
64th	—	—	1	3	6	8	10
65th	—	—	—	3	6	8	10
66th	—	—	—	2	5	8	10
67th	—	—	—	2	5	8	9
68th	—	—	—	2	5	7	9
69th	—	—	—	2	5	7	9
70th	—	—	—	2	4	7	9
71st	—	—	—	1	4	7	9
72nd	—	—	—	1	4	6	8
73rd	—	—	—	1	4	6	8
74th	—	—	—	1	4	6	8
75th	—	—	—	1	3	6	8
76th	—	—	—	1	3	6	8
77th	—	—	—	1	3	5	7
78th	—	—	—	1	3	5	7
79th	—	—	—	1	2	5	7
80th	—	—	—	1	2	5	7
81st	—	—	—	—	2	4	7
82nd	—	—	—	—	2	4	6
83rd	—	—	—	—	2	4	6
84th	—	—	—	—	1	4	6
85th	—	—	—	—	1	4	6
86th	—	—	—	—	1	3	6
87th	—	—	—	—	1	3	5
88th	—	—	—	—	1	3	5

PLACE	32 PLAYERS	48 PLAYERS	64 PLAYERS	80 PLAYERS	96 PLAYERS	112 PLAYERS	128 PLAYERS
89th	—	—	—	—	1	3	5
90th	—	—	—	—	1	3	5
91st	—	—	—	—	1	3	5
92nd	—	—	—	—	1	2	5
93rd	—	—	—	—	1	2	4
94th	—	—	—	—	1	2	4
95th	—	—	—	—	1	2	4
96th	—	—	—	—	1	2	4
97th	—	—	—	—	—	2	4
98th	—	—	—	—	—	1	3
99th	—	—	—	—	—	1	3
100th	—	—	—	—	—	1	3
101st	—	—	—	—	—	1	3
102nd	—	—	—	—	—	1	3
103rd	—	—	—	—	—	1	3
104th	—	—	—	—	—	1	3
105th	—	—	—	—	—	1	2
106th	—	—	—	—	—	1	2
107th	—	—	—	—	—	1	2
108th	—	—	—	—	—	1	2
109th	—	—	—	—	—	1	2
110th	—	—	—	—	—	1	2
111th	—	—	—	—	—	1	2
112th	—	—	—	—	—	1	1
113th	—	—	—	—	—	—	1
114th	—	—	—	—	—	—	1
115th	—	—	—	—	—	—	1
116th	—	—	—	—	—	—	1
117th	—	—	—	—	—	—	1
118th	—	—	—	—	—	—	1
119th	—	—	—	—	—	—	1
120th	—	—	—	—	—	—	1
121st	—	—	—	—	—	—	1
122nd	—	—	—	—	—	—	1
123rd	—	—	—	—	—	—	1
124th	—	—	—	—	—	—	1
125th	—	—	—	—	—	—	1
126th	—	—	—	—	—	—	1
127th	—	—	—	—	—	—	1
128th	—	—	—	—	—	—	1
Max Score	400	400	400	400	400	400	400
Min Score	4	4	4	4	4	4	4

Note: Max Score = 4 events × 1st place points (100). Min Score = 4 events × last place points.

ADVANCEMENT AND WILDCARD LOGIC

After all 4 qualifying nights, the top 8 competitors per generation on the center leaderboard advance to Regionals.

PATHWAY	SPOTS	HOW IT WORKS
Automatic	1 per generation per Qualifying Event	The individual from each generation with the highest points per Qualifying Date advances
Wildcard	4 per generation per Center	Next highest cumulative leaderboard scores among non- event-winners at the end of the qualifying slate.

Wildcard Scenarios

SCENARIO	HOW IT RESOLVES
Competitor wins a Qualifying Date	Automatic qualifier. Their score still counts on the leaderboard for ranking purposes.
Competitor enters multiple nights	Best single-night score counts. Only one score per competitor appears on the leaderboard.
A night had fewer players than the cap	Points awarded based on cap size, not actual attendance. Absent players score zero.
Tied leaderboard scores for a wildcard spot	The competitor with the fastest Speed Dribble time from their best qualifying night wins the spot.
A generation has 0 players competing at a qualifying event	The auto-qualifier spot for that generation turns into an extra wildcard spot for that generation.

WILDCARD SCOPE: Wildcard spots are determined within a single center only, per generation. Cross-center comparison is not required at the qualifier stage.

