UEFA eEURO 2020 Tournament Rulebook

1. Overview

NO PURCHASE NECESSARY.

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

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

Participants must sign up using the integrated PlayStation tournament app or at the official eEURO 2020 website (https://www.eEURO2020.com/). 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 the European version of PES 2020 on PlayStation 4; (2) have a valid PSN ID; (3) be a national of the country of the National Football Association you wish to represent ("NA"); and (4) have a valid PSN+ subscription.

2. Player eligibility

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

- Players must link their PSN ID with their ESL Play account through the PSN integrated tournament app, or on the official eEURO 2020 website (https://www.eEURO2020.com/). Failure to do this before the commencement of their first ESL-run tournament will result in disqualification of the Player from the competition.

- Players must be a national of the country for which they want to participate in a UEFA eEURO 2020 player selection.

- When signing up through the PSN Dashboard, account residency must meet that of the nation you wish to participate in.*

- Players must be 16 years of age or older prior to the commencement of their first match. All players under the age of 18 must have a parent/legal guardian accompany them to any and all live events, as required by law.

Nationals residing in another country are eligible to compete in their home nation's qualifier if they provide evidence of their nationality (i.e., passport/national ID card/birth certificate, etc.) to the tournament administration before the commencement of the qualifier. This can be done by opening a support ticket (https://www.eeuro2020.com/support/add).

3. Player conduct

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

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behaviour will be penalised at the discretion of the head referee, during each stage of the tournament.

Violating the player code of conduct can in the worst cases result in suspension or removal from the tournament. Players must play to the best of their ability at all times. The tournament administration maintains the sole judgement for violations of these rules.

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

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

4. Tournament structure

4.1 UEFA eEURO 2020 player selection

Player Selection for the UEFA eEURO 2020 wider tournament occurs through ESL's tournament solution (as outlined in this document) and/or through a country's Football National Association. All information will be displayed on the eEURO2020.com website if/when it becomes available. In instances where a hybrid system is used (i.e. there is more than one way to qualify), this will be clearly stated on your country portals (and in this rulebook). ESL is not responsible for any competition that is run at the discretion of National Associations.

Players who compete through the eEURO2020.com website will play in qualifiers to determine the top players of their country. Depending on the country there will be either 1, 2, or 4 qualifiers in which matches are played in a Single Elimination bracket. They are best-of-one matches (meaning that if you lose = you are out). Players may compete in multiple qualifiers, as each qualifier offers another chance to qualify. Top 4 players per qualifier will advance to the Online Playoff Qualifier.

The Online Playoff Qualifier will be played in a Double Elimination bracket and all matches are best of three matches (meaning that you will need to win 2 matches in order to advance in the bracket). Depending on the country, the best 2, 3 or 4 players will qualify for the National Team.

4.2 UEFA eEURO 2020 player selection breakdown

The UEFA eEURO 2020 Player Selection determines the players (and thereby teams of either 2,3 or 4 representatives) that will form a country's National Team. The number of qualifiers as well as the number of players promoted to the national team varies depending on the country. Below is the full breakdown for participating countries. If your country is not listed below, this means that your country is not qualifying players directly through online tournaments organized by UEFA. Please check the eEURO2020.com website for more information.

- Albania selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Austria selects 4 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Belgium selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Bosnia and Herzegovina select 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Bulgaria selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Croatia selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier

- Cyprus selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Denmark selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- England selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Estonia selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Finland selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Gibraltar selects 2 representatives via 1 Online Playoff Qualifier
- Greece selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Hungary selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Liechtenstein selects 2 representatives via 1 Online Playoff Qualifier
- Lithuania selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Luxembourg selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Malta selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Montenegro selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- North Macedonia selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Northern Ireland selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Romania selects 4 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Russia selects 4 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Scotland selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Serbia selects 4 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Slovakia selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier
- Spain selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Switzerland selects 4 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Turkey selects 2 representatives via 4 Qualifiers and 1 Online Playoff Qualifier
- Wales selects 2 representatives via 2 Qualifiers and 1 Online Playoff Qualifier

Once a player has been selected, they are not allowed to change the name of their PSN account. Exceptions may be made to this if a request has been made 72 hours before the next tournament match, and a valid reason is provided.

