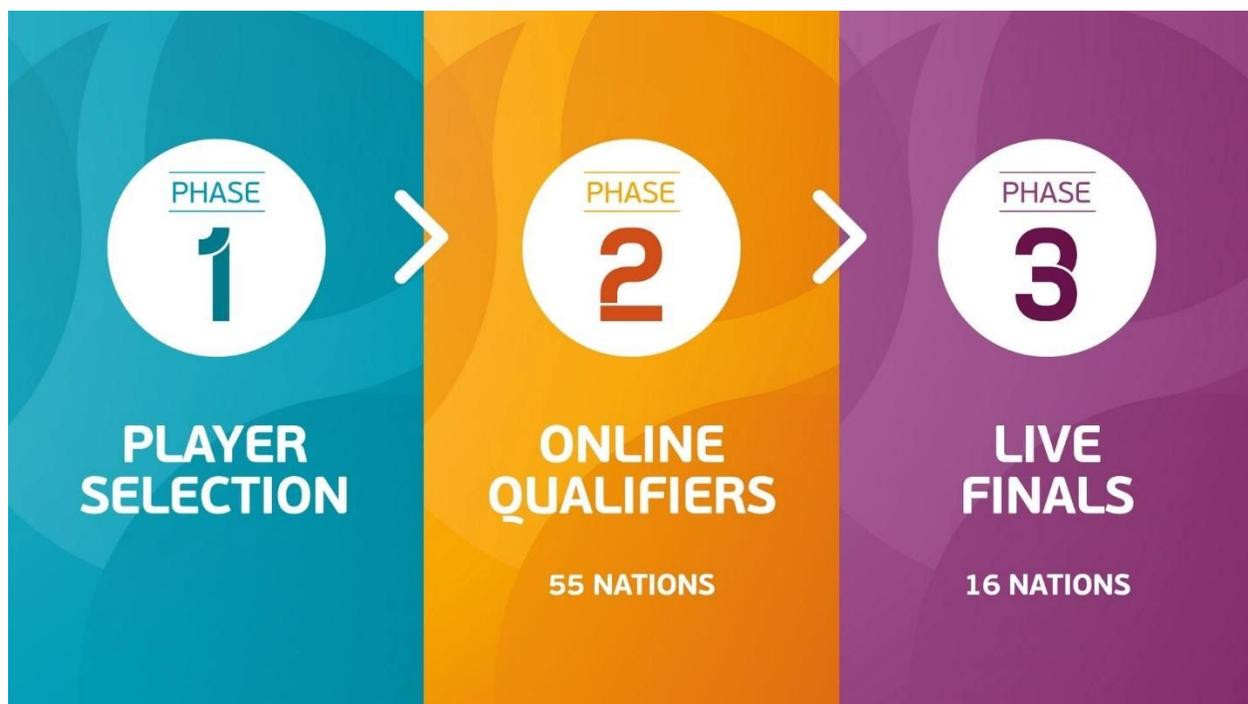




UEFA eEURO 2021 eTournament

Player Selection (Phase 1) Rulebook



1. Overview

NO PURCHASE NECESSARY.

The UEFA eEURO 2021 eTournament (“Competition”) is sponsored by UEFA and operated by ESL Gaming (“ESL”).

The Tournament is a video game competition conducted using eFootball Pro Evolution Soccer 2021 (“PES 2021”) for the PlayStation 4 console.

