



## Malta BOV ePremier League Rules 2019/2020

### **1. PLAYER ELIGIBILITY**

Players must register at [www.maltaepremierleague.com](http://www.maltaepremierleague.com) to be considered for eligibility for the Competition. Players that meet the eligibility requirements in this Section (individually, a “Player” or Competitor”) must:

- Own or have access to FIFA 20 on PlayStation 4;
- Have a valid PSN ID;
- Register their valid EA Account for eligibility and accept the Official Rules during one of the registration windows described in Section 2.1
- Meet the age and residency requirements described in Sections 2.2 and 2.3
- Eligible to be part of the EA Global Series

#### **1.1 REGISTRATION DEADLINES AND ACCEPTANCE OF OFFICIAL RULES**

Players must register with their valid EA Account, FIFA Team Name and accept the Official Rules at [www.maltaepremierleague.com](http://www.maltaepremierleague.com) to be considered for participation in the Competition.

Players may register during the following registration window:

- From November 12<sup>th</sup> at 08:00 AM CET to December 8<sup>th</sup> 2019 at 23:59 PM CET

These Official Rules may be updated as necessary during the Malta BOV ePremier League to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after the first publication. The goal of any updates will be to ensure a fair competition for all involved.

The MFA reserves the right to cancel, suspend and/or modify the Malta BOV ePremier League, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the MBePL, as determined by the MFA in its sole discretion. The MFA reserves the right to disqualify any Competitor it finds to be tampering with the operation of the MBePL or to be acting in violation of these Official Rules. Any

attempt by any person to deliberately undermine the legitimate operation of the MBePL may be a violation of criminal and civil law, and, should such an attempt be made, MFA reserves the right to seek damages and other remedies (including lawyers' fees) from any such person to the fullest extent permitted by law.

By participating in the MBePL, Competitors agree to be bound by these Rules and the decisions of the Competition officials and administrators.

## **1.2 AGE REQUIREMENT**

To be eligible to participate in the Competition, Competitors must be at least 16 years old at the time of registration **and** be at least the minimum age required to have a full (not underage) EA account in Malta.

All Competitors under the age of majority in their territory of residence must have a parent or legal guardian review and consent to these Official Rules on their behalf, and accompany them to any Live Events.

## **1.3 RESIDENCY REQUIREMENT**

Competitors will be required to provide proof of residency in Malta to compete in the MBePL. The sufficiency of any such proof or documentation will be determined by EA in its sole discretion. The list of eligible countries can be found in [Appendix B: Eligible Countries](#).

Competitors are required to provide a:

- Maltese Government-issued identification: a document such as a passport, driver's license, identification card, or work visa with a photo, name and physical address in Malta.

## **1.4 REPRESENTING A CLUB, TEAM, OR ORGANIZATION IN THE FGS**

Competitors will be asked to represent a team, club or other organization in the Malta BOV ePremier League. Players will be asked if they do not want to represent a particular club from the 14, in order to exempt him from the team in the draw phase.

Once a player has qualified for the Malta BOV ePremier League, he accepts that his data will be given to the 14 clubs in the Malta BOV ePremier league, so that they will be able to contact him to represent them. Should the player fail to find a club, the players will be allocated a team during a Live Broadcasted draw on the 15<sup>th</sup> of December 2019. Players are not allowed to change squad in the duration of this competition.

## **1.5 REPRESENTING A CLUB AT A LIVE EVENT**

7 days before the start of the Final Phase the players will be given the following apparel to be worn at every live event in the Malta BOV ePremier League:

- Club, team or organization apparel with the players' name

- Club, team or organization logo

## 2. COMPETITION STRUCTURE

### 2.1 Online Qualifiers

Four “4” online qualifiers will be held on the below dates:

21st November 2019 - 3 Players Qualify

28th November 2019 - 3 Players Qualify

5th December 2019 - 3 Players Qualify

9th December 2019 - 4 Players Qualify

Competitors are allowed to take part in all four qualifiers should they fail to be successful in the previous rounds.

