



CHAMPIONS CUP

WINTER 2019

EACC EVENT RULES & REGULATIONS

EA Champions Cup Winter 2019

Event Rules and regulations

This competition is sponsored by Nexon Korea Corporation, (“**Sponsor**” or “**Nexon**”), with principal business address at 7, Pangyo-ro 256 beon-gil, Bundang-gu, Seongnam-si, Gyeonggi-do, Korea. Sponsor, together with its affiliates, agents, representatives, assigns and successors in interest and licensees, are collectively referred to as “**Sponsor and its agents**”.

NO PURCHASE NECESSARY.

ENTRANTS IN THIS COMPETITION MUST: (1) OWN OR HAVE ACCESS TO EA SPORTS FIFA ONLINE 4 (“FIFA Online 4”) (2) HAVE AGREED TO THE EA PRIVACY AND COOKIE POLICY AND USER AGREEMENT.

1. **Eligibility:** EA Champions Cup Winter 2019 (the “Competition”) is open only to legal residents of China, Indonesia, Malaysia, Singapore, South Korea, Thailand, Vietnam who meet the minimum age requirements of being 16 years old at the time of qualifying (were born no later than September 1st, 2003). Those who are employees of Electronic Arts Inc., Nexon Korea Corporation, or its affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies (“Sponsor and its agents”) or who are immediate family members or persons living in the same household of each such employee are not eligible. Subject to all applicable laws and regulations. Void where prohibited. By participating in the Competition, the participant signifies his or her full and unconditional agreement to these Official Rules.

2. **Timing:** The Competition begins on December 10, 2019 at 18:00 KST (Korea Standard Time) and ends on December 22, 2019 at 22:00 KST (the “Competition Period”). Administrator's computer is the official time-keeping device for the Competition.

IMPORTANT NOTICE TO ENTRANTS: ENTRANTS ARE RESPONSIBLE FOR DETERMINING THE APPLICABLE COMPETITION ENTRY PERIOD TIMES IN THEIR RESPECTIVE TIME ZONES.

3. **How to Compete:** Qualify to participate in EA Champions Cup Winter 2019 via local qualifiers, organized by: Garena (Indonesia, Malaysia, Singapore, Thailand, Vietnam participants), Nexon (South Korea participants), and Tencent (China participants) during the Qualification Period. Nexon will provide entrants with accounts for the purposes of this Competition only and entrants are required to log in to such accounts to compete. Any entrant may be disqualified immediately from this Competition and, at the discretion of the Sponsor or its designees from further online competitions, for any failure to comply with the EA User Agreement, Privacy and Cookie Policy or for any cheating, including:

- a. using any cheats, hacks or other 3rd party "helper" applications in playing games;
- b. intentionally disconnecting from the Internet during any game;
- c. colluding with other players in playing games; or
- d. taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits).

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.

4. **Personal Information:** Nothing in these Event Rules shall be deemed to exclude or restrict any of the winner's or the entrant's statutory rights as a consumer.

By participating in the Competition, entrant consents to Sponsor processing their personal information (name, address, email, birthdate) in accordance with Sponsor's Privacy and Cookie Policy, available for the purposes of:

(a) Organizing, running and monitoring the Competition and prize fulfillment, including, if entrant 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, as described further in Section 7 below); and

(b) Any additional processing activities to which entrant consents.

Entrants acknowledge that personal information may be stored and processed for the purposes set out in the Privacy and Cookie Policy in the South Korea or any other country in which Nexon, its subsidiaries, or third-party agents operate. By entering the Promotion, you consent that your personal information may be transferred to recipients in the South Korea and other countries that may not offer the same level of privacy protection as the laws in your country of residence or citizenship.

5. **Winner Determination:** The winners will be determined based on the rules, more particularly described in Schedule 1.

6. **Notification:** The potential winners will be announced on the last day of Competition Period. Except where prohibited, each potential winner will be required to sign and return a Winner Declaration & Consent, which must be received by the Sponsor, within 10 days of the date notice or attempted notice is sent, in order to claim his/her prize. If any potential winner cannot be contacted, fails to sign and/or return the Winner Declaration & Consent within the required time period, refuses the prize, is ineligible to win the prize, or prize is returned as undeliverable, potential winner forfeits prize. 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, Sponsor will

award the applicable prize to an alternate winner based on position on the leaderboard or ladder, as applicable, from among all remaining eligible Entries. Only three (3) alternative winners will be selected, after which Nexon retains the discretion to donate the applicable prize to a charity of Sponsor's choosing.

