

**EA SPORTS FC™**  
**ESPORTS NATIONS CUP QUALIFIER**  
**OFFICIAL RULES**

**1. OVERVIEW**

*NO PURCHASE NECESSARY TO ENTER. VOID WHERE PROHIBITED OR RESTRICTED BY LAW.*

The EA SPORTS FC Esports Nations Cup Online Qualifiers (“Competition”) is sponsored by Electronic Arts Inc. (“EA”), 209 Redwood Shores Parkway, Redwood City, CA 94065 and is governed by these Official Rules (“Official Rules”).

The Competition is a series of video game competitions (each, an “Event”) conducted using EA SPORTS FC™ 26 (“Game”) for the PlayStation 5 console (“Supported Platform”).

The following is the current list of Events in the Competition:

- EA SPORTS FC Esports Nations Cup Qualifier Stage 1
- EA SPORTS FC Esports Nations Cup Qualifier Stage 2

Licensed Events are operated by third parties who are EA’s promotional partners for the Competition.

Rules specific to each Event (“Event Rules”), including additional registration requirements, deadlines, gameplay rules, prizes, and other details related to individual Events, will be posted as part of the registration process for each individual Event. Event Rules are a continuation of these Official Rules.

All federal, state, provincial, and local laws and regulations apply.

Any third party that operates another video game competition incorporating the Game is the sponsor of such competition and will determine the applicable terms and conditions for participation in those events. The Esports Nations Cup Finals will be governed under separate Event rules.

EA SPORTS FC Esports Nations Cup Qualifier tournaments will use the in-Game FC Pro Live Events mode in Ultimate Team.

**2. ELIGIBILITY AND REGISTRATION**

**2.1. Registration Process and Deadlines**

**2.1.1. Registration Process**

To register to be considered for eligibility for the Competition, Competitors are required to sign into the Game with their EA Account, fill out the required fields in-Game in the in the FC Pro Live Events tab within the Ultimate Team mode (“In-Game Registration Site”) section of the game, and accept the Official Rules and the Event Rules for Events that they wish to compete in (“Event Rules”).

In addition, Competitors are required to register for each Event in the Competition separately by completing the following steps on <https://battlefy.com/ea-sports-fc-esports-nations-cup-qualifier> (“Tournament Site”) by the registration dates noted in **Section 2.1.2**:

- Sign into Battlefy account;
- Link Battlefy account with EA Account;
- Fill out required fields; and
- Read and accept the Official Rules, including any Event Rules.

Certain Events may have additional registration requirements in order to participate; see the Event Rules and Tournament Site for details.

### 2.1.2. Registration Deadlines

- EA SPORTS FC Esports Nations Cup Qualifier Stage 1: prior to participating in each day's competition
- EA SPORTS FC Esports Nations Cup Qualifier Stage 2: prior to Event start

Exact times for the registration deadlines detailed above will be posted on the Tournament Site prior to the Event. Registration deadlines for Partner League Events and Licensed Events will be detailed on the registration pages for those Events.

Invited Competitors are subject to the registration deadlines noted in their invitations. Failure to complete registration as described in **Section 2.1.1.** by the noted dates will result in the invitation being rescinded.

### 2.2. Player Eligibility and Requirements

Each player is required to meet the following eligibility requirements to be considered a "Competitor":

- Be the minimum age required to have a full (not underage) EA account in their territory of residence, and meet the following minimum age requirements as of the time of registration:
  - From Ghana, Kenya, Nigeria and South Korea - at least eighteen (18) years old;
  - From Japan - at least seventeen (17) years old;
  - All other territories: at least sixteen (16) years old.
- Register their valid EA Account for eligibility and accept the Official Rules and Event Rules.
- For players under the age of majority in their country/territory of residence, a parent or legal guardian must review and consent to these Official Rules and any Event Rules on their behalf, and accompany them to any in-person Live Events.
- Be a legal resident of one of the countries/regions listed in **Appendix B.**
- Have a valid EA account (<https://www.ea.com/register>).
- Own or have access to the Game on a Supported Platform and have connected it to their valid EA Account.
- Have a valid Online ID for PlayStation™ Network connected to their valid EA Account.
- Agree to EA's User Agreement (<https://terms.ea.com>, "User Agreement") and acknowledge that EA's Privacy and Cookie Policy (<https://privacy.ea.com>, "Privacy and Cookie Policy") applies.
- Enable Two Factor Authentication on their EA Account.
- Have a valid Battlefy account ([battlefy.com](https://battlefy.com)).
- Have a valid Discord account ([discord.com](https://discord.com)).
- For EA SPORTS FC Esports Nations Cup Qualifier Stage 1: Attain a minimum level in-Game of Division 5 by August 2, 2026, within the Ultimate Team Rivals mode.

If a player is found to be ineligible after the start time of an Event, the ineligible player will be removed from the Event and may forfeit all future matches in the Event.

### 2.3. Event Rules

Refer to the following documents to see registration requirements, deadlines, gameplay rules, prizes, and other details related to individual Events:

Documents will be added as Appendices as new Events are announced.

### 2.4. Acceptance of Official Rules; Changes to the Competition and Official Rules

Competitors must accept the Official Rules and Event Rules on the Registration and Tournament Sites to be considered for participation in the Competition and specific Event. Invited Competitors

must read and accept these Official Rules by signing and returning to EA by the date noted on their invite to be considered for participation in the Competition.

These Official Rules and all Event Rules may be updated by EA without notice as necessary, including, without limitation, to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after their publication.

EA reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures, act of God, fire, flood, storm, war, public disaster, or other calamity, strike or labour difficulties, public health emergency, cessation of air travel to a Live Event, or any governmental or regulatory determination or action, regulation or order, or any other cause beyond EA's reasonable control whether similar or dissimilar to those enumerated in this **Section 2.4**, or any other factor impairs the integrity or proper operation of the Competition, including the safety of Competitors or fairness of the Competition, as determined by EA in its sole discretion.

