

Rulebook

ELEAGUE FUT CHAMPIONS CUP Stage IV

This document outlines the rules and regulations pertaining to The ELEAGUE FUT Champions Cup Stage IV. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ELEAGUE management (including as may be set forth in these rules and regulations). Please note that ELEAGUE management has the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship in its sole discretion. TURNER SPORTS, INC is the “official organizer” of this challenge.

1.0 ELEAGUE | FUT Champions Cup Stage IV – Event Information

1.1 Format

- 1.** Swiss Format
- 2.** Playoffs; Single elimination bracket
- 3.** Winner PS4 vs Winner Xbox

1.2 Dates

- 1.** February 21st – 23rd 2020

1.3 Each player that participates in The ELEAGUE FUT Champions Cup Stage IV (“Player”) will be required to execute an ELEAGUE agreement (the “Participation Agreement”).

1.4 Prizes

Champion	\$50,000
Runner up	\$30,000
2nd PS4	\$15,000
2nd Xbox	\$15,000
3-4th PS4 each	\$7,500
3-4th Xbox each	\$7,500
5-8th PS4 each	\$3500
5-8th Xbox each	\$3500
9-16th PS4 each	\$1000
9-16th Xbox each	\$1000
17-32nd PS4 & Xbox	\$500
Total	\$200,000

2.0 ELEAGUE | FUT Champions Cup Stage IV – Schedule

All times are estimates and subject to change by ELEAGUE management.

Friday: 1pm start time

- 1pm: Swiss Round 1
- 2:15pm: Swiss Round 2
- 3:30pm: Swiss Round 3
- 4:45pm: Swiss Round 4 – Xbox only
- 6:00pm: Swiss Round 4 – PS4 only
- 7:15pm: Swiss Round 5 – Xbox only
- 8:30pm: Swiss Round 6 – PS4 only

Saturday: 1pm start time

- 1pm: PS4 and Xbox Round of 16
- 2pm: Xbox Quarterfinal 1
- 3pm: Xbox Quarterfinal 2
- 4pm: PS4 Quarterfinal 1
- 5pm: PS4 Quarterfinal 2
- 6pm: Xbox Quarterfinal 3
- 7pm: Xbox Quarterfinal 4
- 8pm: PS4 Quarterfinal 3
- 9pm: PS4 Quarterfinal 4

Sunday: 1pm start time

- 1pm: Xbox Semifinal 1

- 2pm: Xbox Semifinal 2
- 3pm: PS4 Semifinal 1
- 4pm: PS4 Semifinal 2
- 5pm: Xbox Final
- 6pm: PS4 Final
- 7pm: Break
- 7:15pm: Grand Final

3.0 ELEAGUE | FUT Champions Cup Stage IV – Format

3.1 TOURNAMENT FORMAT

The FUT Champions Cup will be run with the following three stages, all matches will be played as two games, with the aggregate score of the two games deciding the winner. If the match is drawn on aggregate following the second game, extra time and penalty kicks, if needed, will be used to determine a winner

3.2 Stage 1 - SWISS GROUP STAGE

1. Each platform will have a 32 player “Swiss Group Stage” that will consist of 5 rounds of play. The top 16 players from each Swiss Group Stage will advance to the playoff bracket for their platform.
2. In the Swiss Group Stage, competitors are grouped with each other based on their Win and Loss record in the Swiss Group Stage. During each round of the Swiss Group Stage, competitors play a single match against another competitor at the same or similar record as themselves. Once all matches in a round are played, competitors will receive a new matchup for the next round of the Swiss Group Stage.
3. A player losing three matches during the Swiss group stage will be eliminated from the tournament and will not play further matches.
4. A player winning three matches during the Swiss group stage is guaranteed advancement into the Playoff bracket but will continue playing to help determine Playoff seeding

3.2.4.1 For first round of the Swiss bracket, matches will be seeded based on global series points.

3.2.4.2 Matchups in subsequent rounds will be random, with duplicate matchups avoided when possible.

3.2.4.2.1 The below outlines the records of players on each platform at the end of each round during the Swiss Group Stage in the FUT Champions Cup:

Start of Swiss Group Stage for a platform

32 Players at 0-0

End of Round 1:

16 Players at 1-0

16 Players at 0-1

End of Round 2:

8 Players at 2-0

16 Players at 1-1

8 Players at 0-2

End of Round 3:

4 players at 3-0

12 Players at 2-1

12 Players at 1-2

4 Players at 0-3 *who are eliminated from the competition*

End of Round 4:

2 Players at 4-0

8 Players at 3-1

12 Players at 2-2

6 Players at 1-3 *who are eliminated from the competition*

End of Round 5:

1 Player at 5-0 who advance to playoffs

5 Players at 4-1 who advance to playoffs

10 Players at 3-2 who advance to playoffs

6 Players at 2-3 *who are eliminated from the competition*

3.3 Stage 2 - PLAYOFF BRACKET

1. The playoff bracket will take the 16 players from each platform who advance from the Swiss Group Stage and place them into a single elimination bracket for their respective platform.
2. The Single elimination bracket will be seeded based on the results of the Swiss Group Stage, with those winning more matches being seeded highest in the tournament with the following rules:

3.3.2.1 - When records are equal, the following will be used as the tie-breaker for seeding in the tournament:

3.3.2.1.1 – Median-Buchholz System (The sum of your opponent’s wins, with the top and bottom opponent discarded)

3.3.2.1.2 - Total Goals Scored (without penalties)

3.3.2.1.3 - Random

3. **Advancement and Elimination** - Competitors will play a single match between themselves and their designated competitor in each round of the single elimination bracket. The competitor winning the match will advance to the next round of the bracket. The competitor losing the match will be eliminated from competition.
4. Each Playoff Bracket will continue to play matches until there is a single competitor remaining on each console. These players will be the “Console Finalists” and will compete in the Cross-Platform Grand Final.

3.4 CROSS PLATFORM GRAND FINAL AT FUT CHAMPIONS CUPS LIVE EVENTS

1. The two remaining competitors will play in a Cross Platform Grand Final match, with one leg of the match being played on PlayStation 4 and one leg of the Match being played on Xbox One.
2. Competitors will have an opportunity to setup an account and FIFA Ultimate Team Squad to play with on the opposite platform from which they qualified for the Cross-Platform Grand Final. This squad has no restrictions and does not need to replicate the squad they used on the other platform.

3.4.2.1 The provided accounts will have all available FUT player items from the Retail version of FIFA20 until the roster lock date, announced 2 weeks ahead of the first day of the Live Event.

3.4.2.2 ELEAGUE reserves the right, at its sole discretion, to make judgement on any item not presented or included in the ruleset in order to maintain fairness of the competition.

3. A coin will be flipped to determine the play order for the Cross Platform Grand Final. A “Heads” as identified by the referee will mean the PlayStation 4 player picks the play order for the Cross Platform Grand Final. A “Tails” as identified by the referee will mean the Xbox One player picks the play order for the Cross-Platform Grand Final.
4. If the match is tied on aggregate at the end of the second game, the game will proceed into Extra Time and Penalty Kicks, if needed. The Extra Time and Penalty Kicks will be played on the same platform that the second game that the match is contested on.

4.0 ELEGUE | FUT Champions Cup Stage IV – Match Rules

4.1 Pre-match Setup

1. The game mode to be used is FIFA Ultimate Team Friendlies
2. Squad building requirements for the Competition matches may vary at the discretion of ELEGUE and will be announced two weeks prior to the start of the tournament. If no squad restrictions are announced, there will be no restrictions.
3. Competitors will use accounts provided by EA for their sole use at the tournament. Competitors will receive limited log-in details for the accounts for use at the tournament 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 by any individual, including Competitors.

4.1.3.1 Players may not use this account for any functions outside of playing a match or creating and editing their squad.

4.2 Each matchup (“Match”) of the FUT Champions Cup will be two games between the same opponents, with the aggregate score of the two games determining the winner.