EXHIBIT III

Regional Championship Stage Soccer Challenges/Games Details

OVERVIEW

The Regional Championship is the second stage of the Generations Cup. It is a one-day, virtual competition hosted simultaneously at every participating center in a region. Each center fields up to 8 All-Star teams, built from the players who qualified at that center during the Center Qualifier stage. Each team is made up of four players, one from each generation, competing together across the same five skill-based challenges that defined the Generations Cup before the individual-format Center Qualifiers: Pass the Box, Shooting Frenzy, Through the Gate, Last One Juggling, and Generations Relay.

Teams compete from their home center; scores are submitted to a central leaderboard and ranked across every team in the region. The top team per region advances to the National Finals at TOCA Social Dallas.

FUTURE CALL-UPS	RISING STARS	STARTING XI	LEGENDS
Born 2015-2020	Born 2008-2014	Born 1992-2007	Born 1991 or before

TEAM FORMAT

Team size	4 players; one from each generation
Wristband challenges	At check-in, each player selects exactly one wristband challenge: Shooting Frenzy, Through the Gate, or Last One Juggling. Players may not compete in more than one wristband challenge.
Team challenges	Pass the Box and Generations Relay require all four players on the team.

THE FIVE CHALLENGES

#	CHALLENGE	FORMAT
01	Pass the Box	Team. All 4 players. 4 minutes. Pass the ball clockwise around the box; one completed rotation through all 4 players scores 1 point. Most points wins.
02	Shooting Frenzy	Individual. Wristband. 1 minute. 10 balls. Shoot at targets worth different point values. Most points wins.
03	Through the Gate	Pair. Wristband. 3 minutes. Pass the ball through a 1-yard gate as many times as possible. Most points wins.
04	Last One Juggling	Individual. Wristband. Up to 8 minutes. Keep the ball airborne inside the boundary. Last player standing wins.
05	Generations Relay	Team. All 4 players. Timed. Slalom dribble relay through cones, there and back. Fastest time wins.

CHALLENGE 01	PASS THE BOX	TEAM CHALLENGE: ALL 4 PLAYERS
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Participants	All 4 players
Duration	4 minutes per heat

Box size	4 yd x 4 yd; 1 player at each corner
Spacing	4-yard gap between boxes when multiple boxes run simultaneously
Equipment	1 ball and 4 cones per box
Judging	1 judge per box

1. All four players position at one corner of the box, one per corner.
2. The ball is passed clockwise around the box from player to player.
3. One complete rotation through all four players counts as 1 point.
4. The ball must reach every player on each rotation to count.
5. The ball must go on the outside of the cones.
6. Incomplete rotations at the end of time do not count toward the score.
7. If a player has to leave their area to retrieve the ball, they can. If in retrieving the ball a player or their ball interferes with another team's play, 1 completed rotation is deducted from their team's score.
8. The team with the most completed rotations at the end of 4 minutes wins.

SCORING: 1 point per completed rotation through all 4 players. 4-minute window. Most points wins.

CHALLENGE 02 SHOOTING FRENZY INDIVIDUAL CHALLENGE: WRISTBAND

Participants	1 shooter (wristband)
Duration	1 minute per heat

Shooting line	10 yards from targets; player shoots from behind the line
Station dimensions	6 yards wide x 12 yards deep
Balls per player	10 balls lined up at the shooting line before each heat

1. The player wearing the wristband is the designated shooter for this challenge.
2. The shooter attempts up to 10 shots within the 1-minute window.
3. Shots must be taken from behind the designated shooting line; shots from in front of the line do not count.
4. Only the wristband player's shots are scored.
5. Targets within the goal are worth different numbers of points, as indicated on the target; a player accumulates points when a ball passes through a target.

SCORING: Points per successful shot. Points per target vary based on difficulty. Highest number of points accumulated wins the challenge.

WRISTBAND RULE: *Each player may compete in only one wristband challenge: Shooting Frenzy, Last One Juggling, or Through the Gate.*

CHALLENGE 03 THROUGH THE GATE PAIR CHALLENGE: WRISTBAND

Participants	2 players who selected the Through the Gate wristband
Duration	3 minutes per heat

Player distance	10 yards apart, indicated by flat markers, facing each other
Gate width	1 yard; marked with cones at the midpoint between the two players
Station width	3 yards per station
Station spacing	1-yard gap between stations
Footprint (base)	15 yd wide x 14 yd deep for 4 stations side by side (10 yd player distance + 2 yd buffer each end)
Equipment	1 ball per pair; 2 cones per lane marking the gate; 2 flat markers per lane indicating where each player passes from
Judging	1 judge per pair