EA reserves the right to disqualify any Competitor at any time for any reason, including, without limitation, for tampering with the operation of the Competition, or acting in violation of these Official Rules. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and EA reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law.

By participating in the Competition, Competitors agree to be bound by these Official Rules and the decisions of EA and Event Officials (as defined in **Appendix A1**).

#### **2.5. Proof of Residency**

Competitors may be required to provide proof of residency in an eligible country/territory to compete in the Competition. The sufficiency of any such proof or documentation will be determined by EA (or its agent) in its sole discretion. The list of eligible countries/territories can be found in **Appendix B**.

A Competitor may be a resident of a single region (as defined in **Section 4.1**) at any point in time, regardless of whether that Competitor has lawful resident status in multiple regions. Any Competitor who relocates to a new region may not be considered a resident of the new region until the Competition has concluded.

Competitors under the age of majority in their country/territory of residence may provide a school identification card if government-issued identification is not available and their parent or legal guardian must also provide government-issued identification.

Competitors may also be required to produce a recent invoice from a utility company (energy, telephone, or cable) with a name and physical address in an eligible country/territory.

#### **2.6. Country/Territory of Representation**

Competitors are required to select their country/territory of representation listed in **Appendix C**. During registration, Competitors will be directed to sign a declaration of eligibility, confirming they are a legal citizen of the country/territory they have selected to represent. Refer to the [Esports Nations Cup Player Eligibility Rules & Regulations](#) for citizenship requirements.

#### **2.7. All Competitors are required to physically participate from any eligible country/territory (described in **Appendix B**), provided said eligible country/territory is located within the corresponding Region of the chosen country/territory of representation (described in **Appendix C**).**

**2.8. EA Account Check**

Upon registration, the vetting procedure will take place at EA’s sole discretion prior to being eligible to play to ensure that Competitors are not breaking the Code of Conduct and not violating EA’s User Agreement.

Any Competitors deemed ineligible to play under this vetting procedure will be notified via email.

**2.9. Employees and Conflicts of Interest**

Employees of EA and its respective affiliates, subsidiaries, representatives, advertising, promotion, and publicity agencies, vendors, Battlefy Technologies, Inc., Esports World Cup Foundation, ESL FACEIT Group, former employees of EA who participated in the development of the Game, and the immediate family members and persons living in the same household of such employees are not eligible to participate in the Competition.

**2.10. Registration Data and Leaderboard**

As part of the registration process, Competitors will be asked to provide information such as a Competition username, first and last names, country/territory (and state, if applicable) of residence, and optional information, such as X (formerly, Twitter) and Discord usernames. This information may be used in any leaderboard data created as part of the Competition. The leaderboard will be published on Tournament Site and updated with point totals on a regular basis, as determined by EA in its sole discretion.

Competitor demographics provided during registration or otherwise maintained by EA, along with gameplay statistics, may also be publicly announced as part of broadcast commentary during events. For more information about how we may process your personal information, please see **Section 10.1** of the Official Rules.

**3. COMPETITION STRUCTURE**

**3.1. Regional Play**

The EA SPORTS FC Esports Nations Cup Qualifiers will include the regions listed in **Appendix C** (each, a “Region” and collectively, “Regions”).

To determine which Region Competitors should be playing from, **Appendix C** can be referenced for a list of all eligible countries/territories to represent at Esports Nations Cup alongside the corresponding Region in which Competitors need to participate in to represent that country.

**3.2. Qualification to EA SPORTS FC Esports Nations Cup**

The top sixty-four (64) Competitors from the FC Pro World Rankings found at <https://www.fcpro.com/games/ea-sports-fc/fc-pro/fc-pro-world-rankings> will receive a direct invitation to the Esports Nations Cup, with a maximum of one (1) Competitor per country/territory earning a seat.

The distribution of regional seats are as follows:

- Africa - 6 Competitors
- Asia North - 4 Competitors
- Asia South - 6 Competitors
- Europe East - 17 Competitors
- Europe West - 8 Competitors
- LATAM North - 6 Competitors
- LATAM South - 5 Competitors
- Middle East - 8 Competitors
- North America - 2 Competitors
- Oceania - 2 Competitors

The remaining fifty-six (56) seats available will be split up with the top Competitors with the highest finishing placement per Region from the EA SPORTS FC Esports Nations Cup Qualifier Stage 2, with a maximum of one (1) Competitor per Region being granted the seat. The distribution of regional seats are as follows:

- Africa - 6 Competitors
- Asia North - 4 Competitors
- Asia South - 4 Competitors
- Europe East - 14 Competitors
- Europe West - 8 Competitors
- LATAM North - 6 Competitors
- LATAM South - 6 Competitors
- Middle East - 4 Competitors
- North America - 2 Competitors
- Oceania - 2 Competitors

### **3.3. EA SPORTS FC Esports Nations Cup Qualifier Stage 1**

Competitors will compete in an online ladder tournament for their region. Competitors will begin the ladder unranked. All matches will be one (1) game. The winner of the match is the Competitor with the higher score at the end. If the game is at a tied state, extra time will be used, followed by the penalty shootout, if needed, to find an outright winner of the match.

Ladders for all regions will be open for five (5) days: July 29, 2026 through August 2, 2026.