4.3 Additional rules that apply to all Live Events matches:

1. Players are not allowed to plug any devices, other than controllers, into any console.
2. Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.
3. At each tournament, players will need to be available throughout the day 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.
4. Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 score
5. A player disqualified during a match will receive a score of 0, while their opponent will receive their current score or a score of 3, whichever is higher.
6. 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.
7. 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.
8. Wherever possible, tournament referees will monitor the game state so that it may be restored in the event of game interruptions.

4.3.8.1 Example: A player disconnects at the 50th The score of the game was 2-1. Tournament referees instructs the game to resume in 1st half with

the implied score to be 2-1 and the implied half to be the 2nd. The competitors will play until halftime to determine the winner.

9. If a Player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the game, (or request their opponent pause the game) and bring the issue to the attention of the referee. If the Player believes that the referee hasn't addressed the issue properly, the Player may request the head referee review the issue. Rulings by the head referee and tournament director are binding.

5.0 ELEAGUE | FUT Champions Cup Stage IV – Gameplay Settings

5.1 GAME SETUP INSTRUCTIONS AT LIVE EVENTS

1. Each game will be played using the Friendly Seasons mode of FIFA20 Ultimate Team with the default game settings. In the second-leg of each Match, the pre-match settings options will be used to set the aggregate score before the game.

5.2 GAMEPLAY SETTINGS AT LIVE EVENTS

1. The gameplay settings are defined by the FIFA20 Ultimate Team Friendly Seasons game mode, they are listed below:
 - 5.2.1.1 Difficulty Level: World Class
 - 5.2.1.2 Half Length: 6 minutes
 - 5.2.1.3 Stadium Settings
 - 5.2.1.3.1 Stadium: FEWC Stadium
 - 5.2.1.3.2 Season: Fall/Autumn
 - 5.2.1.3.3 Time of Day: Night
 - 5.2.1.3.4 Pitch Wear: None

5.3 MANDATORY SETTINGS AT LIVE EVENTS

1. The following settings will be enforced for all users and unable to be modified:
 - 5.3.1.1 HUD: Player Name & Indicator
 - 5.3.1.2 Player Indicator: Player Name
 - 5.3.1.3 Time/Score Display: On
 - 5.3.1.4 Radar: 2D
 - 5.3.1.5 Gamertag Indicator: Off
 - 5.3.1.6 Scrolling Line Ups: Off
 - 5.3.1.7 Commentary Volume: 0
 - 5.3.1.8 Stadium Ambience: 8
 - 5.3.1.9 Music Volume: 0
 - 5.3.1.10 Penalties Aiming Reticule: Off

5.4 CAMERA SETTINGS AT LIVE EVENTS

1. The following Single Player Camera settings are disallowed:
 - 5.4.1.1 Pro
 - 5.4.1.2 End to End
 - 5.4.1.3 Dynamic

5.5 CONSUMABLE RESTRICTIONS FOR ALL EVENTS

1. Competitors 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. Competitors will be allowed to use the following consumable types:
 - 5.5.1.1 Contract Consumables
 - 5.5.1.2 Position Change Consumables

- 5.5.1.3 Healing Consumables
- 5.5.1.4 Chemistry Style Consumables
- 5.5.1.5 Manager League Consumables
- 5.5.1.6 Fitness Consumables