1. Two players who selected Through the Gate compete together as a pair.
2. Players face each other with the gate positioned between them.
3. Players pass the ball back and forth through the gate opening as many times as possible.
4. Only ground passes count; a pass counts when the ball does not lose contact with the ground and travels cleanly through the gate without touching the cones.
5. A pass must be initiated from the player's respective 10-yard mark, indicated by flat markers.
6. Players may not cross past the gate to retrieve the ball; each player must remain on their own side.
7. If the ball exits the play area, players can retrieve it, but if the player or their ball interferes with another team, they receive a 1-point deduction. Play resumes when the player returns with the ball to their 10-yard mark.

SCORING: 1 point per clean pass through the gate. 3-minute window. Team with the highest points wins the challenge.

WRISTBAND RULE: *Each player may compete in only one wristband challenge: Shooting Frenzy, Last One Juggling, or Through the Gate.*

CHALLENGE 04 LAST ONE JUGGLING INDIVIDUAL CHALLENGE: WRISTBAND

Participants	1 wristband player per team; all compete simultaneously
Max duration	8 minutes

Boundary zone	Fixed at 6 x 6 yards per station (4 players per station); station grid expands as more wristband players compete, station size stays fixed
Equipment	1 ball per active player; boundary markers and station dividers

1. All players who selected the Last One Juggling wristband compete simultaneously inside the designated boundary area.
2. Each player uses their own ball and must keep it off the ground for the duration of the challenge.
3. Players must remain inside the boundary at all times while active.
4. The challenge is elimination-based: players are removed from competition when they commit a violation.
5. The challenge runs for a maximum of 8 minutes.
6. If multiple players remain when time expires, all survivors share points.

YOU ARE OUT IF: *Your ball touches the ground; you step outside the boundary; you make contact with another player's body; you make contact with another player's ball.*

SCORING: Last player standing earns maximum points. Multiple survivors when time expires all earn points.

WRISTBAND RULE: *Each player may compete in only one wristband challenge: Shooting Frenzy, Last One Juggling, or Through the Gate.*

CHALLENGE 05	GENERATIONS RELAY	TEAM CHALLENGE: ALL 4 PLAYERS
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Participants	All 4 players
Format	Timed relay

Lane width	3 yards per lane
Cones per lane	4 cones in a straight line, spaced 3 yards apart
Lane length	16 yards total (12 yd course + 2 yd buffer each end)
Equipment	1 ball and 4 cones per lane; 1 flat marker per lane, placed 1 yard from the first cone, marking where the next player starts and stands while waiting to be tagged

1. Teams choose their own running order before the relay begins; the order cannot be changed once competition starts.
2. Players must dribble through the cones in a slalom pattern, alternating left, right, left, to the end of the cones and back to the starting line.
3. Carrying or throwing the ball results in a restart of that player's leg.
4. Skipping a cone results in a restart of that player's leg from the beginning.
5. Teams may only use one ball for the duration of the relay. If they lose control of the ball, they can retrieve it, but if they or their ball interfere with another team, they must restart that player's leg from the beginning.
6. The next player may not begin until the incoming player has dribbled the ball to them; the ball must pass the starting line and the player must physically tag the next player.
7. The clock starts when the first player's ball crosses the start line and stops when the final player crosses back over the finish line.

8. The team with the fastest total combined time wins the challenge.

SCORING: Timed, stopwatch. Fastest team time earns maximum points. Times recorded to the nearest tenth of a second.

SCORING SYSTEM

How a Team Earns Points

Each of the 5 challenges awards points based on finishing position across the full regional field for that challenge. A team's total score is the sum of its position points across all 5 challenges. The points ladder is the same across all challenges: 1st place earns the most, last place earns the least.

How Position Is Determined

CHALLENGE	METRIC	HOW IT WORKS
Pass the Box	Completed rotations	Most full rotations through all 4 players in 4 minutes wins.
Shooting Frenzy	Points scored	Most points accumulated in 1 minute wins. Targets carry a set point value based on difficulty.
Through the Gate	Completed passes	Most successful passes through the gate in 3 minutes wins.
Last One Juggling	Survival	Last player keeping the ball airborne within bounds wins.
Generations Relay	Time	Fastest combined dribble-and-tag relay time wins.

