

eEURO 2020 eFootball Rulebook



1. Overview

NO PURCHASE NECESSARY.

The UEFA Euro 2020 eFootball Tournament ("Competition") is sponsored by UEFA and operated by ESL Gaming ("ESL").

The tournament is a video game competition conducted using eFootball Pro Evolution Soccer 2020 ("PES 2020") for the PlayStation 4 console.

Participants must sign up using the integrated PlayStation 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 PES 2020 on PlayStation 4; (2) have a valid PSN ID; (3) be residents of an applicable National Football Association ("NA"); and (4) have a valid PSN+ subscription.

2. Player eligibility

All players competing in the UEFA Euro 2020 eFootball must comply with the following:

- Players must link their PSN ID with their ESL Play account through the PSN integrated tournament app, or on the ESL Play tournament page. Failure to do this before the commencement of the tournament will result in disqualification of the Player from the competition.
- Players must have the nationality of the country for which they want to participate in UEFA eEURO 2020 player selection.
- Players must be 16 years of age or older prior to the commencement of the tournament. All players under the age of 18 must have a parent/legal guardian accompany them to any and all live events, as required by law.

3. Player conduct

UEFA and ESL have a zero-tolerance policy on rude, abusive or violent behaviour during, or relating to, UEFA sanctioned events. Any incidents of the aforementioned behaviour will be taken seriously and sanctions will be given as appropriate by Tournament Officials.

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behavior will be addressed with a heavy hand during each stage of the tournament. This could include even suspension or removal from the tournament. Players must play to the best of their ability at all times. The tournament administration maintains the sole judgement for violations of these rules.

In all languages, Players may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and League Discord channels.

Any general disputes a person may have with the current operation of the League should first be addressed by messaging a League Operator via Discord or through the support and protest ticket channels. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.

4. Tournament structure

4.1 UEFA eEURO 2020 player selection

Players will play in qualifiers to determine the top of their country. Depending on the country there will be either 2 or 4 qualifiers in which matches are played in Single Elimination bracket and best of one match (you lose = you are out). Play in as many of the qualifiers as you can as each qualifier is another chance to qualify. Top 4 players per qualifier will advance to the Online Playoff Qualifier.

Online Playoff Qualifier will be played in Double Elimination bracket and best of three matches (need to win 2 matches with an opponent to advance in the bracket). Depending on the country, the best 2, 3 or 4 players will be qualified to the National Team.

4.3 UEFA eEURO 2020 player selection breakdown

Number of qualifiers as well as players promoted to the national team varies depending on the country. Below is the full breakdown for participating countries. In case your country is not on the list, it means that NA is not selecting national representatives through online qualifier organized by UEFA.

- Albania selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Austria selects 4 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Belgium selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Bosnia and Herzegovina selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Bulgaria selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Croatia selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Cyprus selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- England selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Estonia selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Greece selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier

- Hungary selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Gibraltar selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Liechtenstein selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Lithuania selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Luxembourg selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Malta selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Montenegro selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- North Macedonia selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Northern Ireland selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Scotland selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Serbia selects 4 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Slovakia selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Spain selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Switzerland selects 4 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Turkey selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Wales selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier

4.3 UEFA eEURO 2020 online qualifiers

After UEFA eEURO 2020 player selection is finished, each team will be randomly drawn into 5 groups of 5 teams, and 5 groups of 6 teams. Each group will play in a best of 1 round robin. The winner of each group will qualify for the UEFA eEURO 2020 final.

The second place team in each group will then be drawn into two new groups of 5 teams. Each group will play in a best of 1 round robin. The top 3 teams in each group will qualify for the UEFA eEURO 2020 final.

4.4 UEFA eEURO 2020 final

4.4.1 Groups Stage

The 16 teams at the offline final will be randomly drawn into 4 groups of 4 teams. Each group will play in a GSL bracket format. The top 2 teams in each group will progress to an 8 team single elimination bracket.

4.4.2 Elimination Stage

The 4 group winners will be drawn against a runner up team that was not in their group in the previous stage. Each match up until the Grand Final will be best of 3 matches. The match order will be:

- 1v1
- 2v2
- 1v1 (if necessary)

The Grand Final will be a Best of 5 matches. The match order will be:

- 2v2
- 1v1
- 2v2
- 1v1 (if necessary)
- 2v2 (if necessary)

5. Tournament guidelines

5.1 No Show

Each player has **15 minutes** to show up to a match. (Time from scheduled time +15 minutes). Not showing up within 15 minutes results in a default loss. The player that is waiting must open a protest (via play.eslgaming.com match page) in order to get a default win or raise this on the discord chat with an admin.