7. **Prizes:** The prizes for the Competition and the order in which they will be awarded are as follows: If for any reason an advertised prize is unavailable, Sponsor reserves the right to substitute a prize of equal or greater value. The odds of winning depend upon the number of eligible entries received and relative skill of entrants. Allow 8 weeks for delivery of prize(s).

First Prize:	Cash prize of US \$90,000
Second Prize	Cash prize of US \$36,000
3 rd ~ 4 th Prize	Cash prize of US \$18,000 for each team
5 th ~ 8 th Prize	Cash prize of US \$6,000 for each team
9 th ~ 12 th Prize	Cash prize of US \$3,000 for each team
Top Scorer	Cash prize of US \$1,000
Final MVP	Cash prize of US \$1,000
Total Pool	Cash prize of US \$200,000

8. **General Terms:**

a. By participating in this Competition, each participant agrees:

(1) To the extent allowable under applicable law and to release and hold harmless Sponsor 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 with respect to claims resulting from death or personal injury arising from Nexon'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;

(2) That Nexon's decisions will be final and binding on all matters related to this Competition;

(3) That EA and Nexon has the right to publish and otherwise use your statistics and rankings in connection with the Competition, and for other

related purposes (such as for marketing and promotional purposes) without further consent from or payment to you;

(4) That EA and Nexon will be filming, recording, broadcasting and/or taking photographs (“**Broadcasting**”) during the Competition. To the most extent permitted by applicable laws, any and all intellectual property rights including but not limited to copyright, of any footage, video, audio, image and other content and product related to or generated from such Broadcasting belongs to EA. EA has the right to use, publish, display and broadcast your name, photograph, or other likeness or biographical information that you may provide, and any performance or statement you make concerning the Competition in any and all media, in perpetuity, for the purpose of trade, promotion and/or otherwise without notification or additional compensation, except where prohibited by law.

(5) That by accepting a prize, EA may use your name and place of residence online or in any other media, in connection with this Competition, without payment or compensation to the winner or anyone else, except where prohibited; and

(6) This Official Rule shall be governed by the laws of the Republic of Korea, without reference to its choice of law rules to the contrary. Any dispute arising out of or in connection with this Official Rule, shall be referred to and finally resolved by arbitration administered by Seoul Central District Court in accordance with the Arbitration Rules of the Seoul Central District Court for the time being in force, which rules are deemed to be incorporated by reference in this clause. The seat of the arbitration shall be Singapore. The Tribunal shall consist of one arbitrator. The language of the arbitration shall be Korean.

- b. Nexon 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 Sponsor in its sole discretion. If terminated Sponsor 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. Sponsor, 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, Sponsor reserves the right to seek damages and other remedies (including attorneys’ fees) from any such person to the

fullest extent permitted by law. Sponsor's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

- c. Winners are responsible for any applicable taxes on prizes.

9. Winner(s) List: Winner List requests will only be accepted after the end date of the Competition Period (listed above) on the official EA Champions Cup website.

SCHEDULE 1

LIVE EVENTS RULES

All rules are subject to change, and changes may be posted without notice. The format of the Competition may also be changed without notice. It is each Player's responsibility to know and understand the rules as they exist the day of the tournament/play.

All games will be played on the computer with network accessibility and EA SPORTS FIFA ONLINE 4. The publishers of EA FIFA SPORTS ONLINE 4 from South East Asia, South Korea and China will select squads to participate in EACC at their own discretion.

EVENT FORMAT

Squad Group Draw:

- The 12 qualified squads will be split into 4 groups of 3 squads each, using the following draw methodology:
 - Participating squads will be divided into 3 pools:
 - Pool 1 - 4 squads representing Korea
 - Pool 2 - 3 squads representing China and 1 squad representing Singapore, Malaysia, Indonesia
 - Pool 3 - 2 squads representing Thailand and 2 squads representing Vietnam
 - In alphabetical order of team name, the captain of each Pool 1 squad will randomly draw a position in either group A, B, C or D. This will be repeated for the remaining squads from Pool 1, until a single Pool 1 squad is placed in each group
 - In alphabetical order of team name, the captain of each Pool 2 squad will randomly draw a position in either group A, B, C, or D. This will be repeated for the remaining squads from Pool 2, until a single Pool 2 squad is placed in each group
 - In alphabetical order of team name, the captain of each Pool 3 squad will randomly draw a position in either group A, B, C or D. This will be repeated for the remaining squads from Pool 3, until a single Pool 3 squad is placed in each group

Tournament Format:

- The tournament will begin with a single round-robin group phase, with every squad playing a single match against every other squad in their group
- After concluding the group phase, the top 2 squads of each group will move on to the knockout stage.
- The knockout stage will feature 8 squads in a dual tournament format. The squads will be distributed in the bracket in the following way
 - The top squad from each group (so A1,B1,C1,D1) will be considered higher seeds (HS) and randomly drawn into Match 1, Match 2, Match 3, Match 4 positions on the knockout bracket, with one higher seed squad in each match.
 - The remaining qualified squads will be considered lower seeds (LS) and randomly drawn into Match 1, 2, 3 and 4, with one lower seed squad in each match.

