



Continental Cup 2018 Presented by PlayStation®

TOURNAMENT RULESET

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1. Overview

NO PURCHASE NECESSARY.

The Continental Cup 2018 Presented by PlayStation® ("CC18" or "Competition") is operated by Turtle Entertainment (alternatively "ESL" or "Tournament Organizer").

The CC18 is a video game competition conducted using EA Sports FIFA 19 Ultimate Team mode ("FIFA 19") for the PlayStation®4 console ("PS4"). CC18 will have online qualifiers

followed by offline qualifiers and the live finals event at the Paris Game Show 2018 ("PGW"), as detailed below.

Participants must sign up for CC18 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 CC18 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 CC18 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 CC18. ***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.***



Deadline at which a player must have turned 16 and at least the minimum age needed to have a full EA account in their territory to be eligible for the Live Event

October 25th 2018

2.3 Residency Requirement

Participants may be required to provide proof of residency to determine their eligibility in the CC18.

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 employee are not eligible to participate in the competition.



3. Competition Structure

Qualification for the CC18 Live finals at Paris Games Week, can occur in the following ways;

1. By participating in the online qualifiers for the players respected region.
2. By direct invitation by the Tournament Organisers
3. Qualifying onsite at Paris Games Week at the offline qualifier on October 26 2018.

3.1 Online Qualification

The regional Online Qualifiers are scheduled to take place over the course of two weekends, the 6th-7th October and 13th-14th October 2018. The Tournament Organiser reserves the right to amend these dates in its sole discretion.

The exact timings and further details for the CC18 and its online qualification periods will be communicated on the tournament landing page at PlayStation.com/continentalcup_or_such_other_pages_or_communications_determined_by_the_Tournament_Organizer.

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

Saturday 6th October 2018:

DACH - Top 2 qualify for PGW



UK - Winner qualifies for PGW

Brazil - Winner qualifies for PGW

Poland - Winner qualifies for PGW

North America - Winner qualifies for PGW

SEA Qualifier 1

Sunday 7th October 2018:

DACH - Winner qualifies for PGW

UK - Top 2 qualify for PGW

Brazil - Winner qualifies for PGW

North America - Winner qualifies for PGW

SEA Qualifier 2

Monday 8th October 2018

HK Qualifier 1

Tuesday 9th October 2018

HK Qualifier 2

Wednesday 10th October 2018

KR/TW Qualifier

Thursday 11th October 2018

LCQ Qualifier 1



Friday 12th October 2018

LCQ Qualifier 2

Saturday 13th October

Nordics - Winner qualifies for PGW

Italy - Winner qualifies for PGW

Rest of Asia - Winner qualifies for PGW

Mexico - Winner qualifies for PGW

Russia - Winner qualifies for PGW

Sunday 14th October

Nordics - Winner qualifies for PGW

Italy - Winner qualifies for PGW

Australia/New Zealand - Winner qualifies for PGW

Greece - Winner qualifies for PGW

Qualifiers for other regions

Japan, Spain/Portugal, France, Czech Republic/Slovakia/Hungary will all have qualifiers ran in their regions that take place in a different form to the qualifiers on the 6th-14th October. Some of these will be offline events, that will have their own set of rules. The details of these qualifiers will be announced in advance of the scheduled sign-up window.



Middle Eastern Region - There is an invitational spot for this region.

Friday 26th October - On site qualifier.

1 spot is left open for the online qualifier during Paris Games Week. Details for this can be found below in Section 3.5.