The top Competitors with the highest peak placement (i.e., highest placement achieved at any point during the tournament) on the ladder for their region will qualify for the EA SPORTS FC Esports Nations Cup Qualifier Stage 2 as follows:

- Africa - 128 Competitors Qualified
- Asia North - 32 Competitors Qualified
- Asia South - 32 Competitors Qualified
- Europe East - 256 Competitors Qualified
- Europe West - 256 Competitors Qualified
- LATAM North - 64 Competitors Qualified
- LATAM South - 256 Competitors Qualified
- Middle East - 256 Competitors Qualified
- North America - 64 Competitors Qualified
- Oceania - 32 Competitors Qualified

#### **3.3.1. Tiebreakers**

Should Competitors be tied on ranking, the Competitor with the higher number using the following tiebreaker will win the tie:

- $(\text{Matches Won} / \text{Total Matches Played} \times 10000) + (\text{Goals Scored} \times 100) - (\text{Goals Conceded} \times 10)$

### **3.4. EA SPORTS FC Esports Nations Cup Qualifier Stage 2**

#### **3.4.1. Overview**

Online qualifiers for all regions will take place on August 8, 2026 and August 9, August 2026.

The Stage 2 Qualifiers will be hosted at <https://battliefy.com/ea-sports-fc-esports-nations-cup-qualifier>. All matches will be one (1) game. The winner of the match is the Competitor with the higher score at the end. If the game is at a tied state, extra time will be used, followed by the penalty shootout, if needed, to find an outright winner of the match.

The Event will run across two (2) days. Day 1 will run as a Swiss-system tournament. Day 2 will be a Double Elimination bracket to find the top Competitors who will qualify for the EA SPORTS FC Esports Nations Cup Finals.

### 3.4.2. Day One - Swiss Format

All eligible regions shall participate in a Swiss Format competition.

The number of rounds to be played shall be determined by Event Officials following completion of Check-In.

A Competitor shall be eliminated from the Swiss Format stage upon incurring three (3) Match losses.

All other Competitors shall continue play until the conclusion of all scheduled rounds.

At the conclusion of the Swiss Format, the top-ranked Competitors, as determined by the criteria below, shall advance to Day Two.

#### 3.4.2.1. Tiebreakers

In the event that two (2) or more Competitors have identical records at the conclusion of the Swiss Format, standings shall be determined according to the following criteria, applied in order:

- **Opponent Match-Win Percentage (OMW%)** – The average match-win percentage of each Competitor’s opponents. A Competitor’s match-win percentage is calculated as that Competitor’s total match points divided by the total match points possible in those rounds. For purposes of this calculation, any match-win percentage lower than 0.33 shall be considered to be 0.33.
- **Game-Win Percentage (GW%)** – The percentage obtained by dividing the total number of game points earned by the total game points possible (generally three (3) times the number of games played). For purposes of this calculation, any game-win percentage lower than 0.33 shall be considered to be 0.33.
- **Opponent’s Opponent Match-Win Percentage (OOW%)** – The average match-win percentage of each Competitor’s opponents’ opponents, using the same calculation method and 0.33 floor described above.
- **Default Sorting Order** – Any additional sorting criteria as determined by Event Officials, provided such criteria are applied consistently and fairly across all Competitors

### 3.4.3. Day Two – Double Elimination Bracket

All Competitors advancing from the Swiss Format shall participate in a Double Elimination Bracket.

A Competitor shall be eliminated from the Event upon incurring two (2) Match losses.

In the event of a draw after regular time, standard in-game tiebreaker rules (Extra Time and Penalties, if required) shall apply.

**3.4.4. Check-In Procedure**

All Competitors must complete Check-In within the time period designated by Event Officials prior to the commencement of Day One.

Failure to complete Check-In within the designated time shall result in the Competitor being deemed a No Show and subject to removal from the Event.

Upon completion of Check-In, Event Officials shall finalize the total number of active Competitors and determine the number of Swiss Format rounds to be played.

Event Officials shall have sole discretion to modify or extend Check-In deadlines in the event of technical issues, system errors, or other circumstances beyond a Competitor's reasonable control.

**3.4.5. Seeding**

Initial seeding for the Swiss Format shall be determined by Event Officials, using results from the FC Pro Open Ladder as the primary basis.

Seeding for the Single Elimination Bracket shall be based on the final standings of the Swiss Format, as determined pursuant to Section 4.1.2.

Event Officials shall have sole discretion to resolve any disputes or anomalies in seeding, provided that such determinations are applied consistently and fairly across all Competitors.

**4. MATCH RULES**

**4.1. Game Settings**

All Matches shall be played using EA SPORTS FC 26 using the settings below.

**4.1.1. Basic Settings**

- Data Centre: Direct
- Start Time: 0
- Home Score: 0
- Away Score: 0
- Leg: First.

**4.1.2. Advanced Settings**

- First Ball Possession: Home
- Game 1 Tiebreaker: Extra Time.

**4.1.3. Default Gameplay Settings**

- Half Length: 9 minutes
- Stadium: UT Stadium
- Ball: FC Pro Ball

Event Officials may amend or adjust settings as necessary.

**4.2. Squad Restrictions**

The in-game competitive mode automatically enforces squad restrictions. Competitors must build their squad in compliance with rules that are displayed within the in-Game mode.

Competitors are responsible for ensuring their squad is built to meet these requirements in advance of the Event.

#### **4.3. Match Procedure**

Competitors must be ready at the scheduled time.

Each Competitor must confirm results immediately upon completion.

Disputes must be reported without delay.

##### **4.3.1. Pauses**

Each Competitor is permitted to pause the game a maximum of three (3) times per half. Pauses will only activate when the ball is out of play, and may not be abused for time-wasting or gamesmanship. Event Officials shall have discretion to issue penalties for improper or excessive pausing.

#### **4.4. Technical Issues and Disconnections**

If a disconnection occurs within the first ten (10) in-game minutes of a Match, the Match shall be restarted, unless otherwise determined by Event Officials.

If a disconnection occurs after the first ten (10) in-game minutes, the Match shall be resumed from the existing scoreline and approximate Match time, as determined by Event Officials.