Round	Date	Content	Method
Group Stage	Dec 12	Match 1 (A) Match 2 (B) Match 3 (C) Match 4 (D)	<ul style="list-style-type: none"> - 4 groups (3 squads in a group) - Single round-robin - No extra time / No penalties - Every player plays a game in a match <ul style="list-style-type: none"> • P1 vs P1 • P2 vs P2 • P3 vs P3 - Every game result translates into Match Points: win-3/draw-1/lose-0 - Placement within the group judging criteria is as follows: <ol style="list-style-type: none"> 1. Match points 2. Goal difference 3. More goals 4. Less warnings 5. Match point between the tied squads. 6. If squads are still tied, a “sudden death” game will be played between a single player from each squad.
	Dec 13	Match 5 (C) Match 6 (D) Match 7 (A) Match 8 (B)	
	Dec 14	Match 9 (D) Match 10 (C) Match 11 (B) Match 12 (A)	
Knockout Stage	Dec 19	Match 1 - HS1 vs LS1 Match 2 - HS2 vs LS2 Match 3 - HS3 vs LS3 Match 4 - HS4 vs LS4	<ul style="list-style-type: none"> - Each match will be played using a Best of 3 format - Every match in this round will feature a higher seed vs a lower seed squad, based on group stage results - Each game will be resolved using extra time/penalties - The first squad to win 2 games in a match will be considered the winner and advance to the next round
	Dec 20	Match 5 - Winner of Match 1 vs Winner of Match 2 Match 6 - Winner of Match 3 vs Winner of Match 4 Match 7 - Loser of Match 1 vs Loser of Match 2 Match 8 - Loser of Match 3 vs Loser of Match 4 Match 9 - Loser of Match 5 vs Winner of Match 7 Match 10 - Loser of Match 6 vs Winner of Match 8	<ul style="list-style-type: none"> - Each match will be played using a Best of 3 format - Each game will be resolved using extra time/penalties - The first squad to win 2 games in a match will be considered the winner and advance - Squads that win 2 matches in this phase will qualify to the Semi-Finals - Squads that lose 2 matches in this phase will be knocked out of the tournament
	Dec 22	Semi-Finals Match 11 - Winner of Match 5 vs Winner of Match 10 Match 12 - Winner of Match 6 vs Winner of Match 9 Grand Finals Match 13 - Winner of Match 11	<ul style="list-style-type: none"> - Every match is played in a “winner stays” format - Each squad designates their player order for the match ahead of the match - Players face each other in games in the predetermined order - The winning player stays on stage until they lose a game - When a player loses a game, they are eliminated from the match and the next player from their squad plays the following games - The match continues until all players on a squad are eliminated. The squad whose player won the final game is

		vs Winner of Match 12	declared the winner of the match.
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- Statistics for strategy can be changed freely.
- Auto player selection function can be used.
- Players must not disturb the goalie in his/her turn to kick-off. If not followed, a warning will be given to the player.
- If a player misuses the ball to delay the match, he/she will receive one verbal warning under the referee's decision. If conducting it more than once, he/she will automatically forfeit the game (If a player receives a verbal warning, a verbal warning will be removed after the match ends).
- If a player uses violent or offensive language via messenger, the player will be disqualified in accordance with the decision of the Sponsor and its agents
- Ceremonial actions deemed inappropriate after scoring will receive a warning in accordance with the decision of the Sponsor and its agents
- Players will be disqualified if they score on their own team's goal intentionally.
- Unsportsmanlike behaviour can also be punished by match forfeit and disqualification.
- Disturbance in the game progress caused by systematic error will be handled in accordance with the decision of the Sponsor and its agents.
- There is no influence in the game when playing home or away.
 - Therefore, home or away side will be decided according to Coin flip as soon as players arrive in the venue
 - As an exception, in Knock-out Stage match 1~4, Higher Seed (HS) squads will play home.
 - As an exception, in Knock-out Stage match 9 and 10, Loser's of match 5 and 6 will play home.