Country	# of Player that qualify
France	4
Russia	1
Nordics (Norway, Finland, Sweden, Denmark, Iceland)	2
Italy	2
Spain	3
Portugal	1
UK/Ireland	3
Germany/Austria/Switzerland	3
Poland	1
Greece	1
Czech / Slovakia / Hungary	1
Australia / New Zealand	1
North America (United States / Canada)	2
Japan	1
Rest of Asia (HK, KR, TW, SG, TH, ID, MY)	1
Brazil	2



Mexico	1
Saudi Arabia	1
On-Site	1

3.2 Online Qualifiers format

Gametype: FIFA 19 Ultimate Team Friendly Seasons Game mode

Format: Single elimination, Best of 3

Tournament cap per cup: 2048 players

Game setup instructions

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

Gameplay Settings

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

Difficulty Level: World Class

Half Length: 6 minutes

Stadium Settings

Stadium: FEWC Stadium (ensure you have completed the starter objectives to have this stadium unlocked)

Season: Fall/Autumn

Time of Day: 3:00PM

Pitch Wear: None



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

Consumable Restrictions

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

- Contract Consumables
- Position Change Consumables
- Healing Consumables
- Chemistry Style Consumables



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- Manager League Consumables
 - Fitness Consumables

COMPETITORS WILL NOT BE ALLOWED TO USE THE FOLLOWING CONSUMABLE TYPES:

- Training Consumables

Lobby

Follow these steps to start your match:

- Add opponent to friends list
- Go to the online tab
- Select 'Ultimate Team'
- Choose the Friendly Seasons option from the lower right tile
- 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, you have to continue playing into extra time and penalty shootout until a winner is decided.

Loan Players

Loan players are not allowed. If you opponent is using one of them, make sure to record it, make a screenshot, leave the match immediately and open a protest ticket.

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 CC18, at the discretion of ESL or its designees, for any reason, including those listed below, and any failure to comply with the 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 CC18:

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 Media Obligations

All players who qualify on the first weekend of qualifiers (6th and 7th October 2018) from the following regions (UK, France, Spain, Brazil, Germany, Austria and Switzerland) must make themselves available for a call on 7th October to discuss media obligations and confirmation on dates for potential filming for a player signature series video. Players selected must then make themselves available on those set dates for a media shoot. Such media shoots may be subject to each Player entering into separate terms and conditions, and other requirements may apply.

3.4 Qualified player logistics

Once each qualifier is complete the winning player(s) will be sent a Declaration form via email to complete to confirm their attendance at the Finals and to gather details required for travel.

If the form is undeliverable, or if an Invited Player is contacted but fails to sign and/or return the Declaration, refuses the invite, is ineligible to receive the invite, or is disqualified or forfeited for any reason and deemed ineligible, the Tournament Organizer reserves the right to invite the next highest ranked eligible Qualified Player from that regions qualifier. All player details will be deleted from our systems within one month of the tournament end.

3.5 Onsite Qualifier

The onsite qualifier will take place at a location designated by the Tournament Organizer at Paris Games Week on the morning Friday 26th October (or on such date as the Tournament Organizer may determine). The winner of the online qualifier will qualify straight into the CC18 unless otherwise disqualified in accordance with these rules. The onsite qualifiers will be played using FIFA Ultimate Team Friendly Seasons mode. Details about FIFA Ultimate Team Friendly Seasons mode can be found in Section 4.2 Pre-Match



Setup. Players will be deemed as no shows if they are not at their designated locations 10 minutes after the allotted start time. A player from the crowd could be selected to take the position of the non showing player.

Format

The onsite qualifier will be a 64 player tournament played out in BO1 on site at a designated location at the Paris Game Show. There will be 32 dedicated stations for this tournament to run.

SQUAD BUILDING RESTRICTIONS

THERE WILL BE NO SQUAD BUILDING RESTRICTIONS.

THE EA PROVIDED ACCOUNTS WILL HAVE ALL AVAILABLE FIFA ULTIMATE TEAM PLAYER ITEMS FROM THE RETAIL VERSION OF FIFA 19 AS OF A DATE TO BE ANNOUNCED.

The tournament organizer reserves the right, at its sole discretion, to make judgement on any item not presented or included in the ruleset in order to maintain fairness of the competition.

3.6 Continental Cup 2018 Presented by PlayStation Live Finals

The CC 2018 tournament finals will take place at Paris Games Week between the dates of 26th-28th October 2018.

The following match rules apply to the live finals of the CC18. Matches will be played using the FIFA 18 Ultimate Team "Friendly Seasons" mode in a version of FIFA 19.