Event Officials shall have sole discretion to determine whether a Match must be replayed, resumed, or forfeited in the event of disconnection, system error, or other technical issue.

#### **4.5. Forfeits and No Shows**

A Competitor who fails to appear for a scheduled Match within the time designated by Event Officials shall be deemed a No Show and shall Forfeit the Match.

A Forfeit shall result in the awarding of a win to the opposing Competitor. The scoreline for a Forfeit shall be recorded as determined by Event Officials.

Multiple No Shows or repeated Forfeits may result in Disqualification from the Event.

#### **4.6. Officials' Authority**

Event Officials shall oversee the conduct of all Matches and shall have full authority to interpret these Match Rules, resolve disputes, and impose penalties.

All decisions of Event Officials relating to Match outcomes, technical issues, or application of these rules shall be final and binding.

#### **4.7. Permitted Equipment & Controllers**

Competitors must use controllers that are officially licensed and compatible with the platform designated for the Event.

The use of macros, turbo functions, or any hardware or software modifications that provide a competitive advantage is strictly prohibited.

Wireless controllers may be permitted, provided they do not interfere with gameplay or Event operations. Event Officials reserve the right to require wired connections if interference or instability is detected.

Any equipment suspected of malfunctioning, tampering, or providing an unfair advantage may be inspected, tested, or disallowed by Event Officials at their sole discretion.

Competitors are solely responsible for ensuring their equipment is functioning properly prior to the start of each Match.

#### **4.8. Hosting**

Hosting rights for each Match shall be awarded to the higher-seeded Competitor, as determined by Event Officials.

Competitors must follow hosting assignments as directed.

Failure to comply with hosting designations may result in penalties under Section A6.

#### **4.9. Communication**

The official communication channels for Events on Battlefy are the Battlefy Match Chat and the official Tournament Discord chat channels. Communications through any other channels for administrative decision-making shall not be monitored or reviewed.

Competitors are required to join and remain in the Tournament Discord server for the duration of the Event to ensure Event Officials can reach them. Competitors shall set their Discord nickname to match the Battlefy username used during registration on the Tournament Site.

Once Competitors have been paired for a Match, they must use the Battlefy Match Chat to exchange lobby codes and invites in order to set up their Match.

Competitors must link their Discord and Battlefy accounts to receive Discord support.

Failure to comply with these requirements may result in penalties as set forth in Section A6.

#### **4.10. Disputes**

Competitors must use the “Report Match Issue” button on the Battlefy Match Page to report any issue.

Competitors must immediately contact an Event Official to report any violations of the *Official Rules*, including these Event Rules.

A Match’s final score shall stand if play continues beyond the first half with incorrect settings before an Event Official is contacted.

If Event Officials determine that a Competitor has violated the Official Rules and an automatic Match loss is applied, the opponent shall be awarded a win for that Match with either:

- a three (3) goal differential, or

- the goal differential (if the opponent was leading) at the time the issue was reported, whichever is greater.

False or bad-faith reporting may result in penalties under Section A6.

#### **4.11. Connection**

If paired Competitors are unable to successfully invite each other, they must contact Event Officials by clicking the “Report Match Issue” button on their Match Page and immediately take the following steps:

- Verify that the NAT type is OPEN in their console’s network settings.
- Restart their internet modems.
- Restart their routers (if applicable).
- Restart their consoles.

If connection issues arise during a Match and Competitors cannot reconnect, they must contact Event Officials immediately, complete the steps outlined above, and reconnect within ten (10) minutes. Failure to do so may result in a Match loss.

Competitors who cannot obtain an open NAT type may be locked out of matchmaking at the discretion of Event Officials.

If a Competitor experiences a disconnect, they must immediately take a screenshot and notify an Event Official in the Battlefy Match Chat. The Match shall then be restarted with the score and starting time as of the disconnect.

Competitors with repeated connection issues during the Event may be subject to penalties as set forth in Section A6.

## **5. DECLARATION OF ELIGIBILITY & PARTICIPATION IN LIVE EVENTS**

### **5.1. Declaration of Eligibility and Request for Biographical Information**

Competitors must sign a Declaration of Eligibility and complete the Request for Biographic Information. Declaration of Eligibility will be sent to Competitors at the email addresses associated with the EA Accounts used to register for Events as described in **Section 2** of these Official Rules. If a Competitor does not complete and return the Declaration of Eligibility and Request for Biographic Information within two (2) business days of attempted notification, fails to sign and/or return the Declaration of Eligibility within the required time period, Competitor forfeits their place in the respective Event.

If a Competitor is a minor in his or her territory of residence, the Competitor’s parent or legal guardian will be required to sign all necessary documents.

### **5.2. Background Checks**

In order to participate in an Event, potential prize winners may first be required to submit to a background check and provide the necessary information that EA requests to be eligible to receive a prize. EA reserves the right, in its sole discretion, to disqualify any potential winner based on such background check if EA determines, in its sole discretion, that awarding a prize to such winner might reflect negatively on EA.

## **6. ENFORCEMENT**

EA Accounts, the leaderboard, and match data may be audited, including for malicious behaviour and cheating. Any Competitor may be disqualified immediately from the Competition and related competitions, at the discretion of EA or its designees, for any reason, including for any failure to comply with the User

Agreement, Privacy and Cookie Policy, and these Official Rules, including the Code of Conduct at **Appendix A**, which may include but is not limited to:

- using any cheats, hacks or other third-party “helper” applications;
- intentionally disconnecting from the Internet during an Event;
- colluding with other Competitors (as further described in **Appendix A2**);
- taking advantage of known exploits in the Game (it is the responsibility of Competitors to understand and avoid all current illegal exploits); or
- abusive or disorderly behaviour, including any use of harassing, negative, or profane language online.

