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# CHAMPIONS CUP

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## **EACC EVENT RULES & REGULATIONS**

## 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 Thailand and Vietnam("SEA"), South Korea and China will select squads to participate in EACC at their own discretion.

### EVENT FORMAT

#### Squad Allocation:

- The 4 qualified squads from respective countries will be placed in the same group, in order of placement from national qualifiers.

#### Tournament Format:

- The tournament will begin with a single round-robin play-in Stage, with every squad playing a single match against every other squad in another country.
- After concluding the play-in phase, the top 2 squads of each country will move on to the play-offs.
- The play-offs will feature 4 squads in a dual tournament format. The squads will be distributed in the bracket in the following way:
  - The top squad from each country (so HSA, LSA) will be playing against the runner-up from another country(so HSB, LSB), which should be HSA vs LSB and HSB vs LSA.

Round	Date		Content	Method
	KR vs CN	SEA		
<b>Draft Day</b>	Nov 3	Oct 30	Player Draft	Defined in section " <b>Participating Squads</b> "
<b>Play-in Stage</b>	Nov 10	Nov 2	<b>Match 1</b> (A4 vs B1) <b>Match 2</b> (A3 vs B2) <b>Match 3</b> (A2 vs B3) <b>Match 4</b> (A1 vs B4)	- Each team from country A plays one match against each team from country B - No extra time / No penalties - Every player plays a game in a match <ul style="list-style-type: none"><li>• P1 vs P1</li></ul>

	Nov 11	Nov 3	<b>Match 5</b> (A3 vs B4) <b>Match 6</b> (A2 vs B1) <b>Match 7</b> (A4 vs B3) <b>Match 8</b> (A1 vs B2)	<ul style="list-style-type: none"> <li>● P2 vs P2</li> <li>● P3 vs P3</li> </ul> - Every game result translates into Match Points: <b>win-3/draw-1/lose-0</b> - Placement within the group judging criteria is as follows: <ol style="list-style-type: none"> <li>1. Match points</li> <li>2. Goal difference</li> <li>3. More goals</li> <li>4. Less warnings</li> <li>5. If squads are still tied, a “sudden death” game will be played between a single player from each squad.</li> </ol>
	Nov 12	Nov 4	<b>Match 9</b> (A4 vs B2) <b>Match 10</b> (A1 vs B3) <b>Match 11</b> (A2 vs B4) <b>Match 12</b> (A3 vs B1)	
	Nov 13	Nov 5	<b>Match 13</b> (A4 vs B4) <b>Match 14</b> (A3 vs B3) <b>Match 15</b> (A2 vs B2) <b>Match 16</b> (A1 vs B1)	
<b>Play-offs</b>	Nov 14	Nov 7	<b>Match 1</b> - HSA vs LSB <b>Match 2</b> - HSB vs LSA <b>Match 3</b> - Winner of Match 1 vs Winner of Match 2	- 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 declared the winner of the match.
	Nov 15	Nov 8	<b>Match 4</b> - Loser of Match 1 vs Loser of Match 2  Semi-Finals <b>Match 5</b> - Loser of Match 3 vs Winner of Match 4  Grand Finals <b>Match 6</b> - Winner of Match 5 vs Winner of Match 3	- 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 declared the winner of the match.

- The conditions of the tournament are as follows:
  - Only basic formations that are available on EA SPORTS FIFA ONLINE 4 can be used, specifically:

4-1-3-2	4-1-4-1	4-2-3-1	4-2-2-1-1	4-2-4	4-3-1-2	4-3-3
4-1-2-3	4-2-1-3	4-2-2-2	4-1-2-1-2	4-4-2	4-4-1-1	4-5-1
4-3-2-1	3-1-4-2	3-4-1-2	3-4-3	3-1-2-1-3	3-2-2-1-2	3-2-3-2
5-2-1-2	5-2-3	5-3-2	5-1-2-1-1	5-4-1		

- For the in-game team formation for each game, the maximum number of FW is 4 players, DF - 5 players, MF – 5 players.
- 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 chance of attack fails due to a systematic error during the penalty shoot-out, repeat the failing situation after changing the forward or defender and restart the game.
- 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 stage sides.
    - ◆ Match 1 and 2: Higher Seed (HS) squad from play-in Stage result will play home.
    - ◆ Match 3 and 4
      1. Higher Seed (HS) squad from play-in Stage result will play home
      2. If both teams are Higher Seed or Lower Seed from the play-in Stage, coin flip decides home & away.
    - ◆ Match 5: Loser of Match 3 will play home.
    - ◆ Match 6: Winner of Match 3 will play home.

### **Disruption in Connection During a Match**

- Players will be disqualified if they stop the connection during gameplay intentionally.

- Under the following conditions, original scores will be kept, the gameplay shall restart and continue for the time remaining.
    - Disconnection due to an 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, reproduce a penalty kick and the game will restart for remaining times.
    - If inconsistent/irregular gameplay occurs to the forward, the game will restart with the remaining time and proceed with a penalty kick situation.
    - During the match possession of the ball after the restart goes to the player who had possession before the game stopped.
  - If inconsistent/irregular gameplay occurs on a penalty shoot-out situation after the game:
    - The game will restart and reproduce to the moment before an irregular situation appears.
  - 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.

