

ePremier League Official Gameplay Rules

Definitions

1. In these Rules:
 - 1.1 **“Championship Match”** means the match between the “Console Finalists” to determine which Player wins the Live Finals. This will include two Games, with one being played on each platform (Xbox and PlayStation), with the winner being the Player with the highest aggregate score from the two Games;
 - 1.2 **“Club”** means an association football club in membership of the League;
 - 1.3 **“Club Playoffs”** means the live playoff events hosted by each Club taking place between 11 February 2019 and 10 March 2019;
 - 1.4 **“Code”** means the ePremier League Code of Conduct;
 - 1.5 **“Competition”** means the Online Qualification, the Club Playoffs and the Live Finals stages;
 - 1.6 **“ELO Algorithm”** means the algorithm used to calculate the relative skill level of each Player, and following each Match during the Online Qualification stage, to determine the number of points allocated to each Player after each Match, along with their respective positions on the relevant leaderboard;
 - 1.7 **“FIFA 19”** means the FIFA 19 video game published by EA;
 - 1.8 **“Game”** means a game of FIFA 19 played as part of the Competition;
 - 1.9 **“Inside Information”** means any information relating to a Match that a Player possesses, by virtue of his or her position as a Player in the ePremier League, which is not publicly available at that time;
 - 1.10 **“Ladder Competition”** means the competition format used during the Online Qualification stage;
 - 1.11 **“League”** means the Football Association Premier League Limited;
 - 1.12 **“List of Eligible Players”** means the list provided to Players from time to time of those players registered with the League that are eligible to play League matches and that are available on FIFA 19 that may be included within each Player’s squad;
 - 1.13 **“Live Events”** means the Club Playoffs and the Live Finals stages;

- 1.14 **“Live Finals”** means the finals event taking place at the Gfinity Arena in London on 28 and 29 March 2019;
- 1.15 **“Match”** means:
- 1.15.1 during the Online Qualification stage, any Game of FIFA 19 played between two Players; and
 - 1.15.2 during the Live Events, the two consecutive Games of FIFA 19 played between the same two Players, with the aggregate score of the two Games determining the winner;
- 1.16 **“Online Qualification”** means the public online qualification stage taking place between 5 January 2019 and 27 January 2019;
- 1.17 **“Player”** means any person who has entered and/or who participates in the Competition;
- 1.18 **“Roster Lock Date”** means the deadline set by the League which shall be seven days in advance of each individual Live Event, after which point a Player can no longer change the players within their squad;
- 1.19 **“Rules”** means the ePremier League Official Gameplay Rules; and
- 1.20 **“Tournament Official”** means those individuals appointed by the League to either referee/officiate Matches, provide administrative support and/or liaise with Players during the Competition.

General Provisions

2. By entering and/or participating in the Competition, each Player acknowledges and agrees to be bound by and to comply with these Rules and the Code.
3. The League reserves the right at its sole discretion to amend these Rules at any time before or during the Competition without further notice. Any such amendments will become effective upon publication on <http://e.premierleague.com/>.
4. Any matter that relates to the Competition in any way that is not provided for in these Rules shall be determined by the League in its absolute discretion.

Online Qualification

Structure

5. For each platform (Xbox and PlayStation) the following format will apply:
 - 5.1 There will be 20 Ladder Competitions, one for each Club in membership of the League. Each Player will compete in the respective Ladder Competition of the Club that they selected when registering to participate in the Competition.
 - 5.2 Matches between Players in each respective Club's Ladder Competition will be determined at random via an "online challenge system", whereby Players will select the time at which they want to play a Match (from the allotted kick-off times) and be paired with another Player wanting to play a Match at that same time.
 - 5.3 Players will only be able to arrange Matches to start between the hours of 6pm and 10pm on weekdays, and between 8am and 10pm on weekends and there will be no limit on the number of Matches that a Player can participate in during Online Qualification.
 - 5.4 Each respective Club's Ladder Competition will have a leaderboard which will show how Players are ranked according to the ELO Algorithm (such ranking will not be subject to challenge). Unless otherwise stated within these Rules, the highest finishing 16 Players on the leaderboard of each respective Club's Ladder Competition at the end of the Online Qualification will qualify to compete in the Club Playoffs.
 - 5.5 Should a Player who has qualified to compete in the Club Playoffs be disqualified, they shall be replaced by the next highest ranked Player in the respective Club's Ladder Competition.