EA, in its sole discretion, reserves the right to restart any match at any time and/or disqualify any Competitor at any time, for any reason, including but not limited to tampering with the entry process or the operation of the Competition, or acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner and reserves the right to void all associated entries. EA’s failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

## 7. PRIZES

Fifty-six (56) Competitors from the EA SPORTS FC Esports Nations Cup Qualifier Stage 2 will be awarded a spot at the Esports Nations Cup Finals in accordance with the distribution described in Section 3.2.

Prizes are not transferable. No substitution of prizes for other goods and services is permitted. All federal, state, provincial and local taxes, and international tariffs are the sole responsibility of the individual winner. If a potential winner is a minor in their territory of residence, the potential winner’s parent or legal guardian (as required by law) will be required to sign all necessary documents upon verification of identification. Receiving a prize is contingent upon compliance with these Official Rules.

Invitations to and participation in the Esports Nations Cup Finals will be governed under separate Event rules.

## 8. GENERAL TERMS

Nothing in these Official Rules shall be deemed to exclude or restrict any Competitor’s statutory rights as a consumer.

### 8.1. Personal Information

By participating in the Competition, all Competitors acknowledge that EA and the third-parties listed in **Section 10.2.2.** will process their personal information (including name, address, date of birth, EA Account Name, email address, Supported Platform username, and country/territory of residence) (collectively, “Personal Information”) in accordance with the EA Privacy and Cookie Policy, available at <https://privacy.ea.com>, and each third-party’s privacy policies, for the purposes listed therein. If Personal Information has been collected from Competitors by another organising entity, Competitors agree to the organising entity transferring such Personal Information to EA.

Personal Information will be used and processed as described in the relevant privacy policies, including for the purposes of:

- Organising, running, and monitoring the Competition and prize fulfilment, including for Competitors that win a prize, publishing Competitor names and countries of residence online or in any other media in connection with the Competition, as described further below;
- Analytics of a Competitor’s general gameplay activity, including sharing Competitor gameplay activity with ESL FACEIT Group for this purpose. Analytics will be conducted in the aggregate, where possible;
- Ensuring a Competitor’s adherence to EA’s User Agreement.
- Determining a Competitor’s eligibility to compete in the Competition;
- Announcing Competitor demographics, along with gameplay statistics, as part of the Event broadcast commentary;

- Sharing Personal Information with designated Competition operators and/or administrators, including for booking travel and soliciting feedback on the Competition, gameplay and features of EA game titles; and
- Promotional and marketing materials that may reference Personal Information.

Personal Information will be processed in the United States and potentially other countries in which EA, its subsidiaries, or third party agents operate. By entering the Competition, Competitors consent that their Personal Information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in their country/territory of residence or citizenship, as further explained in the Privacy and Cookie Policy.

Competitors have the right to access, withdraw, and correct their Personal Information. Competitors may request such action by visiting EA's Privacy Portal, <https://www.ea.com/privacy-portal>.

Please note that EA may request background investigations for Competitors that EA invites to Live Events. EA may request Competitor consent and provide details about such investigations if applicable and necessary.

The organising entity for the Competition, if applicable, shall be considered a data controller for the database containing the Personal Information submitted by Competitors. Please refer to the privacy policy of such an organising entity for details regarding how your data is processed and your rights with respect to it.

#### **8.1.1. Third-Party Leaderboards**

Certain websites and online services may publish Competition and/or individual Competitor statistics, including those that personally identify Competitors by their public usernames ("Third-Party Leaderboards"). Some of these Third-Party Leaderboards compile publicly available information, while others may receive certain additional Competitor statistics directly from EA. Additional Competitor information provided by EA to Third-Party Leaderboards may include Competitor identifiers (such as their username), performance in the game (such as score, possession %, number of shots, etc.), and overall competitive placement relative to other participants. In all cases Third-Party Leaderboards are independent data controllers of the information they collect or receive, and process it according to their privacy policies. If Competitors desire to exercise their privacy rights with respect to such information (such as access, deletion, restriction, etc.), they must utilise the process provided for by the Third-Party Leaderboards in their privacy policies. Competitors acknowledge that it is within EA's legitimate interests and its sole discretion to provide Competitor statistics, including those not otherwise publicly available, to Third-Party Leaderboards for the purpose of enhancing the Competition experience.

#### **8.1.2. Applicability of User Agreement and Privacy and Cookie Policy**

If there is any conflict between these Official Rules and the Privacy and Cookie Policy or the User Agreement, then the Privacy and Cookie Policy or User Agreement, as applicable, will control.

### **8.2. Release and Publication of Competitor Information**

#### **8.2.1. Winner's List**

EA will post a winner's list on the Tournament Site after all winners are confirmed within two (2) weeks after the end of each Event. This list will remain posted at least for three (3) months after the end of the Competition.

#### **8.2.2. Grant of Rights**

Competitor grants to EA, the right to publish and otherwise use Competitor's statistics and rankings in connection with the Competition for any purpose, including for marketing and promotional purposes, without consent or compensation to Competitor.

By participating in this Competition, Competitor grants to EA, the right to use their Personal Information and any other information provided by Competitor, without further consent or compensation to Competitor, for the administration, marketing and promotion of the Competition, EA, and/or the Game, unless otherwise noted below:

- Background Information: full name, country/territory of residency, age, Supported Platform Username (e.g., Online ID for PlayStation™Network, EA Account ID), e-mail address
- Social Media Information: X (formerly Twitter) handle, YouTube channel, Twitch account, Discord username, Instagram username
- Photos: Any photos provided by Competitor to EA or photos of Competitor taken onsite at a Live Event
- Other Information for Event Officials only: shirt size, dietary restrictions, mobile phone number
- Any Other Biographical Information Provided by Competitor (e.g., favourite professional sports teams players)

**8.2.3. EA Account Information**

Competitors acknowledge and agree that EA may provide their Account Information (name, Online ID, age, country/territory, game play stats and scores, and email address) to Battlefy Technologies Inc. and other vendors for the purposes of administering any and all Events, including contacting Competitors by email and/or other means.