Players must be checked in on the official website [www.maltaepremierleague.com](http://www.maltaepremierleague.com) by 15 minutes before the official start time of the event. All players are given a “No Show” grace period time of 15 minutes, this initiates after the match's original start time.

See [Appendix C](#) for the match rules and gameplay settings for Online Qualification Tournaments and Live Events.

### 2.2 Official Unveiling

The “**Official Unveiling**” will be held at the 2019 Malta eSports Festival on December the 15th and all qualified competitors are **required** to attend.

### 2.3 League Phase

“**League Phase**” is a 7 Match Day League which will be held in a state of the art studio in the MFA premises. Each competitor will play on a Home and Away basis, and points will be added to the teams leaderboard. The MBePL **require** the competitor to be at a specified time and place sent to him 2 weeks prior. Most matches during this round will be Livestreamed on the official pages of the MBePL. The Final Leaderboard will determine the position of the player in the KO Phase.

Dates are as below (Subject to change due to EA Global Series Live Events):

23rd January 2020

30th January 2020

6th February 2020

13th February 2020

20th February 2020

27th February 2020

5th March 2020

## 2.4 KO Phase

The KO Phase will be split into 1 bracket and matches will be played on a home and away basis. Seedings are determined based on the performance of the player in the League Phase of the competitions. Players are **required** to attend the event and failure to do so will lead into disqualification and automatic forfeiture of any Prize Money and EA Global Series Points obtained.

All matches will be livestreamed on all the MBePL official media channels. The MFA reserves the right to make this phase open to public.

See [Appendix C](#) for the match rules and gameplay settings for Online Qualification Tournaments and Live Events.

## 3. PRIZES

### 3.1 2019/2020 PRIZES

League Phase	
1	€1,000.00
2	€500.00
3	€250.00
4	€250.00
5	€200.00
6	€200.00
7	€150.00
8	€150.00
9	€100.00
10	€100.00
11	€75.00
12	€75.00
13	€50.00
14	€50.00
<b>TOTAL</b>	<b>€ 3,150.00</b>

KO Phase	
1	€2,500.00
2	€1,000.00
3	€500.00
<b>TOTAL</b>	<b>€ 4,000.00</b>

### 3.2 PRIZE TERMS AND CONDITIONS

Prizes are not transferable. No substitution of prizes for other goods and services is permitted, except that the MFA reserves the right to provide a substitute prize of approximately equal or greater value if the advertised prize is unavailable or not allowed by local legislation. All expenses not specified above, including, without limitation, all local taxes, and international tariffs, are the sole responsibility of the individual winner.

Potential winners will be required to complete and sign a Prize Winner Declaration and Release at the end of the MBePL in order to claim the prize. If a potential winner fails to sign and/or return the Declaration and Release, refuses the prize, or is ineligible to accept the

prize, the potential winner forfeits the prize. If a winner is considered a minor Malta, winner's parent or legal guardian (as required by law) will be required to sign all necessary documents upon verification of ID.

### **3.3 FIFA EA GLOBAL SERIES POINTS**

Competitors intending to participate in Malta BOV ePremier League who want to also be eligible for these points will need to register on FUTChampions.com by 31 October 2019, or between 16 and 31 January 2020 and be FUT Champions-verified. Points will be allocated as follows:

Points allocated in the KO Phase:

Winner – 200 Points

Runner Up – 110 Points

3<sup>rd</sup> and 4<sup>th</sup> – 80 Points

5<sup>th</sup> to 8<sup>th</sup> – 40 Points

9<sup>th</sup> to 14<sup>th</sup> – 20 Points

### **4. GENERAL TERMS AND RELEASE**

By participating in this Competition, each Competitor further agrees:

- To the extent permissible by law, to assume sole liability for Competitor's injuries, including personal injuries and/or damage to property, caused or claimed to be caused by participating in any part of the Competition, or acceptance, possession, or use of any prize;
- To the extent permissible by law and subject to and without excluding, restricting or modifying any rights or remedies to which the Competitor may be entitled as a consumer under the consumer guarantee provisions of the Maltese Law, to release and hold harmless MBePL and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this Competition or any Competition-related activity or the receipt, possession, use or misuse of any prize, with respect to claims resulting from death or personal injury arising from the MBePL's negligence, and for residents of the United Kingdom, with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law;
- Any damages made to the property of the MFA during the Malta BOV ePremier League by the player, will be held liable against him.
- The Competition is governed in accordance with the Laws of Malta and the Maltese Courts shall be the courts vested with jurisdiction to decide on any issue arising from these regulations.

