



FIFA 21 Country Tournaments Presented by PlayStation®

TOURNAMENT RULESET

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1. Overview

The FIFA 21 Country Tournaments (CT) by PlayStation® is operated by ESL Gaming GmbH (alternatively "ESL" or "Tournament Organizer").

The Licensed Qualifiers are a video game competition conducted using EA Sports FIFA 21 Ultimate Team mode ("FIFA 21") for the PlayStation®4 console ("PS4"). CT will have online qualifiers as detailed below.

Participants must sign up for CT using the integrated tournament app on the PS4 ("Tournament App") or the ESL Play landing page. Participants who meet the eligibility requirements in the Player Eligibility section below (individually a "Player" or

“competitor” or “Participant”) must also (1) own or have access to FIFA 21 on the PS4; (2) own or have access to a PS4; (3) have a valid account on the PlayStation™Network (“PSN Account”) and an associated PSN ID; (4) have a valid subscription to PlayStation™Plus; (5) have a valid account with Electronics Art (“EA Account”); (6) be residents of an applicable jurisdiction as outlined in Appendix B.

2. Player Eligibility

2.1 Registration and acceptance of official rules

Player must link their PSN Account to their ESL account on the Tournament App or sign up on the ESL Play tournament hub page. Player must read the CT ruleset and relevant privacy policies, including the ESL privacy policy, and agree to these rules before entering the tournament. Once a Player has registered, they are considered for eligibility for the entire CT tournament including the live finals.

2.2 Age

Players must be at least 16 years old by the date of the Qualifying Event and at least the minimum age needed to have a full (not underage) EA Account in their given territory to be eligible for the CT.

2.3 Residency Requirement

Participants may be required to provide proof of residency to determine their eligibility in the CT.

The list of eligible countries game can be found in Appendix B: Countries

2.4 Employees & Conflicts of Interests

Employees of ESL, Sony Interactive Entertainment LLC ("PlayStation"), Electronic Arts Inc. (alternatively "EA" or "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, FIFA, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the competition.

3. Competition Structure

Online Qualification

The regional Online Qualifiers are scheduled to take place over the course of one month. The Tournament Organiser reserves the right to amend these dates in its sole discretion.

Players are only eligible to participate in 1 (one) country's qualifiers, even if they are a resident in multiple countries

Region	Date of tournaments
Denmark + Sweden + Finland + Norway	27.03.2021
Italy	27.03.2021
Russian Federation	27.03.2021
Turkey	27.03.2021
Greece	27.03.2021
Israel	27.03.2021
Germany + Austria + Switzerland	29.03.2021

UK + Ireland	30.03.2021
Poland	30.03.2021
Spain + Portugal	30.03.2021
France	17.03.2021
Mexico	06.03.2021
USA + Canada	30.03.2021
Brazil	06.03.2021
Argentina	06.03.2021
Chile + Uruguay + Colombia	06.03.2021
Japan + Taiwan + Thailand + Malaysia + Indonesia + Singapore + S.Korea + Hong Kong	16.03.2021
United Arab Emirates + Kuwait + Qatar	30.03.2021
Kingdom of SaudiArabia	30.03.2021
Australia + New Zealand	30.03.2021

Online Qualifiers format:

Gametype: FIFA 21 Ultimate Team

Format Online Qualifiers: Single Elimination Bracket

How to play:

Access the match event page (you will be able to see it in the my events tab)

1. Click "Join Now" option
2. Play the match
3. The result will be automatically submitted at the end of the match

4. Players have to stay in the lobby for 10 minutes. If the opponent doesn't join, the system will give the default win.

Match details:

- **Game mode:** Fifa Ultimate Team
- **Match duration:** 12 minutes (6 minutes per half)
- **Controls:** Any
- **Game Speed:** Normal
- **In case of draw:** Extra time and penalties if needed

No show

Each player has **10 minutes** to show up to a match. (scheduled match start time +10 minutes). Not showing up within 10 minutes results in a default loss. The player that is waiting must create a Support Ticket (which is available in the match event page).

Results

Results are automatically submitted by the system at the end of the match.

Disconnection

- In the event of a player disconnecting, that player will forfeit the entire game, not just a round. It will be the responsibility of the player that got disconnected to connect to his opponent within 5 minutes.

