



FIFA 19 Cologne Cup 2019 Presented by PlayStation®

TOURNAMENT RULESET

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1. Overview

The FIFA 19 Cologne Cup (CC) by PlayStation® is operated by Turtle Entertainment (alternatively “ESL” or “Tournament Organizer”).

The Cologne Cup Qualifiers are a video game competition conducted using EA Sports FIFA 19 Head to Head mode (“FIFA 19”) for the PlayStation®4 console (“PS4”). CC will have online qualifiers followed by Gamescom live streamed finals as detailed below.

Participants must sign up for CC 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 19 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 CC 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 CC tournament including the live finals.

2.2 Age

Players must be at least 16 years old by the date of the Live 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 CC. ***All Players under the age of 18 who attend Live Events must have Player's parent, legal guardian, or parents/guardians (as required by law) accompany them and consent to the rules on their behalf.***

2.3 Residency Requirement

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

All invited Participants will be required to sign and return a Declaration of Eligibility to Travel, disclosing Participants residency and such other requirements as ESL may have



from time to time, as well as to certify their residency by providing two forms of identification or proof of residency, such as:

Government-Issued Documentation: Identification such as a passport, driver's license, identification card, or work visa with a name and address.

Utility Bill: Recent invoice from a utility (energy, telephone, or cable) company with a name and address.

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

3.1 Online Qualification

The regional Online Qualifiers are scheduled to take place over the course of three weeks. 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

Online Qualifiers

Region name	Countries
Central Europe	Germany, Austria, Switzerland, Poland
North Europe	UK, Ireland, Denmark, Norway, Sweden, Finland, Iceland
West Europe	France, Netherland, Belgium, Luxembourg
South Europe	Spain, Portugal, Italy
ANZ	Australia, New Zealand
East Europe	Czech Republic, Slovakia, Hungary, Bulgaria, Cyprus, Greece, Croatia, Malta, Romania, Slovenia, Russia, Ukraine
Middle East & North Africa	Turkey, UAE, Bahrain, Israel, Kuwait, Lebanon, Oman, Qatar, Saudi Arabia
Japan	Japan (INVITE)

3.2 Online Qualifiers format

Gametype: FIFA 19 Head to Head Game mode

Each region hosts 4 online qualifiers and 1 online final

Format Online Qualifiers: Single elimination, Best of 1

Format Online Finals: Double elimination, Best of 3, best players qualify for gamescom

Tournament cap per cup: 2048 players



Region name	Number of slots to gamescom
Central Europe	4
North Europe	3
West Europe	3
South Europe	2
ANZ	1
East Europe	1
MENA	1
Japan	1

Game setup instructions

Each game will be played using the Friendly Seasons mode of FIFA 19 Head to Head with the default game settings.

Team Selection

The participants are allowed to play with any team available in the game.

Custom Formations

All participants must use the present EA Formations. Using a self created one will lead into a default loss of the match.

Lobby Settings

The gameplay settings are defined by the FIFA 19 Head to Head Friendly Seasons game mode, they are listed below:

Mode: Head to Head

If draw, play Golden goal



Half Length: 6 minutes

Controls: Any

Game speed: Normal

Squad Type: Online

Mandatory settings

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

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

The following Single Player Camera settings are disallowed:

- Pro
- End to End
- Dynamic



Lobby

Follow these steps to start your match:

- Add opponent to friends list
- Go to the online tab
- Select 'Online Friendlies'
- Select the Lobby settings above
- Invite your opponent
- Start the match

No show

Each player has **15 minutes** to show up to a match. (Time from Point 1. +15 minutes). Not showing up within 15 minutes results in a default loss. The player that is waiting must open a ticket (by clicking on the support tab on play.eslgaming.com cup page) in order to get a default win or raise this on the discord chat with an admin.

Results

Both players are responsible to enter correct results in the following ways:

1. On the ESL website
2. Through the Tournament App on PS4

Both players are required to take a screenshot at the end of the match, where the result and both player names are displayed. Players need to upload it after the match to the ESL website or the Tournament App on PS4. If you have a conflict in the match, please open a match protest on ESL Play, 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.

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.

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.

Match Rules

Draw

If the game ends in a draw, a new match with the same teams and settings must be played. The new match is over when one of the players scores a goal. A screenshot of the result of both matches must be uploaded in order to confirm the result.

Connection Issues

If you experience connection issues in your match, please record this, leave your match and open a protest with your evidence. Please note that you must leave the match before any goals or red cards have been awarded.

Disconnection

If there was a disconnect with score 0:0, the game has to be restarted. If a goal was scored, there are two options: a) The players agree to play the remaining time and add additional goals. b) An admin decides about the final score.

Disqualification



Any Player may be disqualified immediately from the CC, at the discretion of ESL or its designees, for any reason, including those listed below, and any failure to comply with any of ESL's user agreement (including the ESL User Agreement, Privacy & Cookie Policy, or Code of Conduct) or any user agreements, privacy policy, or other policies relating to a Player's account(s) in connection with CC:

using any cheats, hacks or other third party "helper" applications in playing games;
intentionally disconnecting from the Internet during any game;
colluding with other players in playing games;
taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits); or
selectively matching up against the same opponent repeatedly.
Abusive or disorderly behavior, including any use of harassing, negative, or profane language online, will not be tolerated and will also constitute grounds for immediate disqualification.

3.3 Gamescom tournament

All qualified players need to be available during the entire gamescom exhibition.

3.4 Prizing

Only competitors from eligible countries will be receiving prizes. Please see Appendix B: Countries for all eligible countries.

Travel and accomodation for the qualified players will be covered.

Place	Prize in €
1	10.000



2	5.000
3-4	2.000
5-8	1.000
9-16	500

4. 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 CC in the administration, marketing, and promotion of the



CC, 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

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 CC belong to Tournament Organizer and its licensors.

Participant shall not associate themselves with the CC, 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 CC, 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 CC 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 CC 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 CC. 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 CC 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.

LIVE EVENT DRUG & ALCOHOL POLICY

Player use of alcohol or drugs is prohibited on the premises of, or during the attendance of, Live Events for the duration of the event.

Players must not be under the influence of drugs or alcohol while participating.

Smoking, including the use of eCigarettes and vaporizers, is prohibited at the Live Event except in designated areas.

Participants must abide by all rules and regulations of the Live Event venue.

LIVE EVENT DRESS CODE

Any Player who wishes to wear apparel from an ad sponsor must submit a written request to PlayStation at least one week before the Live Event takes place. Tournament Organizer has the right to grant permission or deny these requests at its sole discretion. More details about Player Sponsorship can be found in Player Sponsorship section below. Players must wear attire appropriate to the circumstances and location at which an event is taking place.

Players shall not wear, carry or bear any items of a political nature, or which in PlayStation's opinion reflect unfavorably upon PlayStation, its partners, or the Competition.

Players shall not carry out any promotional activity in connection with the Competition unless otherwise approved in writing by the tournament organiser.

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 CC

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 CC and PlayStation, and/or any of its affiliates.

PLAYER SPONSORSHIP

Players in the CC 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 CC. 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:

Australia

Austria

Bahrain

Belgium

Bulgaria

Croatia

Cyprus

Czech Republic

Denmark

Finland

France

Germany



Greece

Hungary

Iceland

Ireland

Israel

Italy

Japan

Kuwait

Lebanon

Luxembourg

Malta

Netherlands

New Zealand

Norway

Oman

Poland

Portugal

Qatar

Romania

Russia



Saudi Arabia

Slovakia

Slovenia

Spain

Sweden

Switzerland

Turkey

United Arab Emirates

Ukraine

United Kingdom