4.3   UEFA eEURO 2020 Online Qualifier

Each National Team will be drawn at random into groups, adhering to UEFA Executive Committee decisions which prevent select teams being drawn in the same group against other select teams. The current list of groups are as follows:

- GROUP A:

England, Serbia, Albania, Spain, Latvia

- GROUP B:

Slovenia, Scotland, Portugal, Romania, Liechtenstein

- GROUP C:

Switzerland, North Macedonia, Moldavia, Kazakhstan, Bosnia and Herzegovina

- GROUP D:

Slovakia, Greece, Finland, Norway, Azerbaijan

- GROUP E:

Austria, Israel, Iceland, Russia, Poland

- GROUP F:

Kosovo, Georgia, Northern Ireland, Lithuania, Belarus, Luxembourg

- GROUP G:

Hungary, Gibraltar, Turkey, Bulgaria, Estonia, Germany

- GROUP H:

Wales, Faroe Islands, Ukraine, Andorra, Italy, Montenegro

- GROUP I:

Sweden, San Marino, Denmark, Malta, Netherlands, Republic of Ireland

- GROUP J:

Belgium, France, Armenia, Cyprus, Czech Republic, Croatia

The total number of groups is 10: 5 groups of 5 National Teams, and 5 groups of 6 National Teams. Each National Team consists of 2, 3 or 4 players depending on their country, as outlined in 4.2.

Each group will play in a double round robin*, where countries will play each other as both "home" and "away" during separate match days. Both matchups (home and away) consist of a best-of-2 series, where the teams will play two matches back to back and add all the scored goals together. During this phase teams will play a total of 4 matches against all their opponents in their group. Each member of the National Team has to play at least once in this phase of the tournament.

Winning a match grants the National Team 3 points, drawing grants 1 point and losing grants 0 points. In the case that teams are tied on points after the final match of this phase, the following criteria will be applied to determine the ranking:

a. Greater number of points obtained in the matches between the teams in question.
b. Goal difference resulting from the matches between the teams in question (if more than two teams finish equal).
c. Greater number of goals scored in the matches between the teams in question (if more than two teams finish equal).
d. Goal difference in all the group matches.
e. Greater number of goals scored in all the group matches.

Note: there is no weighting given to "home" vs "away" goals/wins.

The winner of each group will qualify directly for the UEFA eEURO 2020 Final. The runner up from each group will then be drawn into 2 new groups of 5 teams. Each group will play in a double round robin*, where countries will play each other as both "home" and "away" during separate match days. Each group will play in a double round robin*, where countries will play each other as both "home" and "away" during separate match days. Both matchups (home and away) consist of a best-of-2 series, where the teams will play two matches back to back and add all the scored goals together. During this phase teams will play a total of 4 matches against all their opponents in their group. Each member of the National Team has to play at least once in this phase of the tournament.

The point system and tiebreaker criteria remain the same as in the previous round. The top 3 teams in each of these groups will qualify for the UEFA eEURO 2020 Final.

*Round-robin means all competitors play against all other competitors in the group. You can read more about the system [here](#)

4.4   UEFA eEURO 2020 Final

4.4.1.   Group Stage

The 16 National Teams at the offline final will be randomly drawn into 4 groups of 4 teams. Each group will play in a Dual Tournament bracket format (Double Elimination without the Grand Final). The top 2 teams in each group will progress to an 8 team single elimination bracket. Matches will be played in 2v2.