**8.3. Governing Law; Release of Liability**

**8.3.1. EA's Decisions**

EA's decisions will be final and binding on all matters related to the Competition.

**8.3.2. Governing Law**

To the extent permissible by local law, the Competition is governed by the laws of the State of California and all claims must be resolved in the United States.

**8.3.3. Release**

To the extent permissible by law, Competitor agrees to release and hold harmless EA 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 the Competition or any Competition-related activity, or the receipt, acceptance, possession, use or misuse of EA-provided travel or any prize won.

**8.3.4. For Residents of Austria, Germany and Poland**

Notwithstanding any other provision herein, nothing in these Official Rules shall have the effect to deprive a Competitor of the consumer protection rights granted by the laws of your residence that cannot be derogated from by agreement. With respect to the Prize and any other products or services given by EA and its affiliates free of charge, EA shall only be liable for intent and gross negligence. In case of slight negligence, however, EA is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which EA can be made responsible for. The liability in the event of breach of such an essential contractual obligation is limited to the typical contractual damage, whose occurrence could be expected by the EA upon conclusion of the contract on account of the circumstances known at that time. "Essential contractual obligations" are those obligations whose fulfilment is essential to enable the proper implementation of the contract and the achievement of its purpose and whose observation you as an end consumer may rely upon. The foregoing limitations of liability shall not apply in the case of explicit guarantees by the EA, in cases of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.

**8.3.5. For Residents of the United Kingdom and France**

Notwithstanding any other provision herein, to the extent allowable under applicable law, each Competitor agrees to release and hold harmless EA 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 the Competition or any Competition-related activity or the receipt, possession, use or misuse of any prize won, except with respect to claims resulting from death or personal injury arising from EA's negligence and with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law.

**8.3.6. For Residents of Australia**

Notwithstanding any other provision herein, to the extent allowable under applicable 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 Australian Consumer Law, each Competitor agrees to release and hold harmless EA 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 won.

**9. COMMERCIAL RIGHTS**

All commercial rights (including, without limitation, all marketing, and media rights) relating to the Competition are reserved for EA.

Competitors shall not associate themselves with the Competition and/or EA in any commercial manner, nor use any intellectual property rights of EA, nor shall they permit any third parties to do so, without the prior written consent of EA, which may be granted or withheld at EA's sole discretion.

Any Competitor or a Competitor's sponsor wishing to engage in any promotional or marketing activities with respect to the Competition, including at any Competition tournament venue, will need prior written consent from EA, which may be granted or withheld at EA's sole discretion.

The recording and dissemination of images or footage of the Competition for commercial purposes by or on behalf of any Competitor is strictly prohibited, except when explicitly authorised by EA.

**10. LIMITATION OF LIABILITY**

EA is not responsible for: (i) inaccurate information, whether caused by entrants, typographical errors, or equipment or programming associated with the tournament; (ii) technical failures, including without limitation, network malfunctions, interruptions, or disconnections; (iii) unauthorised intervention in the entry process of the tournament; (iv) technical or human error in the administration of the tournament or the processing of registrations; (v) late, lost, undeliverable, erroneous, damaged or stolen mail or electronic communications; (vi) ineligibility for any reason, including entrant's misunderstanding of the Official Rules and requirements or the entry process.

## APPENDIX A: CODE OF CONDUCT

This Code of Conduct applies to all Competitors at all levels of the Competition unless otherwise specified. EA reserved the right to levy penalties, sanction or disqualify any Competitor, for violations of this Code of Conduct in its sole discretion. Competitors will be responsible for the conduct of their Coaches, including but not limited to, ensuring their Coaches follow the Code of Conduct.

### A1. Competitor Behaviour

Competitors are some of the best and highest profile players in the world and are therefore ambassadors of the Competition and as held to a high standard by EA, the public, and the media. Competitors must conduct themselves in accordance with commonly accepted standards of decency, social conventions and morals, and to not commit any act or become involved in any situation or make any statement which brings disrepute, contempt, scandal, ridicule, or disdain to the Competitor, EA, the Competition, or to its Competitors and sponsors.

These requirements apply to live, offline, and online interactions, in and out of the Competition, including with respect to social media conduct and activity on live streams, past conduct and during Live Events. All Competitors are expected to adhere to these standards of sportsmanship and the EA Rules of Conduct, available at <https://terms.ea.com>, at all times, including when not participating in EA sanctioned events.

Competitors must maintain an appropriate level of respect, in EA's sole judgement, towards other Competitors, referees, officials, event staff, and tournament administrators (collectively, "Event Officials"). Threatening or inappropriate behaviour towards Event Officials and/or other Competitors will not be tolerated. Competitors must follow the instructions of EA or Event Officials at all times.

Prohibited conduct includes, but it not limited to:

- Violating any law, rule or regulation, as determined by EA in its sole discretion;
- Using any software or program that damages, interferes with or disrupts an EA service or another's computer or property;
- Using any external software designed to give the Competitor an unfair advantage;
- Interfering with or disrupting other Competitor's participation in the Competition;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, including making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Using vulgar or offensive language;
- Physical abuse, fighting, or any other threatening action directed at any Competitor, spectator Event Official, or any other person;
- Damage and/or abuse to game consoles, hardware, and peripherals, tournament equipment, or the facility/venue/lodging;
- Publishing, posting, uploading, or distributing content, or organising/participating in any activity, group or guild that EA reasonably determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit and/or exploitive, infringing, privacy-invasive, vulgar or otherwise inconsistent with the goodwill of EA and its partners, offensive, indecent or unlawful;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposefully breaking a game station, interrupting the 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, bag searches and COVID testing;
- Failure to follow instructions given by Event Officials and security personnel;
- Logging into the provided game consoles with a personal account or playing any game other than the copy of the Game provided for use in the tournament;
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of a Live Event, as well as any promotional activities reasonably requested by EA or other sponsor;
- Competitors watching video streams and/or listening to live coverage of their own match while the match is still in progress;
- Carrying out any third-party promotional activity in connection with the Competition unless approved in advance in writing by EA.