Ties

If two or more teams tie in a single challenge, the teams split the points by averaging the points for the tied positions. For example: if two teams tie for first place, and first place earns 80 points while second place earns 64 points, each tied team receives 72 points, the average of 80 and 64. The next-placed team receives the points for third place.

If there is a tie for first place in the region at the end of the Regional Championship, the tie is resolved in two steps: first by fastest Generations Relay time (ascending); if still tied, by longest Last One Juggling time (descending).

Points Table by Regional Field Size

Every team in a region is ranked together, per challenge, against the full field of teams competing in that region that day, not just the teams at its own center. Each region is assigned a points table based on the maximum number of teams that could compete on the day, regardless of the actual number of teams on the day: West (48 teams), Central (32 teams), Midwest (56 teams), Northeast (48 teams), Southeast (40 teams).

PLACE	32	40	48	56
1st	80	80	80	80
2nd	64	64	64	64
3rd	50	50	50	50
4th	38	38	38	38

5th	28	28	28	28
6th	20	20	20	20
7th	14	14	14	14
8th	10	10	10	10
9th	8	8	8	8
10th	8	8	8	8
11th	7	8	8	8
12th	7	7	7	8
13th	7	7	7	7
14th	6	7	7	7
15th	6	7	7	7
16th	6	6	7	7
17th	5	6	7	7
18th	5	6	6	7
19th	5	6	6	7
20th	5	5	6	6
21st	4	5	6	6
22nd	4	5	6	6
23rd	4	5	5	6
24th	3	5	5	6
25th	3	4	5	6
26th	3	4	5	5
27th	2	4	5	5
28th	2	4	5	5
29th	1	3	4	5
30th	1	3	4	5
31st	1	3	4	5
32nd	1	3	4	5
33rd	-	2	4	4
34th	-	2	3	4
35th	-	2	3	4
36th	-	1	3	4
37th	-	1	3	4
38th	-	1	3	4

39th	-	1	3	4
40th	-	1	2	3
41st	-	-	2	3
42nd	-	-	2	3
43rd	-	-	1	3
44th	-	-	1	3
45th	-	-	1	3
46th	-	-	1	2
47th	-	-	1	2
48th	-	-	1	2
49th	-	-	-	2
50th	-	-	-	1
51st	-	-	-	1
52nd	-	-	-	1
53rd	-	-	-	1
54th	-	-	-	1
55th	-	-	-	1
56th	-	-	-	1
Max Score	400	400	400	400
Min Score	5	5	5	5

NOTE: Max Score = 5 challenges x 1st place points (80). Min Score = 5 challenges x last place points (1). Values decay place by place, consistent with the Center Qualifier points table.

ADVANCEMENT

PATHWAY	SPOTS	HOW IT WORKS
Regional Champion	1 per region	The team with the highest total points across all 5 challenges, region-wide, advances to the National Finals at TOCA Social Dallas.

SCENARIO	HOW IT RESOLVES
A qualified player does not show up	The center's random-number-generator substitution protocol applies; see No-Show Substitution Protocol.
Tied leaderboard scores for the region title	Two-step tiebreak: first, fastest Generations Relay time (ascending); if still tied, longest Last One Juggling time (descending).

A center fields fewer than 8 teams	The total number of teams competing in the region that day is smaller. Every team in the region, regardless of center, is still scored against the same shared points ladder, sized to that region's assigned maximum number of teams, regardless of the actual number competing on the day.
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TEAM FORMATION

Team formation	The number of All-Star teams a center fields equals the highest number of qualifiers the center produced in any single generation. For example, a center with 5 Future Call-Ups, 6 Rising Stars, 2 Starting XI, and 4 Legends qualifiers fields 6 teams.
Filling generation shortfalls	For any generation with fewer qualifiers than the team count, the remaining roster spots in that generation are opened up to TOCA members, first come, first served. Members who take an additional spot are then assigned to the specific team(s) needing a fill using a random number generator.
Player No Shows	1. If a qualified player does not show up on Regional Championship day, the center selects a substitute using a random number generator, drawn from the qualified players of that same generation who are present at the center that day. 2. The selected substitute competes on their own All-Star team and on the team of the player who did not show, for a total of two teams that day. 3. The substitute's performance is scored independently for each team; each team's score reflects that team's own result in every challenge, regardless of a shared player.

EXHIBIT IV

National Championship Stage Soccer Challenges/Games Details

Overview

The National Championship is the final stage of the Generations Cup. It is an in-person event hosted at TOCA Social Dallas. The five Regional Champion teams, one per region, compete across five games played on TOCA Social's interactive screens; every game is scored by hitting balls at the screen to score points. Each team is made up of four players, one from each generation.