## **PERSONAL INFORMATION**

By participating in the Malta BOV ePremier League, Competitors consent to the MFA and EA to process their personal information (name, address, birthdate, EA Account Name, PlayStation Network ID, email address, FUT Champions Results, Country of Representation, Team of Representation, Country of Residence) in accordance with the EA Privacy and Cookie Policy, available at <http://www.ea.com/privacy-policy> .

Personal information will be used for the purposes of:

- Organizing, running and monitoring the MBePL and prize fulfillment, including, for Competitors that win a prize, publishing Competitor names and countries of residence online or in any other media in connection with the MBePL, as described further below; and
- Any additional processing activities to which Competitors consent, such as sharing information with third parties, including for booking travel, soliciting feedback on the MBePL, and soliciting feedback on gameplay and features of EA SPORTS FIFA video game titles, subject to the Privacy Policies applicable to such entities.

The organizing entity shall be considered the data controller for the database containing this personal information and provides for an appropriate data protection level. If there is any conflict between these Official Rules and either the Privacy and Cookie Policy or the User Agreement, then the Privacy Policy or User Agreement, as applicable, will control.

Personal information will be processed in Malta By entering the MBePL, you consent that your personal information may be transferred to EA Sports that may not offer the same level of privacy protection as the laws Malta.

Competitors have the right to access, withdraw, and correct their personal information.

Competitors may request such action by sending a message with the request, subject line "Malta BOV ePremier League" to [esports@mfa.com.mt](mailto:esports@mfa.com.mt)

## **PUBLICATION OF WINNER INFORMATION**

The MFA will post the names of confirmed winners online one to two weeks after the end of each Live Event at [www.futchampions.com](http://www.futchampions.com)

By accepting a prize, Competitors grant EA the right to use their personal information, and any other information provided by Competitors, without further consent or compensation to Competitors, for marketing and promotional purposes:

- Background info: Full name, country of residency, age, platform, Xbox Live Gamertag or PSN ID, position on monthly leaderboard in the month of qualification
- Football fandom info: Favourite professional football club, favourite professional football player, favourite FUT player item
- Social Media info: Twitter handle, YouTube channel, and Twitch account (if applicable)
- Photo: A standard set of headshots following the template provided by EA must be submitted by each Player

- Other Information for tournament administration only: Shirt size, dietary restrictions, mobile phone number
- The MBePL may provide Competitor's EA account Information (name, Online ID, age, country, game play stats and scores, and email address) to EA/FIFA, and they may use the account information for the purposes of administering FGS events (such as the FIFA eWorld Cup 2018), including without limitation that FIFA may contact Competitor by email and/or other means.
- Use of any media footage that the MBePL will request from said player at his own approval for marketing purposes.

## **COMMERCIAL RIGHTS**

- All commercial rights (including without limitation any and all marketing and media rights) relating to the Malta BOV ePremier League belong to the MFA.
- Competitors shall not associate themselves with MBePL and/or the MFA in any commercial manner, nor use any intellectual property rights of the MFA, nor shall they permit any third parties to do so, without the prior written consent of the MFA, which may be granted or withheld at MFA's sole discretion.
- Any Competitor or a Competitor's sponsor wishing to engage in any promotional or marketing activities with respect to the MBePL, including at any MBePL tournament venue, will need prior written consent from the MFA, which may be granted or withheld at the MFA's sole discretion.
- The recording and dissemination of images or footage of the MBePL for commercial purposes by or on behalf of Competitor is strictly prohibited, except when explicitly authorized by the MFA.