Disruption in Connection During a Match

- Players will be disqualified if they stop the connection during game play intentionally.
- Under the following conditions, original scores will be kept, the game play shall restart and continue for the time remaining.
 - Disconnection due to electricity problem in the arena.
 - Inconsistent/irregular gameplay due to instability in the game program or PC system used for the competition.
 - Inconsistent/irregular gameplay due to problems on the observer PC.
 - Match disturbance due to disturbance in crowds.
 - If inconsistent/irregular gameplay occurs to the defence, the game will restart as the same situation in terms of score, time and squad with the previous match.
 - If inconsistent/irregular gameplay occurs to the forward, the game will restart as the same situation in terms of score, time and squad with the previous match.
 - During the match possession of the ball after the restart goes to the player who had possession before the game stop.
- If inconsistent/irregular gameplay occurs on a penalty shoot-out situation after the game:
 - The game will restart and reproduce to the moment before irregular situation appeared.

- If none of the conditions above are the reason for disconnection, the Sponsor will make the decision.
***Inconsistent/Irregular gameplay** – an occasion of gameplay lag caused by bug issue or hardware malfunction, network instability, server malfunction.
- If all of observers are disconnected from tournament server, the game should be restarted as the same situation with the previous match in terms of score, time and squad. Yellow card that each player received before 25 minutes in the previous game doesn't reflect to the restart game.

Stoppage of Play

- **Tactical Pause**
 - Each Player can pause the game up to 3 times only for tactical reasons
 - If an issue occurs during a game, players cannot use tactical pause.
 - A tactical pause will last up to 30 seconds -
 - If a tactical pause is made, a tactical change to the team, which can include substitutions, formation changes, or tactic adjustments must happen
 - A player can call a time-out (pause) for in-game player or strategy changes only during ball-off (Zone-out, foul situation, throw-in situation, the centre of the circle to restart the game situations, goal-kick situation). If violating this rule, the player will receive one warning.
- **Technical Pause**
 - If an issue occurs during a game, the player must raise their hand and alert the referee. The referee will commence the technical pause to inspect the issue at their own discretion
 - Participating squads may raise objections to the referee to stop the match officially in the circumstances listed below.
 - Game Lag issue
 - If referee could clearly recognize the lag, referee will check with the other referee (opponent side).
 - When lag was recognizable on both PCs, both players must agree for restarting the match.
 - If opponent player doesn't agree to restart, match will be resumed from the point of interruption.
 - If opponent player didn't feel any lag, player who raised issue can request for a monitor frame test.
 - If there was no server or PC/monitor issue, player who raised issue will receive warning.
 - Opponents have displayed inappropriate language
 - Disturbance by the audience
 - Lights in arena disturbs the players during the game play
- Tactical adjustments are not allowed in the event of a technical pause situation.
- If the cause for calling a technical pause, or the objection made by a player is judged to be false by the Sponsor or its agents, the squad will receive a warning.
- If other situations that arise that are not listed above, the Sponsor holds the right to a final decision.

Usage of Bugs and Illegal Programs

- It is understood that if at any time a player uses an illegal program, the player will be disqualified from the tournament immediately and potentially banned from participating in any EA SPORTS FIFA Online 4 related competitions that are hosted by EA for the duration of one year. Additionally, any Ranking Points held by the squad will be canceled.
- Players cannot use any other external program besides official drivers for peripheral hardware usage.
- Players must notify the Referee or Sponsor if bugs are encountered in the game.
- Players will be disqualified for exploiting an unknown bug and the squad's awards/prize in EACC will be canceled.

Participating squads

- **Qualified Player Composition and Requirements:**
 - A qualified squad consisting of three players who meet the requirements outlined in Section 1. Eligibility
 - Only registered players can participate in the game.
 - A squad leader or a captain is required.
 - If a player is under the age of 18, the following three documents should be submitted to participate: (i) legal representative consent; (ii) copy of legal representative's ID card; and (iii) family relationship certificate.
 - Player's name on a personal profile will be written in English according to the Sponsor's guidelines.
 - A squad shall not submit profile names or pictures inappropriate for broadcasting.
 - Players cannot be substituted with others for the matches.
 - Players who have caused the social criticism of esports can be restricted from participating.
- **Squad organizing method of participating players:**
 - Each squad must consist of 3 players.
 - Each squad must attend the team draft to form their in-game team.
 - Players will choose an English name as the in-game team name to be entered in the game.
 - Players are prohibited from recruiting in-game players from the tournament server, using the transfer market, or otherwise. (Disqualified when offended)
 - Players are prohibited from strengthening (raising crafting level) of the player cards on the tournament server. (Disqualified when offended)
 - The Sponsor shall make the final decision on disqualifications.
- **Team Draft & Draft Order Drawing Ceremony**
 - **Draft Order Drawing Methodology**
 - a. All participating players and squads are required to attend the Draft Order Drawing Ceremony ahead of the Team Draft
 - b. Draft order will be determined by squad captains drawing a number representing their draft order slot (from 1 being first to 12 being last)