4.4.2.   Knockout Stage

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

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

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

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

5. Tournament guidelines

5.1 Online Tournament guidelines

5.1.1. Rescheduling matches

The tournament matches cannot be rescheduled from the announced times, except during the UEFA eEURO 2020 Online Qualifier. During this phase, the announced starting time for the matches can be moved 30 minutes in either direction if both teams agree on the new starting time. This agreement has to be posted into the official tournament [Discord](#) group stage channel for everyone to see.

5.1.2. No Show

Each player has **15 minutes** to show up to a match. (Time from scheduled time +15 minutes). Not showing up within 15 minutes results in a default loss.

During the UEFA eEURO 2020 player selection the player that is waiting must open a protest (via the https://www.eeuro2020.com/ match page) in order to get a default win or raise this on the Discord chat with an admin.

During the UEFA eEURO 2020 Online Qualifier the tournament system will assign the default win to the team that was on time automatically and these wins cannot be protested.

5.1.3. Match operation procedure

During the UEFA eEURO 2020 Online Qualifier, teams will be utilizing the Konami tournament system. Matches are to be played on the Konami tournament system and results need to be input into the eEuro tournament page at https://www.eeuro2020.com/ the same way they were entered in the UEFA eEURO 2020 player selection. For a detailed guide on how to enter and play the in-game tournament please check out [this link](#).

5.1.4. Results

During the UEFA eEURO 2020 player selection, both players are responsible to enter correct results on the eEURO2020.com website via match page (available after the tournaments starts in "my matches" section) or report their score to the tournament admin on the dedicated Discord channel (https://discord.gg/furTTxx). Therefore, both players have to take a screenshot at the end of the match, where the correct result can clearly be seen together

with nicknames of the players and they need to upload it to the match page on the eEURO 2020 website. If a player has a conflict in the match, he/she is advised to open a protest [(https://www.eeuro2020.com/protest/add)](https://www.eeuro2020.com/protest/add), so the tournament referees can check and make a decision. The decision can also mean that both players are disqualified, if there is not sufficient proof for either player to be determined as the clear winner.

During the UEFA eEURO 2020 Online Qualifier, teams are responsible for entering correct results on the eEuro tournament platform available either via the website or by reporting their score to the tournament admin on the dedicated Discord channel for their designated group (https://discord.gg/furTTxx). Therefore, all players have to take a screenshot at the end of the match, where the correct results can clearly be seen together with nicknames of the players and they need to upload both of them to the match page on the eEURO 2020 website. If a player has a conflict in the match, he/she is advised to contact the tournament administration team directly on Discord.

For communication with other players, competitors and tournament officials please utilize the official Discord group channels. This is especially important in case of match time rescheduling and match player confirmation, so our administration team and all competitors will be aware of the situation.

5.1.5.   Match Media

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

5.1.6.   Screenshots

Both participants are responsible for ensuring that screenshots of the match results are uploaded at the end of the match. The screenshots must contain the nickname of both participants and the match result. Also, it is highly recommended that players take screenshots of disputable situations (such as disconnects, game settings problems, etc). These screenshots can and will be used as evidence in the case of a dispute.

5.1.7.   Match Changes

The tournament administrators may, at their sole discretion, change the start time of a

match. The tournament administrators will notify all involved players about such a change at the earliest possible convenience. All matches must begin as soon as they are assigned. Any delay to the start of a match may result in a disqualification of the player(s) who did not show up in time. All visible match times are the intended start time, the official match start time will be the moment the match is assigned to both players. For example you may be required to start playing your match before or after the intended start time if your match becomes available before or after said time. Matches must start as soon as you have an opponent.

5.1.8.   Rule Enforcement

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

5.1.9.   Game Preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match may lead to a disqualification if not handled correctly. Agreements between the players must be communicated to admins via Discord, so that they are aware of the situation. If a player experiences connection problems (either connecting to the game, inviting the other player or in the game itself), they are required to immediately pause the game and raise the issue with admins via Discord. They must also provide admins with a screenshot of their PlayStation Console NAT settings.