## **APPENDIX A: CODE OF CONDUCT**

The below Code of Conduct applies to all Competitors in the MBePL at all levels of the Competition, unless otherwise specified. The MFA reserves the right to levy penalties or disqualify any Competitor in violation of this Code of Conduct, in its sole discretion. As a FUT Champions Verified player, Competitors may be held to a higher standard than other players, and may face higher levels of penalties than they would otherwise.

### **PLAYER BEHAVIOUR GENERALLY**

Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanour to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online interactions, including social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship, including when not participating in MFA or EA-sponsored events. Prohibited conduct includes, but is not limited to:

- Violating any applicable law, rule or regulation, as determined by the MFA and/or EA Sports
- Using any software or program that damages, interferes with or disrupts the Competition or another's computer or property;
- Any external software designed to give the competitor an unfair advantage;
- Interfering with or disrupting another player's participation in the Competition;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, or making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that EA or the MFA (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or bugs in the Competition;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA account, or any EA content associated with an EA account, including EA virtual currency and other entitlements, either within an EA service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by EA;
- Engaging in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the Competition.

### **COLLUSION POLICY**

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the MFA or EA at any point in the MBePL to be engaging in collusion will be removed from the Competition, be forced to return any compensation and/or prizes received from the MBePL. EA may take action as they deem necessary, and may have their



## FIFA 20 account suspended

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason, either during Online Qualification Tournaments or at Live Events.
- Playing on behalf of another Competitor, including using a secondary account, to aid them in Online Qualification Tournaments, or Live Events.
- Any form of match-fixing.
- “Soft play,” defined as a Player not giving their best effort in order to allow an opponent to run up the score and gain a Goal Differential advantage.
- Agreeing to split prize money.
- Allowing an opponent to score more or less goals than they normally would.

## LIVE EVENT CONDUCT

Competitors must maintain an adequate level of respect toward other Competitors, referees, and tournament administrators during all Live Events. Prohibited conduct at Live Events includes, but is not limited to:

- Using vulgar or offensive language;
- Abusive behaviour, including harassment and verbal threats;
- Physical abuse, fighting, or any other threatening action directed at any Player, spectator, official or any other person;
- Damage and/or abuse to game consoles, controllers, tournament equipment, or the facility/venue;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a match, refusing to play, and abuse of in-game pausing;
- Failure to cooperate with safety and security requirements, such as metal detectors and bag searches;
- Failure to follow instructions given by tournament sponsors, referees, and security personnel **at all times**;
- Gambling, including betting on the outcome of games;
- Disclosing any confidential information provided by MFA, EA or any of its affiliates;
- Accepting gifts, rewards, or compensation for services that are rendered in connection with competing in the MBePL (with an exception for Players with sponsors who pay them based on their performance);
- Logging in to the provided consoles with a personal account or playing any game other than the copy of FIFA 20 provided for use in the tournament; and
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of the Live Event, as well as any promotional activities reasonably requested by the MFA or other sponsor.

## LIVE EVENT DRUG & ALCOHOL POLICY

- Player use of alcohol or drugs is prohibited on the premises, and Players may not be under the influence of drugs or alcohol while participating.
- Smoking, including the use of eCigarettes and vaporizers, is prohibited at all Live Events except in designated areas.

### **LIVE EVENT DRESS CODE**

Players must wear attire appropriate to the circumstances and location at which a Live Event is taking place. Players shall not wear, carry or bear any items of a political nature, or which in EA's opinion reflect unfavourably upon the MFA, its partners, or the Competition. The MFA may request, at its sole discretion, that a competitor not display a sponsorship, advertising or branding associated with any of the prohibited categories at any time during the Event. This may include competitors not being allowed to wear clothing items or having to cover logos on clothing when appearing at live events if those logos fall into the prohibited ad sponsor group.