### **Stoppage of Play**

- **Tactical Pause**
  - Each Player can pause the game up to 3 times for tactical reasons
  - 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 players 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 the referee could clearly recognize the lag, the 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 the opponent player didn't feel any lag, the player who raised the issue can request for a monitor frame test.
      - If there was no server or PC/monitor issue, the player who raised the issue will receive warning.

- Opponents have displayed inappropriate language
- Disturbance by the audience
- 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.
- For any occurrences, the Sponsor holds the sole 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 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 forfeited.

### **Participating Squads**

- **Qualified Player Composition and Requirements:**

- EA Champions Cup Autumn 2020 (the "Competition") is open only to legal residents of China, 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 December 1st, 2004). Those who are employees of Electronic Arts Inc., Nexon Korea Corporation, Tencent Holding Ltd., Garena Online Private Limited 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.
- 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 who played for the team during the latest qualifier.
- Team may request approval for squad change, under circumstances struck by recognizable force majeure disaster, the approval shall be made by The Sponsor in its sole discretion.
- Each squad must attend the player 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.
- Players are prohibited from strengthening (raising crafting level) of the player cards on the tournament server.
- 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 the host drawing a squad name, the draft order will be concluded by the order of randomly drawn names from the pool 8 of participating squads.
  - c. Squad from the same country can not be ordered consecutively, the following squad from the same country will be placed to the soonest non-consecutive position automatically. An example follows to help visibility.
    - ◆ **Drawing Result**
      - Team A from CN
      - Team 1 from KR
      - Team D from CN
      - Team B from CN
      - Team C from CN
      - Team 4 from KR
      - Team 2 from KR
      - Team 3 from KR
    - ◆ **Official Result after application of clause c.**
      - Team A from CN
      - Team 1 from KR
      - Team D from CN
      - Team 4 from KR
      - Team B from CN
      - Team 2 from KR
      - Team C from CN
      - Team 3 from KR
- **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
ICON	1	5
20TOTY	5	5
20TOTS	5	5
VTR	5	5
MG	5	5
LH	5	5
20TOTY-N	5	5
HOT	5	5
COC	5	5
TC	5	5
NG	5	5
GR	5	5
OTW	5	5
TT	6	5
NHD	6	5
TB	6	5
Live Season	8	5

- e. Players' level will be set to 5.  
 f. Manager level will be set to 100.  
 g. Each team can have a maximum one copy of a player, even if from different classes (e.g. TOTY C. Ronaldo + TT C. Ronaldo is not allowed on one team).  
 h. Each squad can have maximum of one ICON player  
 i. 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).

- j. 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).
  - k. The Team Colour system will not be applied.
  - l. The Live Performance system will not be applied.
  - m. Account registration will take place after the Team Draft is completed.
  - n. All the players in one squad will be provided with the same team (each player can have an individual account on the esports server).
  - o. 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 8 rounds using a “snake-draft” method.
    - ◆ Each regular round consists of every one of the 8 squads picking in order determined during the Draft Order Drawing Ceremony starting with the squad drafted first, continuing to squad drafted twelfth
    - ◆ 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.
    - ◆ 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:
    - ◆ **Stage 1**
      - Each squad will select 11 players within the salary cap of 185.
      - 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
        - Round 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
    - ◆ **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
- Round 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
- Round 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.
  - ◆ List of clubs will be provided during draft day
  - ◆ 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 60 minutes prior to his or her event to stand by.
- The player will receive a warning if not present in the arena 60 minutes prior to the game, 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 match 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, the 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 and a countdown on the stage's main screen)
  - 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 the 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 EA, nor carry out any promotional activity in connection with the EA Champions Cup unless otherwise approved in writing by EA.
  - 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, mice, 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 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 every 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.

### 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 \$15,000*
Second Prize:	Cash prize of US \$10,000*
Third and Fourth Prize:	Cash prize of US \$6,500*
Participants(4 Squads) Prize:	Cash prize of US \$3,000*

\*Each prize will be divided within each squad at their own discretion

- In addition to winning prizes, each squad at EACC will be awarded with Ranking Points according to the distribution table that can be found in [Appendix 1](#).

### 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

### EA SPORTS FIFA ONLINE 4 RANKING POINTS

#### Overview

- **EA SPORTS™ FIFA ONLINE 4** Ranking Points will be distributed based on EA SPORTS™ FIFA ONLINE 4 Major results only.
- Players will get **EA SPORTS™ FIFA ONLINE 4** Ranking Points based on the squad performance.
- Individual players will be allocated in the **EA SPORTS™ FIFA ONLINE 4** leaderboards based on their aggregated points.
- The top 16 squads from the **EA SPORTS™ FIFA ONLINE 4** Ranking Point leaderboard will be invited to the FIFA eContinental Cup
- Upon being awarded the their first Ranking Points following Major 1, each squad will be recorded on the leaderboard along with the 3 participating players
  1. A squad must maintain at least 2 out of their original 3 players for following Majors to maintain their awarded Ranking Points
  2. A squad participating in any Major with 2 or more players not previously registered to the team, will forfeit any previous points associated with the squad

TEAM RANKING POINTS						
Event	1 <sup>st</sup>	2 <sup>nd</sup>	3	4	5-8	9-12
EA Champions Cup Winter 2019	120	70	40	40	20	10
EA Champions Cup Autumn 2020	120	70	40	40	20	N/A

## APPENDIX 2

### 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)