ESL reserves the right, at its sole discretion, to change (amend, add to, subtract from) the rules at any time before or during the competition, without further notice.



Game Setup Instructions

Each game will be played using the Friendly Seasons mode of FIFA 19 Ultimate Team with the default game settings. For any best of 2 games, in the second-leg of each Match, the pre-match settings options will be used to set the aggregate score before the game.

Gameplay Settings

The gameplay settings are defined by the FIFA 18 Ultimate Team Friendly Seasons game mode, they are listed below:

Difficulty Level: World Class

Half Length: 6 minutes

Stadium Settings

Stadium: FEWC Stadium

Season: Fall/Autumn

Time of Day: 3:00PM

Pitch Wear: None

Mandatory Settings

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

HUD: Player Name & Indicator

Player Indicator: Player Name

Time/Score Display: On

Radar: 2D

Gamertag Indicator: Off

Scrolling Line Ups: Off

Commentary Volume: 0

Stadium Ambience: 8



Music Volume: 0

Camera Settings

The following Single Player Camera settings are disallowed:

Pro

End to End

Dynamic

Consumable Restrictions

Competitors will be limited in which consumables they can use for their squad. Changes to Consumables restrictions may be announced one week prior to the start of the live finals.

COMPETITORS WILL BE ALLOWED TO USE THE FOLLOWING CONSUMABLE TYPES

Contract Consumables

Position Change Consumables

Healing Consumables

Chemistry Style Consumables

Manager League Consumables

Fitness Consumables

COMPETITORS WILL NOT BE ALLOWED TO USE THE FOLLOWING CONSUMABLE TYPES:

Training Consumables

The tournament finals will take place at such locations as designated by the Tournament Operators at the Paris Games Show.

All Players at the tournament finals will be assigned an account on PSN and linked EA account, each as provided by EA and the Tournament Organizer



Format:

There will be 32 finalists, split into 8 groups of 4 playing in a GSL format.

GSL Format - 8 Groups of 4

Round of 16 - non-consecutive Home/Away (i.e BO2) matches. The aggregate scores are added and golden goal and a penalty shoot out will determine the winner if scores are equal after both games.

Quarter Finals - consecutive Home/Away (i.e BO2) matches. The aggregate scores are added and a penalty shoot out will determine the winner if scores are equal after both games. These will be played on Saturday 17th October

Semi Finals - Best of 3 matches on the morning of Sunday 28th October.

Finals - Best of 3 matches will take place in the afternoon on Sunday 28th October.

The Finals will be played using FIFA Ultimate Team (FUT) Friendly Seasons mode. Details about FIFA Ultimate Team Friendly Seasons mode can be found in Section 4.2 Pre-Match Setup

ELIMINATION

The players losing two games during the group stage will be eliminated from the tournament

ADVANCEMENT

A player winning two matches during the group stage will advance into the Playoff bracket.

DRAW MATCHES

In the event the match is a draw following the conclusion of regular time, the game will



continue into extra time, if it remains a draw following the two 15 minute in-game periods of extra time, the game will conclude in a penalty shoot-out.

ADVANCEMENT AND ELIMINATION

Competitors will play two matches between themselves and their designated competitor in each round of the 16-player bracket (Home/Away). The competitor winning the matches overall on aggregate score will advance to the next round of the bracket. The competitor who loses the matches will be eliminated from competition.

SQUAD BUILDING RESTRICTIONS

THERE WILL BE NO SQUAD BUILDING RESTRICTIONS.

THE EA PROVIDED ACCOUNTS WILL HAVE ALL AVAILABLE FIFA ULTIMATE TEAM PLAYER ITEMS FROM THE RETAIL VERSION OF FIFA 19 AS OF A DATE SPECIFIED.

The tournament organiser reserves the right, at its sole discretion, to make judgement on any item not presented or included in the ruleset in order to maintain fairness of the competition.

REFEREES

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

PRE-MATCH OPTIONS

In the event that pre-match setup options need to be adjusted, referees will ensure the



correct settings are chosen.

