

Rulebook

THE ELEAGUE FIFA 19 CUP

This document outlines the rules and regulations pertaining to The ELEAGUE FIFA 19 Cup. 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. IMG Worldwide, LLC is the “official organizer” of this challenge.

1.0 ELEAGUE | FIFA 19 Cup – Event Information

1.1 Format

1. Double Elimination Group Stage
2. Playoffs; Single elimination bracket
3. Winner PS4 vs Winner Xbox

1.2 Dates

1. May 4th – 5th 2019

1.3 Each player that participates in The ELEAGUE FIFA 19 Cup (“Player”) will be required to execute an ELEAGUE agreement (the “Participation Agreement”).

1.4 Prizes

Champion	\$10,000	
Runner up	\$5,000	
2nd PS4	\$2,000	
2nd Xbox	\$2,000	
3-4th PS4	\$1,000	
3-4th PS4	\$1,000	
3-4th Xbox	\$1,000	
3-4th Xbox	\$1,000	
5-8th PS4	\$500	
5-8th PS4	\$500	
5-8th PS4	\$500	
5-8th PS4	\$500	
5-8th Xbox	\$500	
5-8th Xbox	\$500	
5-8th Xbox	\$500	
5-8th Xbox	\$500	
17-32nd	\$3,200	\$200 per player
Total:	\$30,200	

2.0 ELEAGUE | FIFA 19 Cup – Schedule

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

Saturday: 10am start time

- Double elimination Format for PS4 and Xbox, Groups of 4
 - 10am – 11am: Round 1 – 16 matches
 - 11am – 12pm: Round 2 – 16 matches (Winners round 2 and losers round 1)
 - 12pm – 01pm: Round 3 – 8 matches (Losers round 2)
- Quarter finals for PS4 and Xbox (same time)
 - 01pm – 02pm: QF 1 – 2 matches
 - 02pm – 03pm: QF 2 – 2 matches
 - 03pm – 04pm: QF 3 – 2 matches
 - 04pm – 05pm: QF 4 – 2 matches

Sunday: 10am start time

- 10am – 02pm – Semifinals (all matches streamed)
 - 10am – 12pm – Semifinal games on PS4 (back to back)
 - 12pm – 02pm – Semifinal games on Xbox (back to back)

- 02pm – 04pm Finals of each console
 - 02pm – 03pm: PS4 Final
 - 03pm – 04pm: Xbox Final
- 04pm – 05pm Grand Final – Winner of PS4 vs Winner of Xbox

3.0 ELEAGUE | FIFA 19 Cup – Format

3.1 TOURNAMENT FORMAT AT LIVE EVENTS

The FIFA 19 Cup will be run with the following tournament format:

- All matches are 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.
- Each platform will have a 16 player “Double Elimination Group Stage.” Each Group will consist of 4 players. The top 2 players from each Group will advance to the playoff bracket for their platform
- Each platform will have an 8-player single elimination playoff bracket to determine that platform's finalist.
- Cross-platform Grand Final, played between the last remaining player of each platform bracket.
- The groups will be seeded based on the FIFA 19 Global Series Ranking. Groups will be announced May 2nd.

3.2 DOUBLE ELIMINATION GROUP STAGE AT LIVE EVENTS

For the Group Stage, players will be seeded from 1 to 4, where as player 1 is going to face player 4 and player 2 is facing player 3 in a double elimination bracket.

3.3 Double Elimination Bracket

The below outlines the match order:

Example Group Play:

Match 1: A vs B

Match 2: C vs D

Match 3: Match 1 Winner vs Match 2 Winner

Match 4: Match 1 Loser vs Match 2 Loser

Match 5: Match 3 Loser vs Match 4 Winner

3.4 ELIMINATION – FIFA 19 CUP LIVE EVENTS

A player losing Match 4 or Match 5 during the Double Elimination Group Stage will be eliminated from the tournament and will not play further matches.

3.5 ADVANCEMENT – FIFA 19 CUP LIVE EVENTS

A player winning two matches during the Double Elimination Group Stage is guaranteed advancement into the Playoff bracket

3.6 DRAW MATCHES AT LIVE EVENTS

In the event the match is a draw on aggregate following the conclusion of regular time in the second game, the game will continue into extra time, if it remains a draw following the two 15 minute in-game periods of extra time, the game will conclude in a penalty shoot-out.

3.7 PLAYOFF BRACKET AT LIVE EVENTS

The Playoff bracket will take the players from each platform who qualify from the Double Elimination Group Stage and place them into a single elimination bracket for their respective platform.