Match Disputes

- If any issues are encountered in a match, it's the players responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, go to the match page in your PS4 and select the option "Go to Support Page".
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Twitch livestream VODs (with clear naming of the players, selected fighters, date, tournament round)
- Screenshots (or photographs) showing both players and the result/issue

4. Prizing

Place	Prizes
1st	1.500 (€ or \$ or £ depending on region) PS Store Credit
2nd	500 PS Store Credit
3rd-4th	200 PS Store Credit

5th-8th	100 PS Store Credit
9th-16th	50 PS Store Credit

The winner of each tournament will play for a spot in the EA SPORTS FIFA Global Series Playoffs as described in details below (depending on the region):

North America:

The 1st place finishers from the Canada & USA and Mexico tournaments will play off in a two legged game and the winner will receive a guaranteed seat at the North America PS4 Playoffs.

If one player has already qualified for the PS4 Playoffs, then the other player will automatically take the Playoff spot and this match will not be played.

If both players have already qualified for the PS4 Playoffs, then this match will not be played.

South America:

The 1st place finishers from Brazil, Argentina, and Chile + Uruguay + Colombia will play off in a round robin bracket of two legged matches

Tiebreakers:

1. Largest Goal Differential
2. Most Goals Scored
3. Least Goals Allowed

If one player has already qualified for the PS4 Playoffs, then this will be a single two legged game between the remaining players.

If two players have already qualified for the PS4 Playoffs, then the remaining player will automatically take the Playoff spot and this match will not be played.

If all three players have already qualified for the PS4 Playoffs, then this match will not be played.

West Asia:

1st place finisher from United Arab Emirates + Kuwait + Qatar and Kingdom of Saudi Arabia will play off in a two legged game and the winner will receive a guaranteed seat at the West Asia Playoffs.

If one player has already qualified for the PS4 Playoffs, then the other player will automatically take the Playoff spot and this match will not be played.

If both players have already qualified for the PS4 Playoffs, then this match will not be played.

East Asia:

1st place finisher will receive a guaranteed seat at the East Asia Playoffs

Oceania:

1st place finisher will receive a guaranteed seat at the Oceania Playoffs

Europe:

1st place finisher of each tournament will move on to the Europe Play-In (11 Winners). There they will join top finishing players from domestic leagues and compete for one of four seats at the PS4 Playoffs.

5. General Terms

Participants' personal information will be subject to ESL's Privacy and Cookie Policy, available at for the purposes listed therein. Furthermore, Participants' personal information will be processed for the purpose of organizing, running and monitoring the Competition and prize fulfillment, including, if Participant wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online or in any other media in connection with the Competition.

Personal information will be processed in the United Kingdom or any other country in which, ESL, its subsidiaries, or third party agents operate. By entering the Competition, you consent that your 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 your country of residence or citizenship.

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

By participating in this Competition, each Participant further agrees:

(a) (To the extent permissible by law) assumes sole liability for injuries, including personal injuries and/or damage to property, caused or claimed to be caused by participating in any tournament or acceptance, possession, or use of any award; and

(b) To the extent allowable under applicable law and, in Australia, subject to and without excluding, restricting or modifying any rights or remedies to which the participant may be entitled as a consumer under the consumer guarantee provisions of the Australian Consumer Law in relation to the operation of the Competition and any prize won, to release and hold harmless ESL 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 Competitions or any Competition-related activity or the receipt, possession, use or

misuse of any prize won, except for residents of the United Kingdom and France with respect to claims resulting from death or personal injury arising from the Tournament organizer'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;

By participating in this Competition, each Participant acknowledges: (1) In regard to the Prize and any other products or services given by Tournament Organizer and its affiliates free of charge, Tournament Organizer shall only be liable for intent and gross negligence. (2) In all other cases, the Tournament Organizer shall only be liable to cases of intent and gross negligence. In case of slight negligence, however, Tournament Organizer is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which Tournament Organizer 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 Tournament Organizer upon conclusion of the contract on account of the circumstances known at that time. "Essential contractual obligations" as previously stated are those obligations whose fulfillment 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 Tournament Organizer, in case of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.

(c) That the tournament organiser's decisions will be final and binding on all matters related to this Competition;

(d) The Competition is governed by the laws of the State of California and all claims must be resolved in the United States.

Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your residence that cannot be derogated from by agreement.