6. Players that register to play for the following Clubs should note the following:
 - 6.1 Manchester City FC: for PlayStation, only the highest finishing 15 Players will qualify to compete in the Club Playoffs.
 - 6.2 West Ham United FC: for both platforms (Xbox and PlayStation), only the highest finishing 15 Players will qualify to compete in the Club Playoffs.
 - 6.3 Wolverhampton Wanderers FC: for PlayStation, only the highest finishing 14 Players will qualify to compete in the Club Playoffs.

Match Rules

7. In advance of each Match, Players will receive instructions via email (using the email address provided during registration) about how to arrange the Match with their opponent. All Online Qualification Matches will use the retail version of FIFA 19 Ultimate Team Friendly Seasons game mode and the default settings of the mode will be enforced automatically by the game, including difficulty level and allowable assists.
8. Additional guidelines that apply to all Online Qualification Matches:
 - 8.1 There will be no squad building restrictions.
 - 8.2 Training Items are not allowed.
 - 8.3 Players should record all their Matches using the built-in recording on their console or external recording device, these should be saved and available to be uploaded in case of dispute.
 - 8.4 Players must not harass, message or in any way attempt to distract or direct others to distract their opponent.
 - 8.5 Players must not manipulate their internet connection to negatively affect their or their opponent's connection or gameplay.
 - 8.6 Players must each have a light-colored jersey and a dark colored jersey and must choose the opposite of one other to avoid confusion. If Players can't agree, the home Player must choose a dark-colored jersey and the away Player a light-colored jersey.
 - 8.7 In the event of a disconnect, the Game should be resumed with an implied score and the remaining time in the Match played out.

- 8.8 Any Player that fails to make themselves available for a Match at the agreed kick-off time will forfeit that Match, with their opponent being granted a 3-0 victory.
- 8.9 The Player who wins a Match must report the score immediately on the tournament website.

Live Events

Structure

Club Playoffs

9. For each platform (Xbox and PlayStation) the following format will apply:
 - 9.1 The Club Playoffs will feature a 16-Player single elimination bracket with one Player representing each Club.
 - 9.2 Players will play Matches against each other, with the winner of each Match progressing through the bracket.
 - 9.3 If the aggregate score of the two Games results in a draw, extra time and penalty kicks, if needed will be used to determine a winner.
 - 9.4 The winner of each bracket will advance to the Live Finals to represent the Club that they represented during the Club Playoffs.

Live Finals

10. For each platform (Xbox and PlayStation) the following format will apply:
 - 10.1 The Live Finals will include a group stage, which includes four groups of five Players representing a Club.
 - 10.2 In each group, each Player will play a Match against each other Player, with three points awarded for winning a Game and one point awarded for any drawn Games.
 - 10.3 The two Players who finish top of each group will qualify for the knockout rounds and will be drawn against one another.
 - 10.4 Three of each Player's Matches in the group stage will be played on the first day of the Live Finals, with the final round of group stage Matches and the knockout rounds played on the second day.