### **PENALTIES**

The MFA will leave the violations of this Code of Conduct, at EA's election, result in (a) penalty(ies) and/or (b) loss of winner status. All decisions and rulings of EA relating to the Competition are final and binding. EA reserves the right to penalize any Player in the Competition at any level, at any time for any reason. Penalties may include, in no particular order, any or all of the following:

- Warning
- Final Warning
- Forfeiture of single match
- Forfeiture of all matches
- Loss of awards (including prize money and paid travel expenses)
- Loss of EA SPORTS FIFA 20 Global Series Rankings Points
- Suspension from EA SPORTS FIFA 20 Global Series
- Disqualification from events, qualifiers or weekend leagues
- Disqualification from the EA SPORTS FIFA 20 Global Series and future competitions

The MFA and/or EA also have the right to publicly announce penalties that have been levied on Players, and such Players hereby waive any right of legal action against the FIFA 20 Global Series and EA, and any of its affiliates.

### **PLAYER SPONSORSHIP**

Players in the MBePL have the ability to acquire ad sponsors. Ad Sponsorship is limited, however, to exclude certain categories and industries. If the ad sponsor falls under one of the below categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the MBePL, The MFA and/or EA reserves the right to update this non-exclusive list of prohibited ad sponsors:

- Gambling or gambling websites
- Alcohol, tobacco, and/or non-“over-the-counter” drugs
- FIFA Ultimate Team Coin promoting or selling websites or companies
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands

**PSN ID**

Competitors will be asked to select a unique name to identify themselves for Live Events. This name can be the same as their PSN ID, but is not required to be the same. The name must be unique from other Competitor names and must not be deemed vulgar by the MFA, EA and its affiliates.

## **APPENDIX B: ELIGIBLE COUNTRIES**

Competitors must be a legal resident of one of these eligible countries:

- Argentina
- Australia
- Austria
- Belgium
- Brazil
- Bulgaria
- Canada (including Quebec)
- Chile
- China (including Hong Kong and Macau)
- Colombia
- Croatia
- Czech Republic
- Denmark
- Ecuador
- Estonia
- Egypt
- Finland
- France
- Germany
- Great Britain
- Greece
- Hungary
- Iceland
- Indonesia
- Ireland
- Israel
- Italy
- Japan
- Kuwait
- Luxembourg
- Malaysia
- Malta
- Mexico
- Netherlands
- Netherlands Antilles
- New Zealand
- Northern Ireland
- Norway
- Peru
- Switzerland
- Philippines
- Poland
- Portugal
- Puerto Rico
- Qatar

- Romania
- Russian Federation
- Saudi Arabia
- Singapore
- Slovakia
- South Africa
- South Korea
- Spain
- Sweden
- Switzerland
- Taiwan
- Thailand
- Turkey
- Ukraine
- United Arab Emirates
- United Kingdom
- United States of America
- Uruguay
- Vietnam

## **APPENDIX C: ONLINE QUALIFICATION, LIVE EVENT TOURNAMENT FORMAT & GAMEPLAY SETTINGS**

### **ONLINE QUALIFICATION MATCH RULES**

All online qualifications will use the retail version of FIFA 20 Ultimate Team Friendly Seasons game mode. Players will have to add each other as Friends in the 1st party platform prior to playing. The default settings of the mode will be enforced automatically by the game, including difficulty level and allowable assists.

Rules for Online Qualification Tournaments will be posted on the official website and relative event designated for each qualifier at least 48 hours in advance of the qualifier. Online Qualification tournaments will be administered by the MFA together with the support of GMR Entertainment.

Additional guidelines that apply to all Online Qualification Matches:

- Training Items are not allowed.
- Players should record all their matches using the built-in recording on their console or external recording device, these should be saved and available to be uploaded in case of dispute.
- Players should not harass, message or in any way attempt to distract or direct others to distract their opponents.
- Players should not manipulate their internet connection to negatively affect their or their opponent's connection or gameplay.
- Players should each have a light-coloured jersey and a dark coloured jersey and should choose the opposite of one another to avoid confusion. If Players can't agree, the home player should choose a dark-coloured jersey and the away player a light-coloured jersey.
- In the event of a disconnect, the game should be resumed with an implied score and the remaining time in the match played out.
- Players will need to be available during Qualification Windows to play their matches. The information will be made available on [maltaepremierleague.com](http://maltaepremierleague.com) and via email to eligible Players.
- Players should be prepared to report their scores immediately.