DISPUTE PROCESS

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

The Competitor may also request the referee consult with the head referee. The referee may choose to consult with the head referee and subsequently ESL at their sole discretion.

POST GAME DISPUTES

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

All decisions of the referee are final and binding.

3.8 Travel to the Live Events

ESL will provide travel accommodations at its cost for the advancing Competitors to the Live Events, with ESL's sole discretion as to airlines, hotel and related transfers.

Competitors advancing to the Live Events must sign a Declaration of Eligibility to Travel prior to accepting travel accommodations to the Live Events. Declaration of Eligibility to travel will be provided to Competitor at the email address associated with their ESL Play account. Competitors must confirm their availability for the finals within 1 day of receipt of the email. If the Competitor does not confirm availability, refuses travel, is ineligible



to accept travel, or is unavailable to travel between dates of the Live Events, the Competitor forfeits travel accommodations as well as their place in the Competition.

If a Competitor is a minor in his or her state, country or province of residence, the Competitor's parent or legal guardian will be required to sign all necessary documents to accept travel and must accompany the Competitor to the Live Events. ***In these instances, travel accommodations will include an additional airfare for one (1) parent or legal guardian. Competitor and parent/legal guardian must travel together on the same itinerary and will share hotel accommodations.***

Receiving travel accommodations is contingent upon compliance with these Official Rules. In the event that a Competitor is disqualified or travel is forfeited for any reason, ESL will award that Competitor's travel and accommodations to an alternate Player who will assume that Competitor's spot according to the entry format described in Section 3 of these Official Rules.

Incidentals for travel, including, without limitation: telephone calls, facsimile charges, Internet charges, spa/beauty salon services, laundry, tours/excursions, gift shop purchases, hotel processing fees, airline service charges and any other expenses not mentioned in these Official Rules are the sole responsibility of the Competitor and his or her guest, and the Competitor may be asked to reserve for any such incidental charges by providing the applicable hotel with a credit card. Hotel and airfare cannot be used separately. Travel and accommodations are subject to availability and certain restrictions. Any extra nights stay and any additional costs associated with an extended stay are the sole responsibility of the Competitor and his or her guest. Additional restrictions may apply.

4. Live Events: Match Rules & Tournament Format

4.1 Match Rules

All matches in the CC18 Live Finals and Onsite qualifier are played using the FIFA Ultimate Team Friendly Seasons mode on a version of FIFA19 provided by EA. Details about FIFA Ultimate Team Friendly Seasons mode can be found in Section 4.2 Pre-Match Setup.

Additional rules that apply to all Live Events matches:

Players shall not receive coaching during a tournament match. Communications of any kind, audible or visible, between a player and a coach may be construed as coaching. Players are not allowed to plug any devices, other than controllers, into the console. All videogame consoles, televisions and headsets are supplied by PlayStation. Competitors may provide their own controller so long as the controller does not provide an unfair competitive advantage to the competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling or adapters to function and is designed to work natively on the console the competitor competes on. ESL may, at its sole discretion, disallow any controller and require the competitor to use an approved controller.

Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.

At the tournament, players will need to be available throughout the day to play their matches. Players will be given a reasonable warning that they will need to be ready to



play, and players leaving the location of the event will be responsible for returning in time for their matches.

Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 score.

Players will be shown their designated station, shall set up the game, and begin play only when instructed to do so by a tournament official.

Each Player will have 2-3 minutes to configure controls, adjust line-ups and settings in accordance with the rules described in section 3.6. Custom lineups cannot be used, nor can anything else that is not available in the in-game pause menu.

In all situations possible, tournament referees will monitor the game situation so that it may be restored in the event of game interruptions.

Example: A player disconnects at the 50th The score of the game was 2-1. ESL instructs the game to resume in 1st half with the implied score to be 2-1 and the implied half to be the 2nd. The competitors will play until halftime to determine the winner.

If a Player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the game, (or request their opponent pause the game) and bring the issue to the attention of the referee. The referee will address the issue, if they feel the referee hasn't addressed the issue properly, they may request the head referee also address the issue. Rulings by the head referee and Tournament Organiser are binding.