5.2 Results

Both players are responsible to enter a correct results on the ESL Play website via match page (available after the tournaments starts in "my matches" section) or report their score to the tournament admin on the dedicated discord channel (<https://discord.gg/mwHKmX>). Therefore, both players have to take a screenshot at the end of the match, where we can see the correct result together with nicknames of the players and they need to upload it to the match page on ESL Play. If you have a conflict in the match, please open a protest (<https://www.eeuro2020.com/protest/add>), so the staff team can check the case and take a decision. The decision can also mean that both players are disqualified, if there is not enough proof for either player to be the clear winner.

5.3 Match Media

All match media (screenshots and videos) must be kept for at least 15 days. In general, you should upload the match media from a match as soon as possible. Faking or manipulating match media is of course forbidden and will result in severe penalties.

5.4 Screenshots

Both participants are responsible that screenshots of the match result are uploaded at the end of the match. The screenshots must contain the nickname of both participants and the match result. Also, we recommend that players take screenshots of disputable situations (such as Disconnects, Game Settings problems, etc.). These screenshots can and will be used as evidence in case of a dispute.

5.5 Match Changes

ESL may, at its sole discretion, change the start time of a match. ESL will notify all involved players at the earliest possible convenience. All matches must begin as soon as they are assigned. Any delay to the start of a match may result in a disqualification. Any match time that is posted is only an estimate, the official match time will be the moment the match is assigned when both players are determined.

5.6 Rule Enforcement

The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. The tournament administration may change these rules at any time without prior notice

5.7 Game Preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match will lead to a disqualification. Agreements between the players have to be posted as match comments on the match info page so admins are aware of the situation.

5.8 Disconnects

In the case that a game is disconnected before the match is finished, the match should be immediately remade and finished considering the situation at the time of disconnection (please see below for more information).

Players will be required to work together to reach a "resume" point. Players will have to play the remaining time to reach in-game 90 minute mark (for example, if the match was disconnected in 65th minute then 25 remaining minutes needs to be played) and add the

score from 2 parts of the game (for example, before the game was disconnected the result was 2:1, in the reconnected part the result was 0:2 so the final result is 2:3). The match should be terminated after 90 in-game minutes in total are played.

In case the situation happened in Single/Double elimination bracket and there is a draw after remaining time is reached, in order to find a winner players shall play the golden goal rule (for example, game disconnected at 65 minute and score 1-0, remaining 25 minutes finished with 0-1 score resulting 1-1 in total so players need to continue playing and the team that scores the next goal wins the match). If there was a red card given before the game was disconnected then in the restored match the punished player should foul for a red card as well, the remaining time starts when the red card is given (for example, if the game disconnected at 65th minute and in the restored match the red card is given in the 7th minute - remaining 25 minutes are starting from the 7th minute, which lasts until the 32nd minute of the match).

Players need to take additional screenshots or videos in order to prove the results of that match. In case of any problems or doubts admin should be contacted and informed about the situation.

5.9 PSN Account Restriction

After UEFA eEURO 2020 player selection is finished, Players are not allowed to change their PSN accounts. The only exception is to provide a valid reason at least 72 hours before the next match.

6. Match settings

6.1 Match settings - UEFA eEURO 2020 player selection

- Level: Super Star
- Match Time: 10 Minutes
- Number of Substitutions: 3 (+1 in Extra Time)
- Game Speed: Normal
- Control: All

- Team: National Team
- Balanced Stats: Off

6.2 Match settings - UEFA eEURO 2020 online qualifiers

This part of competition will run with "Online Tournament" mode, which will be opened for qualified players. Important difference - balanced stats are activated.

7. Data collection

By participating in the tournament "UEFA eEURO 2020", I agree that my personal data (name, nickname, email address, PSN account name, tournament results and invoice data (including: invoiced amount, specification of winnings) will be transmitted to UEFA, Konami Holdings Company and the UEFA National Association relevant to my country, for the purpose of conducting the tournament. With regard to the handling of data by the cooperation partners, we refer to their data protection declarations, which can be viewed via their respective websites.