### **LIVE EVENTS**

Matches in the league phase and KO phase will be played using the FIFA 20 Ultimate Team "Friendly Seasons" mode in a version of FIFA 20 provided by EA.

The MFA will publish the final live event tournament format and rules no less than 1 week before each live event

### **MATCH RULES FOR LIVE EVENTS**

Each matchup ("Match") of the League and KO phase will be two games between the same opponents, with the aggregate score of the two games determining the winner.

Additional rules that apply to all Live Events matches:

- Players are not allowed to plug any devices, other than controllers, into any console.
- All video game consoles, televisions and headsets are supplied by the MFA
- Competitors may provide their own controller so long as the controller does not provide an unfair competitive advantage to the competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling or adapters to function and is designed to work natively on the console the competitor competes on. The sponsor may, at its sole discretion, disallow any controller and require the competitor to use an approved controller.
- Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.
- At each tournament, players will need to be available throughout the day to play their matches. Players will be given a reasonable warning that they will need to be ready to play, and players leaving the location of the event will be responsible for returning in time for their matches.
- Players are only allowed to listen to music through a disconnected device, such as a dedicated MP3 player or phone placed into airplane mode and all communication modes (WiFi, Bluetooth, etc.) disabled. Players are not allowed to interact with the device during the match.
- Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 score
- A player disqualified during a match will receive a score of 0, while their opponent will receive their current score or a score of 3, whichever is higher.
- Players will be shown their designated station, shall set up the game, and begin play only when instructed to do so by a tournament official.
- Each Player will have 2-3 minutes to configure controls, adjust line-ups and settings in accordance with the rules described in the "Gameplay Settings" for each Live Event. Custom lineups cannot be used, nor can anything else that is not available in the in-game pause menu.
- Wherever possible, tournament referees will monitor the game state so that it may be restored in the event of game interruptions.
  - Example: A player disconnects at the 50th The score of the game was 2-1. Sponsor instructs the game to resume in 1st half with the implied score to be 2-1 and the implied half to be the 2nd. The competitors will play until halftime to determine the winner.
- If a Player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the game, (or request their opponent pause the game) and bring the issue to the attention of the referee. If the Player believes that the referee hasn't addressed the issue properly, the Player may request the head referee review the issue. Rulings by the head referee and tournament sponsor are binding.

## **GAME INTERRUPTIONS AND PAUSES AT LIVE EVENTS**

- If a game is paused or interrupted intentionally while the ball is in play by any Player, EA has the right to immediately disqualify that Player.
- If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game shall be continued from a point determined by EA.

- Notwithstanding the above, a Player can pause the game to change strategy and/or formation if i) a player of his team is sent off or ii) a player of his team is injured.

### **PRE-MATCH SETUP AT LIVE EVENTS**

The game mode to be used is FIFA Ultimate Team Friendly Seasons. Squad building requirements for the Competition matches may vary at the discretion of the MFA and will be announced one week prior to the start of each Live Event.

### **ACCOUNT USE AND SQUAD CREATION AT LIVE EVENTS**

Competitors will use accounts provided by EA for their sole use at the tournament. Competitors will receive limited log-in details for the accounts for use at the tournament only. **Players sharing account details with the public will be disqualified.** The accounts are the sole property of EA and are not to be used for personal use by any individual, including Competitors.

Players may not use this account for any functions outside of playing a match or creating and editing their squad.

### **GLITCHES AT LIVE EVENTS**

Any attempt to glitch the game in order to gain an advantage is prohibited. Procedure After a Glitch Penalty: If EA determines that an action, goal, move, penalty or any other in-game action was caused by an unauthorized glitch, Sponsor will decide in its sole discretion to return the game to a fair state depending on the result of the play.