- 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 authorised by EA;
- Playing on behalf of another Competitor, or allowing someone else to play on Competitor's behalf, in any competitive game mode;
- Gambling, including betting on the outcome of Competition matches;
- Disclosing confidential information provided by EA or any of its affiliates;
- Communicating with anyone other than Event Officials in any way during an Competition match until the Competitor is eliminated;
- Accepting or giving gifts, bribes, rewards or compensation for services that are rendered in connection with competing in the Competition (with an exception for Competitors with sponsors who pay them based on their performance);
- Causing or contributing to scandal, reputational harm or risk to the integrity and reputation of the Competition or EA;
- Engaging in any other activity that significantly disturbs a peaceful, fair and respectful gaming environment of the Competition;
- Failure to attend a Live Event at the applicable date(s) and time(s) posted on the Tournament Site or otherwise communicated to Competitors by tournament sponsor or staff;
- Promoting, encouraging or taking part in any prohibited activity described above; and
- Repeated behaviour that goes against the spirit of the Competition.

## **A2. Collusion and Match-Fixing Policy**

Any action or agreement to disadvantage other Competitors, to predetermine the outcome of a match, to try to lose a match, to affect the fairness of the Competition, or to limit efforts to win a match is strictly prohibited.

Any Competitors determined by EA to be violating this rule at any phase in the Competition may be removed from the Competition. Such Competitors may be forced to forfeit or return any compensation and/or prizes and may have their EA and/or Game accounts suspended.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason at any portion of an Event;
- Playing on behalf of another Competitor, including using a secondary account, to aid them during any portion of an Event;
- Any form of match-fixing or communication with other Competitors or Coaches related to match play or strategy;
- "Soft play", defined as a Competitor not giving their best effort or not taking reasonable and fair actions to gain advantages against their opponent(s) in a match;
- Agreeing to split prize money; and
- Allowing an opponent to score more or fewer goals than they normally would to impact the rankings.

## **A3. Drug & Alcohol Policy**

Competitors may not be under the influence of drugs or alcohol while participating in the Competition. Competitor use of alcohol or drugs is prohibited on any Live Event premises.

Smoking, including the use of e-Cigarettes and vaporizers, is prohibited during any Live Event except in designated areas. Some Live Event venues may ban smoking entirely.

## **A4. Dress Code**

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## **A5. Reporting Violations**

To report a potential breach of these Official Rules, please email [fleagueops@ea.com](mailto:fleagueops@ea.com).

## **A6. Penalties**

Violation of these Official Rules or Event Rules may, at EA's discretion, result in penalties, disqualification, change in match results, loss of winner status, and/or forfeiture of prizes. All decisions and rulings of EA or Event Officials relating to the Competition are final and binding. EA reserves the right to penalise any Competitor in the Competition at any level, at any time, for any reason. Penalties may include, but are not limited to, any or all of the following:

- Warning
- Reprimand
- Forfeiture of single game
- Forfeiture of all games
- Reduction in match score
- Loss of awards (including prize money and paid travel expenses)
- Temporary or permanent suspension from the Competition
- Disqualification from the Competition, Events and future competitions or events;
- Loss of Competition Rankings Points.
- A deduction of points scored during a group stage.
- Automatic game loss
- Forfeiture of any registration fees to participate in an Event
- Loss of future prize money
- Suspension of one (1) or multiple game accounts for the EA service(s) used by the Competitor
- Disqualification of leaderboards that serve as qualifiers for Events

EA also has the right to publicly announce penalties that have been levied on Competitors, and such Competitors waive any right of legal action against EA, and/or any of its affiliates.

## **A7. Competitor Sponsorship**

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## **A8. Stage and Competitor Names**

Competitors will be asked to select a unique username (“Display Name”) during the registration process. This Display Name will be used to identify Competitors during any Live Events. It can be the same as their EA Account ID or Online ID for PlayStation™ Network, but is not required to be the same.

Display Names must:

- Be unique globally from other Competitors’ names. In the event of a conflict, EA or Event Officials will notify affected Competitors and request submission of a new name.
- Be at least five characters and may use uppercase letters, lowercase letters, digits, underscores, or single space between words only.
- Not be deemed vulgar by EA and its affiliates.
- Not: (a) infringe on a third party's intellectual property rights; or (b) violate the law, EA's User Agreement or a third party's right of privacy or right of publicity.

EA and Event Officials reserve the right to reject any Display Name for any reason and to require the Competitor to select an alternate name that complies with these Official Rules.

## **A9. Glitches**

Any attempt to glitch the game in order to gain an advantage is prohibited:

- Procedure After a Glitch Penalty: In the event that an Event Official determines that a penalty was caused by an unauthorised glitch, the following action will be taken to return the game to a fair state depending on the result of the play: the game clock and match score will be reset to the state at the time of the penalty.

## **A10. Conceding a Match**

Competitors are discouraged from conceding matches during the Competition. Concessions may be allowed without penalty in emergency situations as well as situations that do not impact the placement of other Competitors outside of the current match at the sole discretion of EA.

## APPENDIX B: ELIGIBLE COUNTRIES/TERRITORIES

For the avoidance of doubt, Competitors may only physically compete from the countries/territories listed below.