2. Competitors will not be allowed to use the following consumable types:

- 5.5.2.1 Training Consumables

6.0 ELEAGUE | FUT Champions Cup Stage IV – Rules

4.1 Gameplay Rules

1. Players will have at least five (5) minutes before the start of a Match and one (1) minute between each Game of a Match to set-up and ensure their controller, earbuds, and headset are working properly and consult with their respective coaches. Five-minute time limits will begin after the conclusion of the preceding Match at the station in which the Player's upcoming Match is scheduled to take place. One-minute time limits will begin at the conclusion of the preceding Game of a Match.
2. Players are not allowed to leave the venue stage without permission from admins.
3. Approximately one (1) minute prior to a Game, an admin will notify the Players that the Game will be beginning shortly and to be prepared to start.
4. No warm-up or practice games are permitted once a Match's first Game has begun.
5. Coaching
 - 4.1.5.1 A coach may not coach both players in a given match. If a situation comes up where both of a coach's players are playing against each other, the coach must pick to either not coach either or just coach a single player for the duration of the match.
 - 4.1.5.2 Coaching is allowed during any point of a match, including live gameplay. Coaches may NOT distract other players, so communicating in an overly loud volume (at the sole discretion of the tournament), will be met with a warning and any additional infractions will lead to the coach being asked to leave the tournament area.
 - 4.1.5.3 During the Swiss-style Group Stage, players will be allowed two minutes during half time and five minutes between legs to speak with their coaches at their stations.
 - 4.1.5.4 During the Knockouts, players will be allowed two minutes during half time and five minutes between legs to speak with their coaches on the main stage. Coaches who break coaching rules will be given one warning. If they break coaching rules again, they will be removed as coach for their player for the remainder of the event.
 - 4.1.5.5 During stage matches, coach and player comms may be captured by production for use in replay highlights.
6. Pausing
 - 4.1.6.1 Each Player can pause the game up to three times, outside of pauses requested by referees. 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. These pauses can be no longer than 90 seconds each.
 - 4.1.6.2 If a game is paused or interrupted intentionally while the ball is in play by any Player, EA has the right to immediately disqualify that Player.

- 4.1.6.3 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 EA.
- 4.1.6.4 Notwithstanding the above, a Player can pause the game 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.
- 7. 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 ELEAGUE Management.
- 8. Notwithstanding the above, a Player can pause the game 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.

4.2 Equipment Rules

1. Players must provide their own controller for use on stage as well as in their practice rooms.
 - 4.2.1.1 Player controllers need to follow the below guidelines:
 - 4.2.1.1.1 Must not provide an unfair competitive advantage to the player
 - 4.2.1.1.2 Must not interfere with the operations of the game or tournament
 - 4.2.1.1.3 Must not require any special configuration or cabling
 - 4.2.1.1.4 Must be designed to work natively on the console the player competes on
 - 4.2.1.2 ELEAGUE may, at its sole discretion, check and approve controllers or disallow any controller and require the competitor to use an approved controller.
 - 4.2.1.3 ELEAGUE, at its sole discretion, may allow controller adapters to be used with an advanced notice of 7 days before the tournament. ELEAGUE reserves the right to limit the use of adapters to specific models or allow the use of adapters provided by ELEAGUE.
2. For Matches, Players must use a PS4, XBox, monitor, and network equipment provided by ELEAGUE. If a Player finds that an issue has occurred with any of this equipment, such Player should notify an admin immediately.
3. All Player equipment is subject to the approval of ELEAGUE management and designated admins. ELEAGUE reserves the right to deny the use of any equipment, device, or other facilitative objects suspected of providing an unfair competitive advantage or if it is inconsistent with ELEAGUE branding / principles or its obligations to sponsors or other partners. ELEAGUE also reserves the right to inspect all equipment.
4. Audio Equipment
 - 4.2.4.1 Players competing in a Match who wish to have sound must wear the ELEAGUE provided headset (players are allowed to wear earbuds underneath if desired)
 - 4.2.4.2 Players are only allowed to listen to music through a disconnected device, such as a dedicated MP3 player or phone placed into airplane mode and all communication modes (WiFi, Bluetooth, etc.) disabled. Players are not allowed to interact with the device during the match.

4.2.4.3 Coaches are not allowed to use the phone during games and they are not allowed to use any communication device during a match (including halftime and between games).

4.2.4.4 On Stage competitors must wear Sponsor Provided headsets. Coaches will also be provided a headset and they will be linked together so the competitor and Coach can communicate directly.