4.1.1 Game Interruptions and Pauses

Each Player can pause the game up to five times. If a Player pauses the game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.

Players are only allowed to pause the game when the ball is not in play, meaning it has left the field of play or a foul has been committed and it's a dead ball situation, or if the Player holds possession of their ball in their half of the field.

If a game is paused or interrupted intentionally while the ball is in play by any Player, the tournament organiser has the right to immediately disqualify that Player.

If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game shall be continued from a point determined by the Tournament Organiser.

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

4.1.2 Referees:

Referees will be on-site to monitor all game play. Referees will begin play, and will record scores for each game.

Referees will inform players when to begin play before kick-off and after half-time. Referees will be clearly identified by a special ID tag or badge as indicated by the tournament organiser.

All decisions of a referee are final and binding.

4.2 Pre-Match Setup

The game mode to be used is FIFA Ultimate Team Friendly Seasons.

Squad building requirements for the Competition matches may vary at the discretion of the tournament organiser and will be announced one week prior to the start of the live finals.

4.2.1 Accounts use and squad creation

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



COMPETITORS WILL HAVE AN OPPORTUNITY TO SET THEIR SQUAD OF 11 STARTING PLAYERS: 7 BENCH PLAYERS AND 5 RESERVE PLAYERS.

4.4. Glitches

Any attempt to glitch the game is prohibited.

Procedure After a Glitch Penalty: In the event that ESL determines that an action, goal, move, penalty or any other in-game action was caused by an unauthorized glitch, ESL will decide in its sole discretion to return the game to a fair state depending on the result of the play.

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

5. Prizing

5.1 Live Event Prizing

The following prizes for the Live event will be distributed to the Players based on their finishing position/point of exit from the tournament as stated below:

(1) Total available for prizing: 50,000 EUR Total

Prize Breakdown



-
- 1st place- EUR 20000
 - 2nd place- EUR 10000
 - 3rd-4th place- EUR 4000
 - 5th-8th place- EUR 2000
 - 9th-16th place- EUR 500

(2) FIFA Pro points will be allocated by EA to the applicable EA accounts of the Competitors as follows:

1st – 850

2nd – 450

3rd to 4th – 315

5th to 8th – 150

9th – 16th – 110

17th – 32nd - 80

(3) 1st place winner will get flights, accommodation and tickets for him / her and one guest to watch the UEFA Champions League final scheduled to take place in Madrid, Spain on June 1st 2019 (subject to change).

5.2 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Potential winners will be required to complete and sign a Declaration of Eligibility and Release of Publicity and Liability, in such form as provides for the use of Participants



name, likeness, biography, etc., and at the end of the Live Event in order to claim the prize. If a potential winner fails to sign and/or return the Declaration of Eligibility, refuses the prize, or is ineligible to accept the prize, the potential winner forfeits the prize. If a winner is 16 or older, as required, but a minor in his or her state, country or province of residence, winner's parent, legal guardian, or parents/guardians (as required by law) will be required to sign all necessary documents upon verification of ID. Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim prize. Allow up to 3 months for delivery of prizes.

6. 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 Organizer 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 CC18 in the administration, marketing, and promotion of the CC18, 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 CC18 belong to Tournament Organizer and its licensors. Participant shall not associate themselves with the CC18, 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 CC18, 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 CC18 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 CC18 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 CC18. 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 CC18 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 CC18

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 CC18 and PlayStation, and/or any of its affiliates.

PLAYER SPONSORSHIP

Players in the CC18 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 CC18. 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:

France

Russia

Norway

Finland

Sweden

Denmark

Iceland

Italy

Spain

Portugal

United Kingdom



Ireland
Germany
Austria
Switzerland
Poland
Greece
Czech Republic
Slovakia
Hungary
Australia
New Zealand
United States
Canada
Japan
Hong Kong
South Korea
Thailand
Taiwan
Singapore



Indonesia

Malaysia

Brazil

Mexico

Saudi Arabia