Participants must sign up to ‘ESL Play’ using the integrated PlayStation tournament app or at the official Competition website (<https://www.eEURO2021.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 2021 on PlayStation 4; (2) have a valid PSN ID; (3) be a passport holder 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 eEURO 2021 eTournament 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 Competition website (<https://www.eEURO2021.com/>). Failure to do this before the commencement of the first ESL-run player selection tournament in which a player is due to participate will result in disqualification of that Player from the Competition.
- Players must be a resident of the country if they wish to represent in the UEFA eEURO 2021 eTournament.*
- When signing up through the PSN Dashboard, a Player's account residency must also be/must be the same as the nation which that Player wishes to represent.**
- 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 offline events, as required by law.***

**In the case of dual citizenship, a player may only take part in the qualification process for one country. They are free to choose which citizenship to adopt for the competition. If they have previously participated in the UEFA eEURO eTournament competition, they must play for the same country again.*

***Citizens residing in another country are eligible to compete in their home nation's qualifier if they provide evidence of their nationality (i.e., passport or national ID card) to the tournament administrators before the commencement of the qualifier. If you have a nationality but are not currently resident in your country, please provide proof of your nationality through our support ticketing system to qualify for the tournament. This can be done by opening a support ticket (<https://www.eeuro2021.com/support/add>).*

****There are no live events in Phase 1 of the competition, however the Live Finals (Phase 3) will be played offline.*

3. Player conduct

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

Players are expected to play and act to the best of their ability 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 Tournament Officials. Violating the player code of conduct can in the worst cases result in suspension or removal from the Tournament. The Tournament Officials maintain sole judgement for violations of these rules.

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 Officials reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and [Competition Discord](#) (or other communication) channels.

Any general disputes from a participating Player that they may have with the current operation of the Tournament should first be addressed by messaging a Tournament Official via [Competition Discord](#) or through the support or 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 2021 eTournament Player Selection

The Player Selection Phase (i.e. Phase 1) of the UEFA eEURO 2021 eTournament will take place either through an ESL-run tournament solution (as outlined in this document) or through a country's National Football Association. **ESL and UEFA are not responsible for any competition that is organised and run at the discretion of National Associations, nor is this rulebook applicable to those competitions.** If a tournament is run by ESL (see section 4.2), but requires a separate rulebook, this will be explicitly stated in this rulebook (section 4.2) and stated on that country's Competition portal. Should a country have a hybrid system with multiple possible methods of qualification, a note will appear in section 4.2 of this rulebook and relevant information will be displayed on the respective country's portal.

If in doubt as to which rulebook is applicable, a Player is expected to contact Tournament Officials for clarification.

Players who compete through the official Competition website will play in qualifiers to determine the top players within their country. There will be either 1 or 2 qualifying tournaments in which fixtures will be played in a Single Elimination bracket. The format will be best-of-one fixtures. Players may compete in multiple qualifiers, as each qualifier offers another chance to qualify. The 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 fixtures are best-of-three matches (meaning that you will need to win 2 matches in order to advance in the bracket). Depending on the respective number of players required to represent a National Association, the best 2, 3 or 4 players will qualify for the National Team.

4.2 UEFA eEURO 2021 eTournament Player Selection - team sizes

The UEFA eEURO 2021 eTournament Player Selection (Phase 1) determines the players (and thereby teams of either 2, 3 or 4 representatives) that will form a country's National eFootball Team. The number of qualifiers as well as the number of players promoted to the national team varies from one country to another - based on the decisions made by the National

Associations.

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 is made 72 hours before the next Competition match, and a valid reason is provided to Tournament Officials.

5. Tournament guidelines

5.1 Online Tournament guidelines

5.1.1. Rescheduling matches

Matches cannot be rescheduled from the announced times.

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 2021 eTournament Player Selection phase (i.e. Phase 1), the player that is waiting on his/her opponent must open a protest (via the relevant <https://www.eeuro2021.com/> match page) or raise the issue on [Competition Discord](#) with an admin, in order to receive a default win.

5.1.3. Results

During the UEFA eEURO 2021 eTournament player selection, both players are responsible for entering correct results on the eEURO2021.com website via the match page (available after the tournaments starts in the "My Matches" section). Players may also report their score to the Tournament Official on their dedicated [Competition Discord](#) channel. Both players are required to take a screenshot at the end of the match, where the correct result can clearly be seen together with nicknames of the players. These screenshots should be then uploaded to the match page on the UEFA eEURO 2021 eTournament website. If a player has a conflict in the match, he/she is advised to open a protest (<https://www.eeuro2021.com/protest/add>), so that the Tournament Officials can make an official ruling/decision.