During the UEFA eEURO 2020 Online Qualifier stage the teams will be expected to announce their players on the Discord for each match separately. First the "home" team will announce their starting player for match 1 in the best-of-2 series, then the "away" team will announce their players for match 1 and 2, finishing with the "home" team announcing their player for match 2.

For example, before match:

Team 1 says for game 1 they are playing with player X. Team 2 says for game 1 they are playing with player Y.

Then team 2 says for game 2 they are playing with player Y. Team 1 says for game 2 they are playing with player Z.

Then the best-of-2 series will commence. No changes to the players can be made, unless

absolutely necessary (e.g. an emergency) and only if clearly communicated via Discord.

5.1.10. Disconnects

During the UEFA eEURO 2020 player selection, in the case that a game is disconnected before the match is finished, the match should be immediately remade and completed as if the disconnect did not happen (please see below for more information).

Players will be required to work together to reach a "resume" point. Players will have to play the remaining time to reach the in-game 90 minute mark (for example, if the match was disconnected in the 65th minute then the 25 remaining minutes needs to be played) and add the score from the 2 parts of the game (for example, before the game was disconnected the result was 2:1 and in the reconnected part the result was 0:2 so the final result is 2:3). The match should be terminated after 90 in-game minutes in total are played.

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

In case of a disconnect the players need to take screenshots or videos in order to prove the results of the disconnected match. In case of any problems or doubts an administrator should be contacted and informed about the situation.

During the UEFA eEURO 2020 Online Qualifier, in case a game is disconnected before the match is finished, the match should be restarted using the backup tournament available in the Konami in-game tournament system. Any result from the previous match is counted, the match will be continued and played with whatever time was remaining at the time the disconnect occured. If there is a dispute regarding time remaining, both players should speak to an admin immediately to raise the issue. In case the other player then also disconnects, both players should go back to the original tournament and try again. In all disconnect cases please contact the tournament administration immediately in the tournament [Discord](#).

In case the same player disconnects twice, their match will be considered a forfeit in favor of the other team with a score of 3-0.

Connection or hardware problems during a match may lead to a disqualification if not handled correctly. Agreements between the players must be communicated to admins via Discord, so that they are aware of the situation. If a player experiences connection problems (either connecting to the game, inviting the other player or in the game itself), they are required to immediately pause the game and raise the issue with admins via Discord. They must also provide admins with a screenshot of their PlayStation Console NAT settings.

5.1.11. PSN Account Restriction

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

5.1.12. Force Majeure

In case of the tournament not being playable due to technical reasons (i.e. PSN being down), the tournament administration reserves the right to reschedule the whole tournament and will announce the new time to all the players using official communication channels.

In case of a player being unavailable to play for the rest of the tournament (illness, death or similar event), the NA is allowed to nominate a new player to replace the original member.

5.2   Offline Tournament guidelines

An additional Offline Tournament Handbook will be issued prior to the Offline Finals to consolidate the below guidelines. This will be communicated to participating players in due time.

5.2.1.   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 players pause the game at other times throughout the tournament. Players are to obey the instructions of the referees throughout the tournament. Referees will record the score of games before players are allowed to leave the game session or set up a new game.

5.2.2.   Disputes

If any player 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 players on the next steps. The referee may consult the head referee and tournament organiser at their sole discretion.

The player may also request the referee consult with the head referee. The referee may choose to consult with the head referee and tournament organiser at their sole discretion.

All disputes must be made either before the game starts, or as soon as it happens in-game. Any disputes raised after a game ends will be dealt with at the discretion of the lead referee.

5.2.3.   Player punctuality

Players will be expected to be in the tournament area and ready to play their matches when requested by tournament referees. Players will be given reasonable warning as to when they need to be present. Any penalties for late arrivals will be given at the discretion of the lead referee.