- c. The order in which squad captains will be drawing their draft order slot will be determined by randomly drawing squad names from the pool of 12 participating squads

– **Team Composition & Player pool**

- a. All participating players and squads are required to attend the Team Draft
- b. Each squad will draft a team of 18 players
- c. Positions are divided into FW / MF / DF / GK.
- d. The player pool will consist of players from following classes, grades and levels:

Class	Grade	Level
19TOTY	3	5
HOT	3	5
19TOTS	3	5
COC	3	5
TC	3	5
GR	3	5
OTW	3	5
TT	3	5
NHD	4	5
TB	4	5
Live Season	7	5

- e. Players' level will be set to maximum.
- f. Manager level will be set to 100
- g. One team cannot consist of 2 or more players with the same name, even if from different classes (e.g. TOTY C. Ronaldo + TT C. Ronaldo is not allowed on one team).
- h. Other squads cannot draft the same players within the same class, if the player has already been drafted (e.g. there will be only one TOTY C. Ronaldo available in the draft).
- i. Other squads can choose players with the same name from different classes, if the player is still available (e.g. both TOTY and TT C. Ronaldo can be drafted into different teams).
- j. The Team Colour system will not be applied.
- k. The Live Performance system will not be applied.
- l. Account registration will take place after the Team Draft is completed
- m. All the players in one squad will be provided with the same team (each player can have an individual account on the esports server).
- n. Players will be provided with an English client to access the esports server.

- **Draft process**
 - a. The draft will be held in 2 stages and a total of 12 rounds using a “snake-draft” method.
 - i. Each regular round consists of every one of the 12 squads picking in order determined during the Draft Order Drawing Ceremony starting with the squad drafted first, continuing to squad drafted twelfth
 - ii. Each regular round will be followed by a reverse order round, starting with the squad drafted twelfth during the Draft Order Drawing Ceremony and continuing to the squad drafted first.
 - iii. The sequence of regular and reverse order rounds will persist, regardless of Stages of draft, resulting in 6 regular order rounds and 6 reverse order rounds.
 - b. If a squad fails to pick a player within the allotted time, the draft program will automatically switch over to the next squad. Squads will have to draft all missed picks in the last round of Stage 1 and Stage 2 respectively.
 - c. The process of Stage 1 and Stage 2 is as follows:
 - i. **Stage 1**
 - Each squad will select 11 players within the salary cap of 180.
 - Each squad must pick at least 1 goalkeeper in the 1st stage of the draft.
 - There will be 8 rounds of draft in the 1st stage.
 - Rounds 1, 2, 3
 - Each squad will draft 1 in-game player per round
 - The time limit for each draft pick will be 30 seconds per squad
 - Rounds 4, 5, 6, 7
 - Each squad will draft 2 in-game players per round
 - The time limit for all draft picks will be 60 seconds per squad in this round
 - Rounds 8
 - Each squad will make all missing picks, if any, up to 11 total players (including 1 goalkeeper)
 - There will be no time limit for this round
 - ii. **Stage 2**
 - Each squad will select 7 players, with no salary cap.
 - Each squad must pick at least 1 goalkeeper in the 2nd stage of the draft.
 - There will be 4 rounds of draft in the 2nd stage.
 - Rounds 1, 2
 - Each squad will draft 2 in-game players per round
 - The time limit for all draft picks will be 60 seconds per squad in this round
 - Rounds 3
 - Each squad will draft 3 in-game players per round

- The time limit for all draft picks will be 90 seconds per squad in this round
 - Rounds 4
 - Each squad will make all missing picks, if any, up to 7 total players (including 1 goalkeeper)
 - There will be no time limit for this round
- d. After completing Stage 1 and Stage 2 of team draft, squads will be able to select in-game clubs.
 - Picking order of in-game clubs will follow the reverse order round.
 - Only club teams can be chosen as an in-game team
 - Each club can only be chosen once - there will be no duplicate in-game teams.