For communication with other players, competitors and Tournament Officials please use the official [Competition Discord](#) support channels for your nation.

5.1.4. Match Media

All match media (screenshots and videos) must be kept for at least 15 days.

Participating players should upload match media from their match as soon as possible. Faking or manipulating match media is strictly forbidden and will result in severe penalties at the discretion of the ESL Tournament Officials.

5.1.5. Screenshots

Both participants are responsible for ensuring that screenshots of match results are uploaded. The screenshots must contain the nickname of both participants and the match result.

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 by Tournament Officials.

5.1.6. Match Changes

The Tournament Officials may, at their sole discretion, change the start time of a match. The Tournament Officials will notify all involved players about such a change at the earliest possible convenient time.

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. Players must start their matches as soon as their opponent appears.

Potentially clarifying examples:

- A) The start time of the match between player A and B is 17:00 CEST. However, both players have already finished their previous matches at 16:30. In this case, the*

Tournament Official may ask the players to start their match earlier than planned, should it be reasonable to do so.

B) The start time of the match between player A and B is 17:00 CEST. As a result of delays, players end their previous matches at 17:30. In this case, players must start their match as soon as possible. Communication must be upheld with Tournament Officials and normal communication procedures apply.

5.1.7. Rule Enforcement

Tournament Officials reserve the right to make exceptions/interpretations to rules outlined in this document at their discretion.

The Tournament Officials may change these rules at any time without prior notice.

5.1.8. 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 both players must be communicated to Tournament Officials via [Competition 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 Tournament Officials via [Competition Discord](#). They must also provide admins with a screenshot of their PlayStation Console NAT settings (Tutorial: <http://esl.gg/Tutorial-NAT-Type>).

5.1.9. Draws

In a best-of-1 there can be no draws. If, after 90 minutes (in game), the score is a draw, the match will go to extra time. If the score is still tied after extra time, the match will go to a penalty shootout to determine the winner.

5.1.10. Disconnects

During the UEFA eEURO 2021 eTournament player selection, in the case that a game is

disconnected before the match is finished, the match should be immediately recreated 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 remaining 25 minutes would still need to be played. Following this example, Players would then need to add together the scored goals from both games (e.g. if the score at 65 minutes was 2:1 and the score at the end of the agreed-upon 25 minutes was 0:2, then the final match result would be 2:3). The match should be terminated as soon as a combined total of 90 in-game minutes have been played.

Should a match result in a draw, the Players must play the "Golden Goal" rule. Example:

A disconnect occurred at 65 minutes with a score of 1:0. The remaining 25 minutes finished with a result of 0:1. The match result would therefore be 1:1. Both Players would need to continue playing and whoever scores the first 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 a Tournament Official should be contacted and informed about the situation.

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 [Competition 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 [Competition Discord](#). They must also provide admins with a screenshot of their PlayStation Console NAT settings (Tutorial: <http://esl.gg/Tutorial-NAT-Type>).

5.1.11. PSN Account Restriction

After the UEFA eEURO 2021 eTournament Player Selection (i.e. Phase 1) 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 fixture to the Tournament Officials.

5.1.12. Force Majeure

In case of the tournament not being playable due to technical reasons (e.g. PSN being down), the Tournament Officials reserve the right to reschedule the tournament(s) and will announce the new time(s) to all the Players using official communication channels.

5.2 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.

5.3 Match settings - UEFA eEURO 2021 eTournament 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. Data collection

By participating in the tournament "UEFA eEURO 2021", Players agree that their 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 their country, for the purpose of conducting the tournament. With regard to the handling of data by the cooperation partners, ESL refer to their data protection declarations, which can be viewed via their respective websites.