If a major outage affecting any infrastructure required for gameplay in the designated mode, EA reserves the right to change the format in which the tournament is played.

### **GAME SETUP INSTRUCTIONS AT LIVE EVENTS**

Each game will be played using the Friendly Seasons mode of FIFA 20 Ultimate Team with the default game settings. In the second-leg of each Match, the pre-match settings options will be used to set the aggregate score before the game.

### **GAMEPLAY SETTINGS AT LIVE EVENTS**

The gameplay settings are defined by the FIFA 20 Ultimate Team Friendly Seasons game mode, they are listed below:

- Difficulty Level: World Class
- Half Length: 6 minutes
- Stadium Settings
  - Stadium: FEWC Stadium
  - Season: Fall/Autumn
  - Time of Day: Night
  - Pitch Wear: None



## **MANDATORY SETTINGS AT LIVE EVENTS**

The following settings will be enforced for all users and unable to be modified:

- HUD: Player Name & Indicator
- Player Indicator: Player Name
- Time/Score Display: On
- Radar: 2D
- Gamertag Indicator: Off
- Scrolling Line Ups: Off
- Commentary Volume: 0
- Stadium Ambience: 8
- Music Volume: 0

## **CAMERA SETTINGS AT LIVE EVENTS**

The following Single Player Camera settings are disallowed:

- Pro
- End to End
- Dynamic

## **CONSUMABLE RESTRICTIONS FOR ALL EVENTS**

Competitors will be limited in which consumables they can use for their squad. Changes to consumables restrictions may be announced one week prior to the start of each Live Event. Competitors will be allowed to use the following consumable types:

- Contract Consumables
- Position Change Consumables
- Healing Consumables
- Chemistry Style Consumables
- Manager League Consumables
- Fitness Consumables

Competitors will not be allowed to use the following consumable types:

- Training Consumables

## **SQUAD BUILDING RESTRICTIONS AT LIVE EVENTS**

The MFA will announce any squad restrictions or squad building requirements 2 weeks before the start of the Live Event, if none are announced there will be no squad building restrictions outside of the Lock Date.

## **CONTROLLERS AT LIVE EVENTS**

Competitor may provide their own controller so long as the controller does not provide an unfair competitive advantage to the Competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling, and is

designed to work natively on the console the Competitor competes on. EA may, at its sole discretion, check and approve controllers or disallow any controller and require the competitor to use an approved controller.

### **ADMINS AND REFEREES AT LIVE EVENTS**

EA will designate Referees, including a head referee, to administer the tournament during the events. Referees will be identified onsite through a special uniform, ID badge or other element. They will be identified to competitors before the tournament.

The Referees will instruct players on when to set-up the games and when to begin games before the game and after half-time. Additionally, referees may ask that competitors pause the game at other times throughout the tournament. Competitors are to obey the instructions of the referees throughout the tournament. Referees will record the score of games before Competitors are allowed to leave the game session or setup a new game.

### **PRE-MATCH OPTIONS AT LIVE EVENTS**

If pre-match setup options need to be adjusted, players may request referees check the correct settings are chosen.

### **DISPUTE PROCESS AT LIVE EVENTS**

If any Competitor has an issue before, during or after a game during the tournament, they should raise their concerns to a referee. The referee will evaluate the validity of the issue, make a ruling and instruct Competitors on the next steps. The referee may consult the head referee and EA at their sole discretion. The Competitor may also request the referee consult with the head referee. The referee may choose to consult with the head referee and subsequently EA at their sole discretion.

In lieu of immediate disqualification, Referees or the Head Referee may issue an official warning to any player at their sole discretion. Players receiving an official warning are subject to disqualification if there is another issue.

### **POST GAME DISPUTES AT LIVE EVENTS**

Post-game disputes will be the hardest to rule on and it is recommended that any issue be brought up during the game rather than after the game. The decision of the referee is final and binding.