Player Instructions

- All participating players are obligated to appear on live broadcast of the Competition.
- All participating players must play in accordance with the rules and to the best of their ability.
- All participating players must accept the results decided by the Sponsor and its agents
- All participating players are obligated to accept requests from the Sponsor for broadcasting / Interview / Additional PR in relation to the Competition, and support for collecting match data or other related materials for such purposes. In case that the player conducted inappropriately for broadcasting (such as absence, tardiness, bad attire, inappropriate words and deeds, etc), acquired money prize can be forfeited.
- All participating players must wear the appropriate attire, as specified by the Sponsor.
- Players are not allowed to wear attire/accessories that disturb the broadcast.
- If a player's attire/accessories are deemed inappropriate, the player must rectify immediately to continue in the tournament.
- The player must arrive in the arena 120 minutes before broadcasting starts.
- The player will receive a warning if not present in the arena 120 minutes before broadcasting starts, unless the Sponsor has been notified in advance or excused for an emergency. If the player fails to present in the arena 60 minutes before the broadcasting starts, the player will receive two warnings.
- It is understood that if at any time a player leaves the arena without proper reason or does not participate in the game, the player will be disqualified from the tournament and banned from participating in any EA SPORTS FIFA Online series related competitions for the next 1 year. However, players will be exempt from this rule under Sponsor approved conditions (unavoidable conditions including but not limited to natural disasters, death of immediate family members).
- Player roster must be submitted to host & referee 1 hour prior to match start:
 - Mid-game substitutions are not allowed.
 - Only in case of player emergency, host will decide on mid-game substitution.
 - When submitting the roster, playing order must be stated and players must play in that order without change during the match.
 - Player roster can only be checked by the host, referee and broadcasting supervisor.

- All players of a squad will have a maximum of 8 minutes to set up their PCs on stage before the match. No additional set up time will be provided between games in a match.
 - Timing will be monitored by the referee with a stopwatch)
- If a squad cannot field 3 players to participate in the match, they will be given a technical loss by 0:3 for the game.
- Communication related to the Competition (inquiry / complaint, etc.) should proceed through the official operating partner designated by Sponsor, accompanied by Sponsor.
- Players must wear attire appropriate to the circumstances and location at which an event is taking place. This includes the award ceremony following final round, at which the winner must wear formal attire.
- Players shall not wear, carry or bear any items of a commercial, religious or political nature, or which reflect unfavourably upon the EA Champions Cup, or Nexon, nor carry out any promotional activity in connection with the EA Champions Cup unless otherwise approved in writing by Nexon.
- Players shall not use vulgar, insulting or threatening language, express statements of commercial, religious or political nature, or incite or promote hatred and discriminatory conduct
- Players are permitted to use personal peripherals (specifically controllers, mouse, keyboards) connected to stage PCs to play in the tournament. The sponsor takes no responsibility for correct operation of personal peripherals.
- In the case of a peripheral malfunction, the sponsor may provide the player with a standard mouse and keyboard, PS4 or XBOX controller as a replacement. The sponsor takes no responsibility for the correct operation of replacement peripherals.

Warnings

- A player may receive a warning, for the following:
 - If they do not follow the instructions from the Sponsor
 - If they do not sit on a chair in the player's booth
 - If they disobey the referee's decision
 - If they use inappropriate language or behave inappropriately
 - If players conduct any behaviours that can affect the match beside of all followings above, they might receive one warning. In the worst case, they might be forfeited from the match.
- Accumulated warnings mean as below:

1 Warning	2 Warnings	3 Warnings
N/A	Game forfeit	Match forfeit

- Game forfeit will result in loss by 0:3 score
- In case of Match forfeit all games will be counted as game forfeits
- Warnings accumulate for the whole squad (3 players)
- Accumulated warnings will be reset after each match for the purposes of forfeits, but will be considered in aggregate for the purposes of tie-breakers

Referees

- Referees will be on site to monitor all gameplay. Referees will begin play and will record scores for each game.
- Referees will be identified by a special ID tag.

- The decision of the referee is final and binding.

Drugs and Alcohol

- Use of drugs and alcohol is prohibited on the premises of, or during the attendance of, live events or tournaments, for the duration of the competitive tournament.
- Players must not be under the influence of drugs and alcohol while participating.
- Smoking (including e-cigarettes) is prohibited except in designated areas.
- Smoking (including e-cigarettes) in hotel rooms is strictly prohibited unless the player has a smoking room.
- Any player who appears to violate the above terms under this clause may be sanctioned.