- 10.5 During the knockout rounds, Players will play Matches against each other, with the winner of each Match progressing to the next round.
- 10.6 If the aggregate score of the two Games results in a draw, extra time and penalty kicks, if needed, will be used to determine a winner.
- 10.7 The knockout round will continue until there is a single Player remaining on each platform, with these Players becoming the "Console Finalists".
- 10.8 The "Console Finalists" will then play the Championship Match to determine the overall winner of the Live Finals.
- 10.9 Should the Championship Match end a draw ie, the aggregate score of the two Games is equal, a tiebreaker Game will be played.
- 10.10 The platform of the tiebreaker Game will be determined by a coin toss between the two Players. The Player that wins the coin toss will choose the platform that will be used.
- 10.11 The Player that is selected to call the coin toss will be determined at random by a Tournament Official.
- 10.12 If at the end of normal time, the tiebreaker Game is a draw, extra time will commence, and if at the end of extra time, the Game is still a draw, penalty kicks will be played to determine the winner.

Match Rules

11. Matches will be played using the FIFA 19 Ultimate Team Friendly Seasons game mode in a version of FIFA 19 provided by EA.
12. Additional Rules that apply to all Matches at Live Events:
 - 12.1 Players shall not receive coaching during a Match. Communications of any kind, audible or visible, between a Player and a coach may be construed as coaching.
 - 12.2 Players are not allowed to plug any devices, other than controllers, into any console.
 - 12.3 All video game consoles, televisions and headsets will be supplied by the League.
 - 12.4 Players may use their own controller so long as the controller does not provide an unfair competitive advantage to the Player, does not interfere with the operation of a Match or Live Event, does not require any special configuration, cabling or adapters to function and is designed to work natively on the console

the Player competes on. The League may, at its sole discretion, disallow any controller and require the Player to use an approved controller.

- 12.5 The League, at its sole discretion, may allow controller adapters to be used. Such discretion will only be exercised when an application is received at least seven days in advance of the relevant Live Event. The League reserves the right to limit the use of adapters to specific models or allow the use of adapters provided by the League.
- 12.6 Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.
- 12.7 At each Live Event, Players will need to be available throughout the duration of the Live Event to play their Matches. Players will be given a reasonable warning that they will need to be ready to play, and Players leaving the location of the event will be responsible for returning in time for their Matches.
- 12.8 Players are not allowed to listen to music, use a mobile phone or a non-League supplied headset (or hook up a League supplied headset to a different audio source) or in any way use a communication device during a Match.
- 12.9 Players not present at the designated start time for any Match will be disqualified, and their opponent shall be granted a 3-0 victory.
- 12.10 For any Player disqualified during a Match, their opponent shall be granted a 3-0 victory, unless their opponent's score is higher, in which case the higher score will be applied.
- 12.11 Players will be shown their designated station, shall set up the game, and begin play only when instructed to do so by a Tournament Official.
- 12.12 Each Player will have 2-3 minutes to configure controls, adjust line-ups and settings in accordance with the Rules described in the "Gameplay Settings" for each Live Event. Custom lineups cannot be used, nor can anything else that is not available in the in-game pause menu.
- 12.13 Wherever possible, Tournament Officials will monitor the game state so that it may be restored in the event of game interruptions.
 - 12.13.1 Example: A Player disconnects at the 50th minute of a Game. The score of the Game was 2-1. The Tournament Official instructs the Game to resume in the first half with the implied score to be 2-1 and the implied half to be the second. The Players will play until half-time to determine the winner.

- 12.14 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 Tournament Official. If the Player believes that the Tournament Official hasn't addressed the issue properly, the Player may request that the head Tournament Official and the League review the issue. Decisions by the head Tournament Official and the League are final and there is no right of appeal.

Game Interruptions and Pauses

13. Each Player can pause the Game up to three times, outside of pauses requested by a Tournament Official. If a Player pauses the Game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.
14. If a Game is paused or interrupted intentionally while the ball is in play by any Player, a Tournament Official has the right to immediately disqualify that Player responsible for the pause.
15. If a Game interruption is caused by outside circumstances such as a machine error or loss of power, the Game shall be continued from a point determined by a Tournament Official.
16. Notwithstanding the above, a Player can pause the Game when the ball is out of play to change strategy and/or formation if i) a player of his team is sent off or ii) a player of his team is injured.

