

FA eNations Qualifier 2019

TOURNAMENT RULESET

1. Overview

1.1 PS4

1.2 Xbox

2. Player Eligibility

2.1 Registration and Acceptance of Official Rules

2.2 Age Restrictions

2.3 National Restrictions

2.4 Employees & Conflicts of Interests

3. Competition Structure

3.1 Online Qualification

3.1.1 Game Settings

3.1.2 Camera Settings

3.1.3 Consumable Restrictions

3.1.3 Lobby 'How-To'

3.1.4 No-Show

3.1.5 Results

3.1.6 Match Media

3.1.6.1 Screenshots

3.2 Match Rules

3.2.1 Draws

3.2.2 Loan Players

3.2.3 Connection Issues

3.2.4 Disconnection

3.2.5 Disqualification

3.3 Live Finals

3.3.1 Game Set-up Instructions

3.3.2 Gameplay Settings

3.3.2.1 Camera Settings

3.3.2.2 Consumable Restrictions

3.3.3 Format

3.3.3 Restrictions

3.3.4 Referees

3.3.5 Travel

3.3.6 Offline Rules

3.3.6.1 Game Interruptions and Pauses

3.3.6.1 Glitches

4. Prize

5. Terms and Conditions

1. Overview

NO PURCHASE NECESSARY.

The FA eNations Qualifier 2019 (“FAEN” or “Competition”) is operated by Turtle Entertainment (alternatively “ESL” or “Tournament Organizer”).

The FAEN is a video game competition conducted using EA Sports FIFA 19 Ultimate Team mode (“FIFA 19”) for the PlayStation®4 console (“PS4”) and Xbox One console (“Xbox”). FAEN will have online qualifiers followed by offline qualifiers and the live finals event.

1.1 PS4

Participants must sign up for FAEN 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 an English national.

1.2 Xbox

Participants must sign up for FAEN using the tournament page on the ESL Play website. 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 Xbox One; (2) own or have access to an Xbox One; (3) have a valid account on Xbox Live and an associated Gamer Tag; (4) have a valid subscription to Xbox Live; (5) have a valid account with Electronics Art (“EA Account”); (6) be an English national.

2. Player Eligibility

2.1 Registration and Acceptance of Official Rules

Players must read the FAEN 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 FAEN tournament including the live finals.

2.2 Age Restrictions

Players must be at least 16 years old by the date of the Live Event. All Players under the age of 18 who attend Live Events must have Player’s parent, legal guardian, or parents/guardians consent to their attendance.

Deadline at which a player must have turned 16 is March 14th 2019.

2.3 National Restrictions

All players must be an English national to participate in the FAEN.

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 the following.

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.

2.4 Employees & Conflicts of Interests

Employees of ESL, Microsoft Corporation ("Xbox"), 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 FAEN Live finals can occur in the following ways;

- By participating in the online qualifiers
- By direct invitation by the Tournament Organisers

3.1 Online Qualification

The Online Qualifiers are scheduled to take place over the course of one weekend, the 9th-10th March 2019. The Tournament Organiser reserves the right to amend these dates in its sole discretion.

The exact timings and further details for the FAEN and its online qualification periods will be communicated on the tournament landing page on [ESL Play \(XBOX\)](#) or [ESL Play \(PS4\)](#).

3.1 Online Qualification

- Gametype: FIFA 19 Ultimate Team Friendly Seasons Game mode
- Format: Double Elimination, Best of 1
- Tournament Cap: 2048 players

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

3.1.1 Game Settings

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

- 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

3.1.2 Camera Settings

The following Single Player Camera settings are disallowed:

- Pro
- End to End
- Dynamic

3.1.3 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
- Manager League Consumables
- Fitness Consumables

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

- Training Consumables

3.1.3 Lobby 'How-To'

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

3.1.4 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.

3.1.5 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.

3.1.6 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.

3.1.6.1 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.

3.2 Match Rules

3.2.1 Draws

If the game ends in a draw, you have to continue playing into extra time and penalty shootout until a winner is decided.

3.2.2 Loan Players

Loan players are not allowed in both online and offline tournament. For the online qualifiers If your opponent is using one of them, make sure to record it, make a screenshot, leave the match immediately and open a protest ticket. If your opponent is using a loan player in an offline match, you must notify a referee as soon as possible.

3.2.3 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.

3.2.4 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.

3.2.5 Disqualification

Any Player may be disqualified immediately from the FAEN, 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 FAEN:

- 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)
- selectively matching up against the same opponent repeatedly.
- Abusive or disorderly behaviour, including any use of harassing, negative, or profane language online, will not be tolerated and will also constitute grounds for immediate disqualification.

3.3 Live Finals

The FAEN tournament finals will take place on March 14th 2019.

The following match rules apply to the live finals of the FAEN. Matches will be played using the FIFA 19 Ultimate Team "Friendly Seasons".

Players must use their own PSN, Xbox Live and FUT accounts.

Players must have Wembley Stadium available on their accounts.

Players must have both England kits available on their accounts.

Players must have the England badge available on their accounts.

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.

3.3.1 Game Set-up 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.

3.3.2 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: Wembley Stadium
- Season: Fall/Autumn
- Time of Day: 3:00 PM
- Pitch Wear: None

The following settings are mandatory:

- 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

3.3.2.1 Camera Settings

The following Single Player Camera settings are disallowed:

- Pro
- End to End
- Dynamic

3.3.2.2 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
- Manager League Consumables
- Fitness Consumables

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

- Training Consumables

All Players at the tournament finals will be required to use their personal PSN and Xbox Live accounts. The tournament organisers will not be able to provide any additional accounts for this part of the tournament.

3.3.3 Format

The tournament will consist of two (2) Semi-Final matches and a Grand Final. These matches will be played in a 'Home and Away' format, with the tie-breaker being Golden Goal.

The PS4 tournament will occur at the start of the day, with Xbox to follow immediately afterwards.

3.3.3 Restrictions

There will be no squad building restrictions.

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

3.3.4 Referees

The referees will instruct players on when to set up 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 set up a new game.

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.

3.3.5 Travel

ESL will provide travel accommodations at its cost for the advancing competitors to the Live Final, with ESL's sole discretion as to train lines, hotel and related transfers.

If a competitor is a minor, they will need to ensure that they have submitted a parental consent form to ESL prior to travelling to the event, at a time dictated by the referees. In the event that no parental consent form is received, another participant will be selected to travel.

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.

3.3.6 Offline Rules

- 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 to 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 the 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.

3.3.6.1 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.

3.3.6.1 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.

4. Prize

The winner of each tournament (Xbox One and PS4) will qualify for a slot to represent England at the eNations Cup.

The offer to represent eLions/England is contingent upon the successful completion of a background check. The winner will be subject to a check, therefore the FA reserves the right to withdraw/rescind any offers made previous to the investigation.

5. Terms and Conditions

Participants' personal information will be subject to ESL's Privacy and Cookie Policy, available 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 competition 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 a 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 fulfilment is essential to enable the proper implementation of the contract and the achievement of its purpose and whose observation you as an end consumer may rely upon. The foregoing limitations of liability shall not apply in the case of explicit guarantees by 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 a 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 Organizer and its designees have the right to use the below information and any other information provided in the FAEN in the administration, marketing, and promotion of the FAEN, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residence, age, platform, persona (including PSN ID and Gamer Tag)

Football fandom info: Favorite professional football club, favourite professional football player, favourite 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 FAEN belong to Tournament Organizer and its licensors.

Participant shall not associate themselves with the FAEN, 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 FAEN 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 FAEN for commercial purposes by or on behalf of Participant are strictly prohibited.