(e) The Tournament Organiser reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in its sole discretion. If terminated, Tournament Organizer may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Tournament Organizer, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

(f) By accepting any of the prizes, you acknowledge and agree that the Tournament Organiser and its designees have the right to use the below information and any other information provided in the CT in the administration, marketing, and promotion of the CT, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residency, age, platform, persona (including PSN ID)

Football fandom info: Favorite professional football club, favorite professional football player, favorite FUT player item

Social Media info: Twitter handle and Twitch account (if applicable)

Other Information for Tournament Administration: Shirt size, dietary restrictions, mobile phone number

(G) THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT ITS SOLE DISCRETION, ANY PARTICIPANT THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS. Nothing in these Official Rules shall be deemed to exclude or restrict any of the Winner's or the Entrant's statutory rights as a consumer.

Commercial Rights.

All commercial rights (including without limitation any and all marketing and media rights) relating to the CT belong to Tournament Organizer and its licensors. Participant shall not associate themselves with the CT, ESL, EA, or PlayStation in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion.

Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the CT, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

The recording and dissemination of images or footage of the CT for commercial purposes by or on behalf of Participant is strictly prohibited.

APPENDIX A: CODE OF CONDUCT

The below Code of Conduct applies to all Players in the CT at all levels of the competition unless otherwise specified. The tournament organiser reserves the right to levy penalties, sanction or disqualify any player at its discretion.

PLAYER BEHAVIOR

Competitor must conduct themselves in a reasonable manner, maintaining an

appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship.

DURING THE TOURNAMENT:

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

Players will refrain from using vulgar or offensive language.

Abusive behavior, including harassment and threats is prohibited.

Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

Damage and/or abuse to game consoles, controllers, or any tournament equipment is prohibited.

Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition. Gambling, including betting on the outcome of games, is prohibited.

All Players must not disclose any confidential information provided by the tournament organiser or any of its affiliates to any other people or groups of people, including via social media.

No Players may accept any gifts, rewards, or compensation for services that are promised to be rendered in connection with competing in the CT. The only exception to this rule is for players with sponsors who are paying them based on their performance. All Players must be available for any post-tournament awards ceremonies, interviews, and the entirety of the live event and any promotional activities reasonably requested by the Tournament Organiser or its designees. A Player who if having been invited by the

tournament organiser fails to attend such ceremonies shall forfeit the right to any award that may be granted, or the benefit that may accompany such award.

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 tournament organiser at any phase of the CT to be engaging in Collusion will be removed from the competition, be forced to return any compensation and prizes they've received from Live Events.

Examples of collusion include, but are not limited to:

Intentionally losing a match for any reason, either during Online Qualification or at the Live Event.

Playing on behalf of another competitor, including using a secondary account, to aid them in Online Qualification or Live Event.

Any form of match-fixing.

Soft play, defined as a player not trying their hardest in an attempt 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 in order to impact the Goal Differential tiebreaker.

PENALTIES

Violation of any part of these Official Rules will, at the Tournament organiser's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organiser's directions. All decisions and rulings of the tournament organiser are final and binding. The Tournament organiser reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

Warning

Reprimand

Forfeiture of single match

Forfeiture of all matches

Loss of awards (including prize money and paid travel expenses)

Disqualification from the CT

The tournament organiser also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the tournament organizer hereby waive any right of legal action against the CT and PlayStation, and/or any of its affiliates.

PLAYER SPONSORSHIP

Players in the CT have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the CT. Tournament Organizer and its designees reserve the right to update the below list at any time. The following is a nonexclusive 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 PlayStation, its partners, and its other subsidiary brands

Direct competitors of FIFA's Official Marketing Partners

Direct competitors of PlayStation

Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

Appendix B: Countries

Below is a comprehensive list of all eligible countries:

Country	Region
Argentina	South America
Australia	Oceania
Austria	Europe
Brazil	South America
Canada	North America
Columbia	South America
Chile	South America
Denmark	Europe
Finland	Europe

France	Europe
Germany	Europe
Greece	Europe
Ireland	Europe
Israel	Europe
Italy	Europe
Japan	East Asia
Kuwait	West Asia
Malaysia	East Asia
Mexico	North America
New Zealand	Oceania
Norway	Europe
Hong Kong	East Asia

Poland	Europe
Portugal	Europe
Qatar	West Asia
Russian Federation	Europe
Kingdom of Saudi Arabia	West Asia
Singapore	East Asia
South Korea	East Asia
Spain	Europe
Sweden	Europe
Switzerland	Europe
Taiwan	East Asia
Thailand	East Asia
Turkey	Europe

United Arab Emirates	West Asia
United Kingdom	Europe
United States	North America
Uruguay	South America
Indonesia	East Asia