- Argentina
- Australia
- Austria
- Bahrain
- Belgium
- Bolivia
- Bosnia and Herzegovina
- Brazil
- Bulgaria
- Canada
- Chile
- Chinese Taipei
- Colombia
- Costa Rica
- Croatia
- Cyprus
- Czech Republic
- Denmark
- Dominican Republic
- Ecuador
- Egypt
- El Salvador
- Estonia
- Finland
- France
- French Guiana
- Georgia
- Germany
- Ghana
- Greece
- Guadeloupe
- Honduras
- Hong Kong
- Hungary
- Iceland
- India
- Indonesia
- Ireland
- Israel
- Italy
- Japan
- Jordan
- Kazakhstan
- Kenya
- Kuwait
- Latvia
- Lebanon
- Lithuania
- Luxembourg
- Macau
- Malaysia

- Malta
- Martinique
- Mexico
- Nigeria
- Mongolia
- Morocco
- Netherlands
- Netherlands Antilles
- New Zealand
- Norway
- Panama
- Paraguay
- Peru
- Philippines
- Poland
- Portugal
- Puerto Rico
- Qatar
- Oman
- Romania
- Saint Martin
- Saudi Arabia
- Serbia
- Singapore
- Slovakia (Slovak Republic)
- South Africa
- South Korea
- Spain
- Sweden
- Switzerland
- Thailand
- Trinidad and Tobago
- Türkiye
- Ukraine
- United Arab Emirates
- United Kingdom
- United States of America
- Uruguay
- Venezuela
- Vietnam

## APPENDIX C: COUNTRIES/TERRITORIES OF REPRESENTATION BY REGION

- **Africa**
  - Algeria
  - Angola
  - Benin
  - Botswana
  - Burkina Faso
  - Burundi
  - Cabo Verde
  - Cameroon
  - Central African Republic
  - Chad
  - Comoros
  - Congo
  - Côte d'Ivoire
  - Democratic Republic of the Congo
  - Djibouti
  - Egypt
  - Equatorial Guinea
  - Eritrea
  - Eswatini
  - Ethiopia
  - Gabon
  - Gambia
  - Ghana
  - Guinea
  - Guinea-Bissau
  - Kenya
  - Lesotho
  - Liberia
  - Libya
  - Madagascar
  - Malawi
  - Mali
  - Mauritania
  - Mauritius
  - Morocco
  - Mozambique
  - Namibia
  - Niger
  - Nigeria
  - Rwanda
  - São Tomé and Príncipe
  - Senegal
  - Seychelles
  - Sierra Leone
  - Somalia
  - South Africa
  - South Sudan
  - Sudan
  - Togo
  - Tunisia
  - Uganda
  - United Republic of Ranzenia

- Zambia
- Zimbabwe
- **Asia North**
  - Chinese Taipei
  - Hong Kong, China
  - Japan
  - Mongolia
  - People's Republic of China
  - Republic of Korea
- **Asia South**
  - Afghanistan
  - Bangladesh
  - Bhutan
  - Brunei Darussalam
  - Cambodia
  - India
  - Indonesia
  - Lao People's Democratic Republic
  - Malaysia
  - Maldives
  - Myanmar
  - Nepal
  - Pakistan
  - Philippines
  - Singapore
  - Sri Lanka
  - Thailand
  - Timor-Leste
  - Vietnam
- **LATAM North**
  - Antigua and Barbuda
  - Aruba
  - Bahamas
  - Barbados
  - Belize
  - Bermuda
  - Cayman Islands
  - Colombia
  - Costa Rica
  - Dominica
  - Dominica Republic
  - Ecuador
  - El Salvador
  - Grenada
  - Guatemala
  - Guyana
  - Haiti
  - Honduras
  - Jamaica
  - Mexico
  - Nicaragua
  - Panama
  - Puerto Rico
  - Saint Kitts and Nevis
  - Saint Lucia

- St Vincent and the Grenadines
- Suriname
- Trinidad and Tobago
- Venezuela
- Virgin Islands British
- Virgin Islands, US
- **LATAM South**
  - Argentina
  - Bolivia
  - Brazil
  - Chile
  - Paraguay
  - Peru
  - Uruguay
- **Europe East**
  - Albania
  - Armenia
  - Austria
  - Azerbaijan
  - Bosnia and Herzegovina
  - Bulgaria
  - Croatia
  - Cyprus
  - Czechia
  - Denmark
  - Estonia
  - Finland
  - Georgia
  - Germany
  - Greece
  - Hungary
  - Italy
  - Kazakhstan
  - Kosovo
  - Kyrgyzstan
  - Latvia
  - Lithuania
  - Malta
  - Montenegro
  - North Macedonia
  - Poland
  - Republic of Moldova
  - Romania
  - Serbia
  - Slovakia
  - Slovenia
  - Sweden
  - Switzerland
  - Türkiye
  - Ukraine (excluding Crimea)
- **Europe West**
  - Andorra
  - Belgium
  - France
  - Great Britain

- Iceland
- Ireland
- Liechtenstein
- Luxembourg
- Monaco
- Netherlands
- Norway
- Portugal
- San Marino
- Spain
- **Middle East**
  - Bahrain
  - Iraq
  - Israel
  - Jordan
  - Kuwait
  - Lebanon
  - Oman
  - Palestine
  - Qatar
  - Saudi Arabia
  - Syrian Arab Republic
  - Tajikistan
  - Turkmenistan
  - United Arab Emirates
  - Uzbekistan
  - Yemen
- **North America**
  - Canada
  - United States of America
- **Oceania**
  - American Samoa
  - Australia
  - Cook Islands
  - Federated States of Micronesia
  - Fiji
  - Guam
  - Kiribati
  - Marshall Islands
  - Nauru
  - New Zealand
  - Palau
  - Papua New Guinea
  - Samoa
  - Solomon Islands
  - Tonga
  - Tuvalu
  - Vanuatu