Account Use

17. Players will use accounts provided by the League for their sole use during the Live Events. Players will receive limited log-in details for the accounts for use at the Live Events only. Players sharing account details with the public will be disqualified. The accounts are the sole property of EA and are not to be used for personal use and/or any other use whatsoever outside of the Competition by any individual, including Players.
18. Players may not use this account for any functions outside of playing a Match or creating and editing their squad.

Glitches / Game Bugs

19. Any attempt to glitch the game in order to gain an advantage is prohibited.
20. Procedure after a glitch penalty: If a Tournament Official determines that an action, goal, move, penalty or any other in-game action was caused by a glitch or a game bug, the Tournament Official will decide in their sole discretion to return the Game to a fair state depending on the result of the play.

21. If there is a major outage affecting any infrastructure required for gameplay in the designated mode, the League reserves the right to change the format in which the Live Event is played.

Pre-Match and Game Setup Instructions

22. The game mode to be used for each Match will be FIFA Ultimate Team Friendly Seasons with the default game settings, which for the avoidance of doubt means that each Game will also use this mode. In the second Game of each Match, the pre-match settings options will be used to set the aggregate score before the Game.

Gameplay Settings

23. The gameplay settings are defined by the FIFA 19 Ultimate Team Friendly Seasons game mode, they are listed below:
 - 23.1 Difficulty Level: World Class
 - 23.2 Half Length: 6 minutes
 - 23.3 Stadium Settings
 - 23.4 Stadium: FEWC Stadium
 - 23.5 Season: Fall/Autumn
 - 23.6 Time of Day: 3:00PM
 - 23.7 Pitch Wear: None

Mandatory Settings

24. The following settings will be enforced for all users and are unable to be modified:
 - 24.1 HUD: Player Name & Indicator
 - 24.2 Player Indicator: Player Name
 - 24.3 Time/Score Display: On
 - 24.4 Radar: 2D
 - 24.5 Gamertag Indicator: Off
 - 24.6 Scrolling Line Ups: Off
 - 24.7 Commentary Volume: 0
 - 24.8 Stadium Ambience: 8
 - 24.9 Music Volume: 0

Camera Settings

25. The following single player camera settings are not allowed:

- 25.1 Pro
- 25.2 End to End
- 25.3 Dynamic

Consumable Restrictions

26. Players will be limited in which consumables they can use for their squad. Changes to consumables restrictions may be announced one week prior to the start of each Live Event. Players will be allowed to use the following consumable types:

- 26.1 Contract Consumables
- 26.2 Position Change Consumables
- 26.3 Healing Consumables
- 26.4 Chemistry Style Consumables
- 26.5 Manager League Consumables
- 26.6 Fitness Consumables

27. Players will not be allowed to use the following consumable types:

- 27.1 Training Consumables

Account Setup

28. The EA provided accounts will have all available FUT player items (subject to any squad building restrictions described below) from the retail version of FIFA 19 until the Roster Lock Date.

Squad Building Restrictions

29. For all Live Events, Players will only be able to select players for their squad who are included on the List of Eligible Players. The League will provide all Players with the List of Eligible Players in advance of Live Events, and as far in advance of each Roster Lock Date as possible.

Tournament Officials

30. The League will designate Tournament Officials, including a head Tournament Official to administer the Live Events. Tournament Officials will be identified onsite through a special uniform, ID badge or other element. They will be identified to Players before Live Events.

31. The Tournament Officials will instruct Players on when to set-up the Games and when to begin Games before each Game and after half-time. Additionally, Tournament Officials may ask that Players pause the Game at other times during a Live Event. Players are to obey the instructions of the Tournament Officials throughout the Live

Events. Tournament Officials will record the score of Games before Players are allowed to leave the Game session or setup a new Game.

32. If pre-match setup options need to be adjusted, Players may request that a Tournament Official checks the correct settings are chosen.