5. Players may not use a USB flash drive or other storage devices.
6. ELEAGUE will attempt to help Players with technical issues related to their controller but will not allow such issues to delay The ELEAGUE FUT Champions Cup January (or any portion or aspect thereof).
7. If a Player's equipment is malfunctioning such Player will have three (3) minutes to replace the malfunctioning equipment before such Player will be forced to use ELEAGUE-provided equipment.

4.3 General Rules

1. Players who are disqualified prior to the start of a Game (for any reason) will not be allowed to play in the Game. Players who are disqualified during a Game must immediately disconnect from such Game. Notwithstanding any other terms herein (including, without limitation, Section 1.3), Players who are disqualified or banned will not receive any benefits (prize, etc.) for their ranking in The ELEAGUE FUT Champions Cup January. Such Players may also be subject to a ban from a future ELEAGUE tournament(s).
2. All Player (and coach) apparel and accessories must be approved by ELEAGUE (which ELEAGUE may do in its sole and absolute discretion). ELEAGUE reserves the right to require the removal of unapproved apparel or accessories as well as the right to disqualify a Player for Player or Player's coach wearing unapproved apparel or accessories. If a player does not have a team jersey, their apparel must not display logos of major brands.
3. All Players must be sixteen (16) years of age or older.
4. If a Match has not been completed, Players may ask their Match referee for permission to leave their respective Match station. Referees may either set a time limit by the end of which the Player must return to Player's station or they may deny the Player's request, in each case, at referees' discretion. A Player may be deemed to have forfeited a Game(s), if a Player has not returned by the end of the referee's set time limit. A Player may be deemed to have forfeited a Game(s), if a Player leaves Player's station without the Match referee's permission or is otherwise unable to play.
5. In order to dispute Game results, Players must notify the Match referee that they would like to protest the Game before a new Game has begun. In order to dispute Match results, Players must notify their Match referee that they would like to protest the Match before the Match results have been submitted, which occurs promptly after the conclusion of the Match. Admins will consider any timely submitted protest or dispute, and the Admins' determination with respect thereto shall be final and binding in all respects.
6. Language used in communications at or concerning The ELEAGUE FUT Champions Cup January will be governed by the "ELEAGUE Conduct Rules" (which are set forth below).

7. In-Game Player names and Player names must be pre-approved by ELEAGUE. In-Game Player and Player names have to be clean (i.e., not vulgar or derogatory or otherwise inconsistent with ELEAGUE's values or principles) and without a sponsor.
8. During a Match, Players are not allowed to hang jackets or other objects over their chairs, in front of cameras, or anywhere else deemed by admins to be obstructing the broadcast, ELEAGUE (or its sponsors/partners) marks or logos, or fair play of The ELEAGUE FUT Champions Cup January. The same rules apply to hats or hoodies covering a Player's headphones.
9. Photography and/or audiovisual recordings of any kind inside the venue for The ELEAGUE FUT Champions Cup January are only permitted with the prior written consent of ELEAGUE. Organizations and/or Players may not use the names, trademarks or logos of ELEAGUE (and/or its properties or events) and/or its affiliated entities for any commercial purpose (including for publicity or public relations), without the prior written consent of ELEAGUE in each instance.
10. As more fully described in the Player Agreement, ELEAGUE has permission to use, among other things, Player logos, Player pictures, and videos for use on, among other things, stage material, live-streaming, television broadcasts of ELEAGUE and related events, online use, including but not limited to, social media posts and videos, and for the advertising/promotion and merchandising of the ELEAGUE television and/or online broadcasts (e.g., institutional promotion), and in connection therewith, ELEAGUE corporate partners and sponsors.
11. Each Player is required to be available for (and fully participate in) photo and video shooting on any of such Player's "Media Day(s)", which typically will precede Player's Match days. Exact details of the photo and video shooting schedule will be delivered to Players prior to their arrival at the Media Day(s).
12. Players and/or "Player Representatives" (e.g., without limitation, an Organization, employees, friends, spouse, agents, etc.) shall not, at any time during The ELEAGUE FUT Champions Cup January, mention or "plug" any commercial product, service, venture or entity (including the name of an individual's employer and/or an Organization) (collectively, "Commercial Products/Services"), including, without limitation, by using equipment, apparel, and/or other items featuring the name/logo of any such Commercial Product/Service, without pre-approval from admins in each instance. Admins reserve the right to require Players/Player Representatives to take reasonable steps to obscure (e.g., tape over) any visible names, logos or other identifying marks on any Player equipment (including, without limitation, Player Representative supplied equipment), apparel and/or other items.
13. ELEAGUE management has the final ruling on all tournament matters.