APPENDIX 1

GLOSSARY

Squad - a real-world, professional group of 3 individual EA SPORTS FIFA ONLINE 4 players, participating in EACC under one brand name

Team - in-game EA SPORTS FIFA ONLINE 4 roster of virtual players, used in professional EACC play by each individual player on a *squad*

Game - a single instance of two participating players facing off, with victory determined by the number of in-game goals scored by each team

Match - a single instance of two participating *squads* facing off, with victory determined by the number of games won in the course of the match (e.g. 2 games won in a 3-game match)

APPENDIX 2

PARTICIPANT ACKNOWLEDGEMENT AND CONSENT FORM

In consideration of my participation to EA Champions Cup Winter 2019 ("EACC"), sponsored by Nexon ("Nexon"), I, the undersigned, hereby warrant, represent, covenant, undertake, acknowledge and agree as follows:

1. My name is_____. Currently, I am a legal resident of _____.

2. I represent that I have attended the Orientation sessions provided by Nexon and acknowledged all the rules and regulations of the EACC and that I will not argue otherwise to the contrary of the Official Rules. I will not perpetrate no fraud or deception in entering the EACC or in claiming the Prize, I acknowledge that Nexon reserves the right to withhold any prize if it determines, at any time and in its sole discretion, that I have not complied with the EACC Official Rules.

I HAVE READ AND FULLY UNDERSTAND THIS FORM. I AGREE TO THE TERMS OF THIS FORM AND SIGN IT VOLUNTARILY, FREELY, AND KNOWINGLY.

PRINT NAME

SIGNATURE

ADDRESS

TELEPHONE

E-MAIL ADDRESS

DATE

If winner is a minor in winner's place of residence, then the winner's parent or legal guardian must simultaneously execute below.

I, the undersigned, represent and warrant that I am the parent or legal guardian of the minor whose name appears above, I have read the Official Rules of the EACC, I consent to its execution by my child/ward and I agree to be bound by it to the extent that my child/ward is unable to agree as a matter of law.

PRINT NAME

SIGNATURE

ADDRESS

TELEPHONE

E-MAIL ADDRESS

DATE

APPENDIX 3

PRIZE WINNER DECLARATION & RELEASE

In consideration of the prize awarded to me in the EA Champions Cup Winter 2019 ("Promotion") sponsored by Nexon ("Nexon"), I, the undersigned, hereby warrant, represent, covenant, undertake, acknowledge and agree as follows:

1. I am _____ years of age. Currently, I am a legal resident of _____.
2. I represent that I have complied with all the rules and regulations of this Promotion and that I have perpetrated no fraud or deception in entering the Promotion or in claiming the Prize (as defined below), I acknowledge that Nexon reserves the right to withhold any prize if it determines, at any time and in its sole discretion, that I have not complied with the Promotion's Official Rules.
3. I understand that failure to return this fully completed and executed Declaration and Release within 10 days of the end of Promotion Period will result in the forfeiture of the Prize.
4. Neither I nor any member of my immediate family or household is an employee, officer or director of Nexon, respective subsidiaries, affiliates, agents, representatives, licensors, advertising, fulfillment, promotion and publicity agencies, insurers and prize providers (collectively, the "Promotion Parties").
5. I understand that winners will be announced by Nexon at the end of the Promotion, and only after the announcement, declared winners can claim their prize ("Prize") as set forth in Section 8 of the Official Rules.
6. I submit this Declaration and Release (this "Release") with the understanding that Nexon will rely on it to determine my eligibility to receive the Prize. I accept the Prize subject to all terms and conditions of the Promotion's Event Rules and of this Release, which I have read in full. I hereby acknowledge that the Released Parties (as defined below) have not made and are not in any manner responsible or liable for any warranty, representation, or guarantee relative to the Prize, including but not limited to its quality, condition or fitness for a particular purpose. Any and all warranties or guarantees about the Prize are subject to the respective manufacturers' terms thereof, and I agree to look solely to such manufacturers for any such warranty or guarantee. I understand that my refusal to accept the Prize (or any part thereof) will release the Promotion Parties from all further obligations to me in connection with the Prize.
7. I understand that the Prize is non-transferable, non-exchangeable, non-redeemable for cash, and is subject to availability. I further understand that Nexon retains the right to replace or substitute the Prize with another prize of equal or similar value in the event of non-availability of the Prize. No substitutions are allowed without specific written approval by Nexon. I acknowledge and agree that all expenses and costs associated with the Prize that are not expressly specified above as being part of the Prize are my sole responsibility. I shall be solely responsible for all federal, state and local taxes and expenses on and arising in connection with the Prize. I understand that Nexon may issue me a tax form by Nexon to report the fair market value of the Prize as earned income, and for such purpose I agree to accept Nexon's reasonable estimate of such fair market value. Further, I understand that if I am a South Korea citizen, Nexon will report said tax form to the South Korea government.
8. I hereby grant to Nexon the right, (with the right to grant to others with prior written notice to me) but not the obligation, to use my name (including, but not limited to, handles, nicknames, or other identifiers), voice and likeness, and any reproduction, derivative, and simulation thereof ("My Likeness"), my hometown (city and state) and any ideas or statements I provide to Nexon, or other