In three of the five games, a team's four players compete together in the same box. In Eliminator and TOCA Challenge, players instead compete in the same box as the other four teams' players of their own generation; see Game 4 for details.

Two Grand Prizes are awarded: the European Soccer Trip to the National Champion team, and the Harry Kane Golden Boot to the individual player with the highest points total across the event. The two titles are tracked independently, on separate points tables sized to their own field: 5 teams for the Team Championship, 20 players for the Individual Championship. A player can lead the individual standings without being on the winning team, and vice versa.

FUTURE CALL-UPS	RISING STARS	STARTING XI	LEGENDS
Born 2015-2020	Born 2008-2014	Born 1992-2007	Born 1991 or before

Event Format

ITEM	DETAIL
Field	5 teams, one Regional Champion per region
Team size	4 players; one from each generation
Venue	TOCA Social Dallas; all five games played by hitting balls at interactive screens
Difficulty level	Each player selects one level before competition begins; the level applies to all five games and cannot change mid-event
Tracked titles	National Championship (team) and Golden Boot Winner (individual)

Difficulty Levels & Score Multiplier

Each player chooses their own difficulty level at the start of the event. The level stays the same for four games; a player cannot mix levels across games. Every point scored in every game is multiplied by the player's chosen level before it is converted to position points. Note: TOCA Challenge does not factor in difficulty level because all players play through the same levels, regardless of selected difficulty level.

LEVEL	MULTIPLIER
Beginner	1.0x
Intermediate	1.25x
Advanced	1.5x
Pro	1.75x

The Games

Every player on every team plays all five games. In Striker, Atom Splitter, and Zombie Attack, a team's four players compete together in the same box. In Eliminator and TOCA Challenge, players compete in the same box as the other four teams' players of their own generation. Raw points (or, in TOCA Challenge, the level reached; in Eliminator, the order-of-elimination score) are multiplied by the player's chosen difficulty level to produce that player's adjusted score for the game. A team's game score in every game is the sum of its four players' adjusted scores.

Game 1: Striker

Individual | Interactive Screen | Played with your team

1. Targets appear on the screen at different point values.
2. Hitting a target scores points and increases that target's value for the next hit.
3. Some targets are disabled and must be avoided; hitting a disabled target does not score.
4. The player's raw score is the total points accumulated during the game.

INDIVIDUAL SCORE: Highest adjusted score (raw score x difficulty multiplier) wins the game.

TEAM SCORE: Add the adjusted scores of your team's four players in this game; that total is your team's game score for Striker.

Game 2: Atom Splitter

Individual | Interactive Screen | Played with your team

1. Atoms appear on the screen; hitting an atom splits it into smaller atoms.
2. Smaller atoms are worth more points than the atoms they split from.
3. Supercharged atoms trigger a chain reaction, splitting and scoring nearby atoms automatically.
4. The player's raw score is the total points accumulated during the game.

INDIVIDUAL SCORE: Highest adjusted score (raw score x difficulty multiplier) wins the game.

TEAM SCORE: Add the adjusted scores of your team's four players in this game; that total is your team's game score for Atom Splitter.

Game 3: Zombie Attack

Individual | Interactive Screen | Played with your team

1. Hitting a zombie scores points and increases the player's timer.
2. Hitting the yellow zom-bombie blows up the zombies around it for a huge point and timer boost.
3. Balls travel through zombies, so a single shot can score every zombie standing behind the first.
4. The game ends when the timer runs out. The player's raw score is the total points accumulated before time expires.

INDIVIDUAL SCORE: Highest adjusted score (raw score x difficulty multiplier) wins the game.

TEAM SCORE: Add the adjusted scores of your team's four players in this game; that total is your team's game score for Zombie Attack.

Game 4: Eliminator

Individual | Interactive Screen | Head-to-Head | Played against your generation, not your team

1. Each generation's five players, one from each team, share a single box: your opponents are the other teams' players of your same generation, not your own teammates. The order of play is selected using a random number generator.
2. Each player's structure is made up of sections displayed on the shared screen.
3. Hitting an opponent's structure removes a section from it; hitting your own structure builds a section back.
4. At the end of each round, a crusher automatically removes one section from every player who hasn't cleared it.
5. A player is eliminated when their structure has no sections remaining.