Dispute Process

33. If any Player has an issue before, during or after a Game during a Live Event, they should raise their concerns to a Tournament Official. The Tournament Official will evaluate the validity of the issue, make a ruling and instruct Players on the next steps. The Tournament Official, either at the request of a Player or otherwise, may consult the head Tournament Official, the League and EA at their sole discretion. Any subsequent sanctions will be applied in accordance with the Code.

The ePremier League Code of Conduct

Introduction

34. The Code applies to all Players in the ePremier League at all levels of the Competition, unless otherwise specified. The Premier League places significant importance on the integrity of the ePremier League, and the aim of this Code is to clearly outline for each Player the standards expected of them when competing, whether it be during the Online Qualification, the Club Playoffs or the Live Finals stage. Players should be aware that if they are found to be in breach of the Code, there is a possibility that sanctions will apply to them, and it is therefore the responsibility of all Players to ensure they have read and fully understood the Rules and the Code before participating. Citing a failure to have read or understood the Rules and/or the Code will not be deemed a mitigating circumstance in any instances where a suspected breach has occurred. The League reserves the right to amend the Code at any time. Any such amendment will be automatically effective upon publication on <http://e.premierleague.com/>.

Player Behaviour

General

35. At all times (which includes all stages of the Competition) each Player shall behave towards each other Player, Tournament Official and the League with the utmost good faith.
36. No Player shall:
 - 36.1 conduct themselves in an abusive, insulting, intimidating or offensive manner towards any other Player, Tournament Official or the League;

- 36.2 commit any act or make any statement that is discriminatory by means of race, religion, gender, sexuality, disability, colour or national or ethnic origin; or
- 36.3 commit any act or make any statement that brings the League, any of its Clubs, the Competition or EA into disrepute.
- 36.4 For the avoidance of doubt, 36.1, 36.2 and 36.3 include the publishing, posting, uploading or distribution of content online via social media or any other method of online publication.

Game related

37. Players must comply with the Rules at all times and no Player shall:

- 37.1 Use any software or program that damages, interferes with or disrupts the Competition or another's computer or property;
- 37.2 Interfere with or disrupt another Player's participation in the Competition;
- 37.3 Use exploits, cheats, undocumented features, design errors or bugs during the Competition;
- 37.4 Engage in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the Competition; and/or
- 37.5 Promote or encourage another Player to take part in any of the prohibited conduct described above.

Live Events

38. At all times during the Live Events no Player shall:

- 38.1 Damage and/or abuse game consoles, controllers, League equipment, or the facility/venue;
- 38.2 Interfere with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a Match, refusing to play, or abuse of in-game pausing;
- 38.3 Fail to cooperate with safety and security requirements, such as metal detectors and bag searches;
- 38.4 Fail to follow instructions given by Competition sponsors, Tournament Officials, and security personnel at all times;

- 38.5 Log in to the provided consoles with a personal account or play any game other than the copy of FIFA 19 provided for use in the Live Events; and
- 38.6 Fail to be available for any awards ceremonies, interviews, and the entirety of the Live Event, as well as any promotional activities reasonably requested by the League or any other League sponsor.

Match-Fixing and Collusion

- 39. No Player shall fix or contrive in any way or otherwise influence improperly or be party to any agreement or effort to fix or contrive in any way or otherwise influence improperly, the result, progress, conduct or any other aspect of any Match, including (without limitation) by deliberately underperforming during a Match.
- 40. No Player shall take part in any form of Collusion. "Collusion" means an agreement between Players and/or other individuals to alter the outcome or other components of a Match. For the avoidance of doubt, this includes but is not limited to:
 - 40.1 purporting to be someone else by way of using another Player's or individual's account to compete or the use of a secondary account;
 - 40.2 intentionally losing a Game or Match for any reason; or
 - 40.3 allowing an opponent to score more or less goals than they normally would in order to impact goal difference.