information about me including any gameplay data or telemetry gathered by or for Nexon (“My Information”) for any purpose whatsoever, except for direct marketing, in any and all media whatsoever, (“Nexon Products and Services”), without further attribution, approval or notification. Nexon is and shall be the exclusive owner of all rights and interest in the Nexon Products and Services. Nexon shall delete My Likeness and My Information solely as necessary to execute, promote, and other commercially exploit the Promotion. Notwithstanding the above, I acknowledge that I shall be permitted to request Nexon at any time to delete or correct my personal information, to the extent permitted by law.

9. I warrant that my Promotion submission (the “Submission”) is my own creation, does not incorporate any third-party material, and does not violate the rights of any third party. I grant to Nexon a worldwide, exclusive, irrevocable, perpetual right, with right to grant to others, but not the obligation, to use, reproduce, modify, distribute, publicly perform, publicly display or otherwise transmit and communicate the Submission, or any portion thereof, for any purpose whatsoever, including without limitation, in Nexon Products and Services, in any and all media whatsoever without approval, notification or attribution.
10. I acknowledge that the Released Parties (defined below) shall not be responsible for any cancellations, delays, diversions or substitutions, or any act or omission whatsoever by air carriers, hotels, transportation companies, or other persons providing services or accommodations, and shall not be responsible for any results thereof, including changes in services or accommodations. If the Prize is a travel-related item, I understand it is recommended I obtain my own travel insurance.
11. On behalf of myself, my heirs, executors and administrators, I hereby forever generally and completely release and discharge the Promotion Parties and their respective affiliates, subsidiaries, directors, officers, employees, agents and representatives (“Released Parties”) from any and all claims and demands of every kind and nature, in law, equity or otherwise, known and unknown, suspected and unsuspected, disclosed and undisclosed, for damages actual and consequential, in any way related to the Promotion or the Prize. I further agree that I will indemnify and hold harmless the Released Parties from and against all claims, liabilities, loss and damages (including but not limited to court costs and attorneys’ fees) arising out of or, related to of (i) my breach of this Release, and/or (ii) my acceptance, use, loss, or misuse of the Prize.
12. If any provision of this Release is found to be unenforceable in any respect by a court of competent jurisdiction, it is my intent and understanding that this Release shall nonetheless be enforced to the maximum extent permitted by law. This Release shall be governed by the laws of South Korea, without reference to its choice of law rules to the contrary. I irrevocably consent to a court of appropriate jurisdiction located in the Seoul Central District Court, with respect to any claim or suit arising out of or in connection with this Release, the Promotion and/or the Prize.

Without limitation of the forgoing, I agree to return any Prize or otherwise compensate Nexon if any statement made by me is false, or if I breach any of the terms and conditions of this Release.

I HAVE READ AND FULLY UNDERSTAND THIS RELEASE. I AGREE TO THE TERMS OF THIS RELEASE AND SIGN IT VOLUNTARILY, FREELY, AND KNOWINGLY. MY ACCEPTANCE AND USE OF THE PRIZE ALSO CONSTITUTES MY ACCEPTANCE OF THE ABOVE TERMS.

PRINT NAME

SIGNATURE

ADDRESS

TELEPHONE

E-MAIL ADDRESS

DATE

If winner is a minor in winner's state of residence, then the winner's parent or legal guardian must simultaneously execute below.

I, the undersigned, represent and warrant that I am the parent or legal guardian of the minor whose name appears above, I have read the Official Rules of the Promotion, I approve of the foregoing Release, I consent to its execution by my child/ward and I agree to be bound by it to the extent that my child/ward is unable to agree as a matter of law.

PRINT NAME

SIGNATURE

ADDRESS

TELEPHONE

E-MAIL ADDRESS

DATE