6. Play continues, round by round, until one player's structure remains standing. A player's raw score is their order of elimination: the first player eliminated scores 1, the second scores 2, the third scores 3, the fourth scores 4, and the last player standing scores 5.

INDIVIDUAL SCORE: Each player's order-of-elimination score is multiplied by their difficulty level to produce an adjusted score, same as every other game. Players are ranked by adjusted score, highest to lowest, to determine finishing order. If two players are eliminated at the same moment, they share the same order-of-elimination score; if they're also at the same difficulty level, their adjusted scores match, and they split the points for their tied positions by averaging, the same method used throughout the Generations Cup.

TEAM SCORE: Your four teammates each play Eliminator in a different generation box. Add all four of their adjusted scores together; that total is your team's game score for Eliminator, even though no two of them played in the same box.

Game 5: TOCA Challenge

Individual | Interactive Screen | Played in the same box as your generation, not your team

1. The screen presents 15 levels in sequence; the player gets one ball per level.
2. Hitting the level's target advances the player to the next level.
3. Missing the target, or hitting the danger zone, ends the game immediately.
4. The player's raw score is the highest level reached before the game ends (level 15 if all levels are cleared).

INDIVIDUAL SCORE: Highest level reached wins the game. Note: Level of difficulty isn't applied to this game because everyone plays through the same levels regardless of selected difficulty level.

TEAM SCORE: Add the highest levels reached of your team's four players in this game; that total is your team's game score for TOCA Challenge. Note: Level of difficulty isn't applied to this game because everyone plays through the same levels regardless of selected difficulty level.

Scoring System

Team and Individual are scored independently, using two separate point tables sized to each track's own field. A player's Individual Total has no bearing on their team's Team Total, and vice versa.

How an Individual Earns Points

For each game, all 20 players in the field are ranked directly against each other by adjusted score, regardless of generation; the difficulty multiplier, not a generation grouping, is what keeps the comparison fair across ages. Each player is awarded individual position points from the 20-place ladder below. A player's Individual Total is the sum of their individual position points across all five games.

The Harry Kane Golden Boot goes to the player with the highest Individual Total, regardless of generation and regardless of which team they play on.

How a Team Earns Points

For each game, a team's game score is the sum of the adjusted scores of its four players in that game (not their individual position points). The five teams are then ranked against each other by game score, and each team is awarded team position points from the 5-place ladder below. A team's Team Total is the sum of its team position points across all five games.

The team with the highest Team Total is crowned National Champion and wins the European Soccer Trip.

Team Points Ladder

5 teams; used to rank combined team game scores.

PLACE	POINTS
1st	80
2nd	64
3rd	50
4th	38
5th	28

Max Team Total = 5 games x 80 pts = 400.

Individual Points Ladder

20 players; used to rank every player's adjusted score directly, regardless of generation.

PLACE	POINTS	PLACE	POINTS
1st	100	11th	21
2nd	85	12th	20
3rd	72	13th	18
4th	60	14th	17
5th	50	15th	16
6th	42	16th	14
7th	35	17th	13
8th	29	18th	12
9th	24	19th	11
10th	23	20th	10

Max Individual Total = 5 games x 100 pts = 500.

Ties

Within a single game

1. Individual tie for a position among the 20 players on a single game: players split the points by averaging the individual position points for the tied places, same method used at Center Qualifiers and Regionals. This includes ties in Eliminator's order of elimination.
2. Team tie for a position on a single game: teams split the points by averaging the team position points for the tied places.

For the Harry Kane Golden Boot (equal Individual Totals)

1. Tiebreak 1: the player with the highest TOCA Challenge level reached wins the tie.
2. Tiebreak 2: if still tied, the tied players face off head-to-head in Eliminator. Both compete at the Intermediate difficulty level (1.25x) for this tiebreak, regardless of the level they chose earlier in the event; the winner takes the Golden Boot.

For the National Championship (equal Team Totals)

1. Tiebreak 1: the team with the highest combined TOCA Challenge levels reached score across its four players wins the tie.
2. Tiebreak 2: if still tied, each tied team selects one player to compete head-to-head in Eliminator. Both selected players compete at the Intermediate difficulty level (1.25x) for this tiebreak, regardless of the level they chose earlier in the event; the winning player's team is crowned National Champion.

Advancement & Champions

TITLE	AWARDED TO
National Champion (Team)	The team with the highest Team Total across all five games
Harry Kane Golden Boot (Individual)	The player with the highest Individual Total across all five games, across all generations