5.2.4.   Player equipment

Playstation controllers will be provided by the tournament organiser, however players may

provide their own controllers as long as they do not create an unfair competitive advantage for the player, do not interfere with the operations of the game or tournament, do not require any special configuration, cabling or adapters to function and are designed to work natively on the console the competitor competes on. All personal controllers will be inspected by the referee team to ensure no illegal modifications have been made. The tournament organiser and referee team reserve the right to disallow a personal controller at any time if it is deemed inappropriate and the player will be required to use an approved controller.

5.2.5. Game disconnects

In the case of a player disconnecting from the game, the game will be remade and the time remaining, from before the disconnection, will be played. The score before the disconnect will persist through to the remade game.

Example: A player disconnects at the 50th minute. The score of the game was 2-1. The referee instructs the game to be remade from the 1st half with the implied score to be 2-1 and the implied half to be the 2nd. The competitors will play the remaining 40 minutes 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; however, 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 organisers are final.

5.2.6. Accounts

All offline tournament games will be played on a player's personal accounts. Access to this account is the responsibility of each participating player. Any log in/account issues must be resolved prior to the communicated start time of all games. Failure to do this may result in penalties, at the discretion of the head referee.

5.2.7. Dress code

Players are not permitted to wear any clothing with political messages. The tournament organiser reserves the right to disallow player clothing based on vulgarity, political messaging or conflicting sponsors. In addition to the jersey provided by the National association, players must wear long pants and closed shoes at all times when on camera. With the exception of

the jersey, only Adidas apparel or unbranded should be worn. Players will be provided with jerseys of their National Team by their National Association. These must be worn during all competition days, and during media days. If a player is found to be in breach of this rule, they will initially be asked to change by a referee. If the player refuses, further sanctions may be placed on them at the discretion of the head referee and tournament organiser.

5.2.8. ESIC

This tournament is covered by and subject to the ESIC Anti-Corruption Code and the ESIC Anti-Doping Code (together "the Codes") found here:
https://esic.gg/codes/anti-corruption-code/ and https://esic.gg/codes/anti-doping-code/

By entering this tournament you accept and agree that you are subject to and bound by the Codes and that you have familiarized yourself with the Codes which, amongst other things, prohibit you from betting on any PES match for the duration of the tournament, match manipulation for any reason (whether to commit or facilitate betting fraud or to favour another player), abuse of inside information, bribery or cheating or attempting to cheat by doping. You acknowledge that ESIC will have jurisdiction over any alleged breach of the Codes and that you may be tested for potential breach of the Anti-Doping Code using a saliva swab test.

6. Match settings

Any settings not mentioned in these rules are free to be set by each individual player to their preferred state. E.g. passing assistance level.

6.1   Match settings - UEFA eEURO 2020 Player Selection Phase

- Level: Super Star
- Match Time: 10 Minutes
- Injuries: Off
- Ball type: REGISTA
- Extra Time: On
- Penalty Kicks: On
- Weather: Summer/Fine
- Number of Substitutions: 3 (+1 in Extra Time)
- Game Speed: Normal
- Time: Day
- Length of grass: Normal
- Pitch Conditions: Normal
- Control: All
- Team: Your National Team (e.g. Finnish players have to choose Team Finland)
- Balanced Stats: Off

6.2   Match settings - UEFA eEURO 2020 Online Qualifiers Phase

This part of the competition will run in "Online Tournament" mode, which will be opened for qualified players. **Important difference - stat balancing (meaning players on both teams have the same stats) is active**.

- Level: Super Star
- Match Time: 10 Minutes
- Injuries: Off
- Ball type: REGISTA
- Extra Time: Off
- Penalty Kicks: Off
- Weather: Summer/Fine

- Number of Substitutions: 3
- Game Speed: Normal
- Time: Night
- Length of grass: Normal
- Pitch Conditions: Normal
- Control: All
- Team: Your National Team (e.g. Finnish players have to choose Team Finland)
- Balanced Stats: On

6.3   Match settings - UEFA eEURO 2020 Live Finals Phase

This part of the competition will be run in "Tournament" mode, where stat balancing will be active.

7. Data collection

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