5.0 ELEAGUE | FUT Champions Cup Stage IV – Conduct Rules

5.1 Foul Rules

1. In addition to what is contained here, players are expected to abide by EA's Code of Conduct found in Appendix A in the following link:
<https://www.ea.com/games/fifa/fifa-20/compete/overview/official-rules>
2. Players (and/or their coaches) may not use a USB flash drive, unplug anything from the console, monitor or audio equipment, or touch power units without an admin's permission. Players (and/or their coaches) may not move a monitor, console, or audio equipment without an admin's permission. Players (and/or their coaches) may not adjust monitor settings without an admin's permission.

3. Players (and their coaches) and Player Representatives will act professionally at all times and may not curse or use vulgar or inappropriate language.
4. Player Representatives and/or Players (and their coaches) may not taunt an opposing Player or coach. Taunting is defined as derogatory or inflammatory language, actions or gestures aimed at an opponent, which is audible, visible, and/or perceptible to the opponent.
5. Players may not use a Match's designated station for warm-up games during, or prior to the start of, a Match without an admin's permission.
6. Players that have not been eliminated from The ELEAGUE FUT Champions Cup January have priority over other Players regarding the use of warm-up stations.
7. Players (and their coaches) and Player Representatives may not stand on chairs, tables, or other ELEAGUE equipment and will follow all rules of the venue as designated by ELEAGUE.
8. Players (and their coaches) and Player Representatives may not verbally abuse a admin. Verbal abuse of an admin includes, but is not limited to, the use of vulgar language directed at an admin, the use of insulting words or gestures directed at a admin, and excessive argument with a admin, particularly such that results in the delay of a Match.
9. Players (and their coaches) and Player Representatives may not incite (or attempt to incite) spectators or other Players into taunting a Player, coach or spectator.
10. Players (and their coaches) and Player Representatives may not taunt or celebrate in excess. Excessive taunting/celebration includes, but is not limited to, post-Match taunting or celebration directed at or referencing an opponent(s) (including a coach).
11. Players (and their coaches) and Player Representatives may not engage in unsportsmanlike physical contact.
12. Players (and their coaches) and Player Representatives may not throw anything in the direction of an opponent (including a coach). Players may not throw anything into the audience or otherwise intentionally make unwanted contact with any spectator, admin, or other individual in attendance at The ELEAGUE FUT Champions Cup January.
13. Players (and their coaches) and Player Representatives may not engage in any other conduct that, in the discretion of admins, violates the spirit of these rules, affects the ability of admins to conduct a fair and safe competition, and/or is detrimental to ELEAGUE and/or its partners, sponsors or affiliates.

5.2 Match related conduct rules

1. Players are expected to put forth their best effort in all Games.
2. Players (and their coaches) and Player Representatives shall not participate in or otherwise be involved with, either directly or indirectly, any fantasy sports, betting or gambling that uses, is based on or derived from ELEAGUE FUT Champions Cup January stats or results or that is otherwise related to ELEAGUE in any way, and shall not associate with bettors or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, including any fantasy sports, that uses ELEAGUE FUT Champions Cup January stats or results or that is otherwise related to ELEAGUE in any way. Notwithstanding any other provisions herein, if any betting or gambling by a Player, a coach, Player staff and/or manager, or other Player Representative against his/her own Player's Matches occurs, it will result in immediate disqualification of the Player and, at the discretion of ELEAGUE

management, a ban from one (1) or more subsequent ELEAGUE competitions (up to permanent expulsion from all future ELEAGUE events).