Betting/Gambling

- 41. No Player shall:
 - 41.1 directly or indirectly place a bet of any kind or instruct an individual to place a bet of any kind on any matter relating to any aspect of the Competition or any Game or Match in the Competition;
 - 41.2 disclose Inside Information to any other person (and it shall be a breach of this Code should any Inside Information be disclosed and used by another person for or in relation to a bet); or
 - 41.3 accept or seek to offer any form of bribe including but not limited to any payment, hospitality, gift or any other benefit (whether it has a monetary value attached or otherwise) in respect of any aspect of the Competition or any Game or Match in the Competition.

Drugs and Alcohol Policy

- 42. During a Live Event and in the 24 hours immediately preceding it, no Player may ingest or otherwise use any substance that's either: (a) listed on the Misuse of Drugs Act 1971;

and/or (b) in the reasonable opinion of the League is performance enhancing and has not been ingested for any medical or other bona fide purpose.

43. During a Live Event, no Player may ingest alcohol.

Education

44. During the Live Events, all Players will be expected to participate in integrity education, to be delivered by the League and/or a third party. This will include issues such as betting, match-fixing and clean competitions and failure to attend this education may be considered a breach of this Code.

Live Event Dress Code

45. Players must wear attire appropriate to the circumstances and location at which a Live Event is taking place.

46. During the Live Finals, Players must wear the shirts provided to them by the Club that they are representing.

47. Players shall not wear, carry or bear any items of a political nature, or which in the League's opinion reflect unfavorably upon the Competition or the League or any Competition partners.

Player Sponsorship

48. Any Player wishing to engage in any kind of sponsorship arrangement must notify the League and may only enter into any such arrangement after receiving the League's consent. Such consent may be granted or withheld at the League's discretion.

49. No Player shall have any involvement whatsoever (this includes sponsorship tied to any live streaming accounts) in sponsorship that relates to any of the below:

49.1 Gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services;

49.2 Alcohol;

49.3 Tobacco, cigarettes or similar products;

49.4 Other restricted drugs or drug paraphernalia;

49.5 Firearms, explosives, or other weapons;

49.6 Pornography or any sexually explicit materials, contraceptive products or services, or online dating products or services;

49.7 Tattoos or body branding services;

- 49.8 Political ads or otherwise promoting a political agenda;
- 49.9 Illegal products or services, or content that otherwise violates any applicable laws in the UK (including piracy and/or hacking products or services);
- 49.10 Involving content that is obscene, slanderous, or discriminatory;
- 49.11 Pharmaceutical products or services, dietary supplements, or medical devices;
- 49.12 Electronic football manager, football simulation or video action games;
- 49.13 Any product or service that dishonestly or unfairly: (i) damages; or (ii) takes advantage of, the EA product, such as FIFA account selling or FIFA coin selling; or
- 49.14 Anything that breaches the ESRB or applicable rating(s) of the game in the given territory.

Breaches and Sanctions

- 50. Any suspected breach of the Code (or any other provisions contained within the Rules) by a Player will be determined by either a Tournament Official or the League. All decisions and rulings of the Tournament Officials and the League relating to the Competition and this Code are final and binding and there shall be no right of appeal. The League reserves the right to sanction any Player in the Competition at any level, at any time and for any reason. The following sanctions may be applied:
 - 50.1 A warning;
 - 50.2 A reprimand;
 - 50.3 Forfeiture of a Game or Match;
 - 50.4 Disqualification from the Competition (which includes loss of 'winner' status); and/or
 - 50.5 A ban from participation in any future ePremier League competitions, for a specified time period to be determined by the League.
- 51. The League reserves the right to report any sanctions applied to Players to EA for the EA Sports FIFA Global Series Disciplinary Committee to consider. The League also reserves the right to publicise any sanctions that have been applied to Players, and such Players hereby waive any right of legal action against the League, EA, and any of their affiliates.