3. Players may not intentionally forfeit a game or conspire to manipulate rankings or brackets.
4. Players (and their coaches) and Player Representatives are expected to treat all members of ELEAGUE staff, and partners/sponsors, with respect.
5. Public discussions of, or agreements to, avoid the use of abilities or strategies are prohibited.
6. Public statements made about private or proprietary/confidential information, unofficial roster changes, and disparaging remarks made about ELEAGUE or its partners are prohibited.
7. Admins include all referees, administrators, and Tournament Directors of The ELEAGUE FUT Champions Cup January.

5.3 Penalties

1. Violation of the above Code of Conduct (sections 5.1 and 5.2) will, at ELEAGUE's election, result in (a) penalty(ies) and/or (b) loss of winner status. All decisions and rulings of ELEAGUE relating to the Competition are final and binding. ELEAGUE reserves the right to penalize any Player in the Competition at any level, at any time for any reason. Penalties may include, in no particular order, any or all of the following:
 - 5.3.1.1 Warning
 - 5.3.1.2 Final Warning
 - 5.3.1.3 Forfeiture of single match
 - 5.3.1.4 Forfeiture of all matches
 - 5.3.1.5 Loss of awards (including prize money and paid travel expenses)
 - 5.3.1.6 Suspension from future ELEAGUE events
 - 5.3.1.7 Disqualification from future ELEAGUE events

6.0 Legal Matters

- 6.1 Match fixing is defined as an attempt to arrange or influence, in advance, the outcome of a Match, or events within a Match (including the outcome of any Game therein), without limitation, usually for the purpose of making money (directly or indirectly), often from betting. Players, coaches and/or Player Representatives (and their respective related parties), directly or indirectly, are not allowed to accept from, or offer to, any person or entity (whether they are Players or otherwise) any bribes/gifts/rewards of any nature in relation to seeking to influence the outcome, result of, conduct of, a Match, a Game, The ELEAGUE FUT Champions Cup or any aspect or portion thereof. Players are under a strict obligation to immediately report to a admin any approach, or any offer of a bribe/gift/reward made to them, or any other Player, related to Match fixing or otherwise seeking to influence the outcome, result, or conduct of a Match, a Game, The ELEAGUE FUT Champions Cup or any aspect or portion thereof.
- 6.2 Any form of cheating (e.g., equipment tampering, hacking, purposefully triggering a glitch, etc.) is strictly forbidden and may lead to immediate disqualification of a Player from The ELEAGUE FUT Champions Cup. ELEAGUE reserves the right to review any Matches and/or Games of a Player, including Matches and/or Games of such Player prior to which the Player was initially deemed to have cheated. The Player may also lose any seeding for future ELEAGUE tournaments. Additionally, admins may opt to deduct points and/or disqualify the Player from the ELEAGUE entirely.

- 6.3** Players (and their coaches) and Player Representatives shall act in a professional manner and shall refrain from acting in a vulgar, abusive, or offensive manner or engaging in any illegal activity at the site of each Match, at the ELEAGUE official hotel, in official ELEAGUE transportation, and all other times or instances while The ELEAGUE FUT Champions Cup is in process.
- 6.4** Player Agreements: Each Player remains subject to all of the terms and conditions contained in the Player Agreement, and any conflict between these rules and regulations and the Player Agreement shall be resolved in favor of the Player Agreement.
- 6.5** Spirit of the Rules. Finality of all decisions regarding the interpretation and enforcement of these rules, Player (and Organization) eligibility, scheduling and staging for The ELEAGUE FUT Champions Cup and related or future events, and penalties for misconduct, lie solely with ELEAGUE management, the decisions of which are final in all respects. ELEAGUE decisions relating to these rules (including, without limitation, the interpretation and enforcement thereof) and/or The ELEAGUE FUT Champions Cup cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedy. These rules may be amended, modified or supplemented by ELEAGUE, from time to time, in order to ensure fair play and the integrity of ELEAGUE and The ELEAGUE FUT Champions Cup.