3.8 SEEDING FOR PLAYOFF BRACKET

Winner D vs Runner-up A

Winner C vs Runner-up B

Winner B vs Runner-up C

Winner A vs Runner-up D

3.9 ADVANCEMENT AND ELIMINATION DURING PLAYOFF BRACKET

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.

3.10 CONCLUSION OF THE PLAYOFF BRACKET AT LIVE EVENTS

Each Playoff Bracket will continue to play matches until there is a single competitor remaining on each console. In the FIFA 19 Cups, these players will be the “Console Finalists” and will compete in the Cross-Platform Grand Final.

3.11 CROSS PLATFORM GRAND FINAL AT FIFA 19 CUPS LIVE EVENTS

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.

3.12 ACCOUNT SETUP AT LIVE EVENTS

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.

The EA provided accounts will have all available FUT player items from the Retail version of FIFA 19 until the roster lock date, announced 2 weeks ahead of the first day of the Live Event.

EA 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.

3.13 PLAY ORDER FOR CROSS-PLATFORM FINAL AT LIVE EVENTS

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.

3.14 TIE BREAKER RULES FOR CROSS-PLATFORM FINAL AT LIVE EVENTS

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.

3.15 SQUAD BUILDING RESTRICTIONS AT LIVE EVENTS

EA will announce any squad restrictions or squad building requirements 2 weeks before the start of the Live Event, if none are announced there will be no squad building restrictions outside of the Roster Lock Date.

3.16 CONTROLLERS AT LIVE EVENTS

Competitor may provide their own controller so long as the controller does not provide an unfair competitive advantage to the Competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling, and is designed to work natively on the console the Competitor competes on. EA may, at its sole discretion, check and approve controllers or disallow any controller and require the competitor to use an approved controller.

EA, at its sole discretion, may allow controller adapters to be used with an advanced notice of 7 days before the tournament. EA reserves the right to limit the use of adapters to specific models or allow the use of adapters provided by EA.

4.0 MATCH RULES FOR LIVE EVENTS

Each matchup (“Match”) of the FIFA 19 Cup, Playoffs and EA Sponsored PS4 Exclusive Licensed Qualifying Event (Name TBA) will be two games between the same opponents, with the aggregate score of the two games determining the winner.

Additional rules that apply to all Live Events matches:

- Players are only allowed to receive coaching during halftime of a tournament match. Communications of any kind, audible or visible, between a player and a coach during the match may be construed as coaching.
- Players are not allowed to plug any devices, other than controllers, into any console.
- All video game consoles, televisions and headsets are supplied by EA
- Competitors may provide their own controller so long as the controller does not provide an unfair competitive advantage to the competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling or adapters to function and is designed to work natively on the console the competitor competes on. The sponsor may, at its sole discretion, disallow any controller and require the competitor to use an approved controller.
- Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.
- 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.
- Players are allowed to listen to music as long as it is used with a wired headset and the media device is set to airplane mode and face up on their station. Players must use the tournament provided headphones.
- Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 score
- 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.
- 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.
- 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.
- Wherever possible, tournament referees will monitor the game state so that it may be restored in the event of game interruptions.

Example: A player disconnects at the 50th The score of the game was 2-1. Sponsor 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.

- 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 sponsor are binding.

4.0 ELEAGUE | FIFA 19 Cup – Settings

4.1 GAME SETUP INSTRUCTIONS AT LIVE EVENTS

Each game will be played using the Friendly Seasons mode of FIFA 19 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.

4.2 GAMEPLAY SETTINGS AT LIVE EVENTS

The gameplay settings are defined by the FIFA 19 Ultimate Team Friendly Seasons game mode, they are listed below:

- Difficulty Level: World Class
- Half Length: 6 minutes
- Stadium Settings
- Stadium: FEWC Stadium
- Season: Fall/Autumn
- Time of Day: 3:00PM
- Pitch Wear: None

4.3 MANDATORY SETTINGS AT LIVE EVENTS

The following settings will be enforced for all users and unable to be modified:

- HUD: Player Name & Indicator
- Player Indicator: Player Name
- Time/Score Display: On
- Radar: 2D
- Gamertag Indicator: Off
- Scrolling Line Ups: Off
- Commentary Volume: 0
- Stadium Ambience: 8
- Music Volume: 0

4.4 CAMERA SETTINGS AT LIVE EVENTS

The following Single Player Camera settings are disallowed:

- Pro
- End to End
- Dynamic

4.5 CONSUMABLE RESTRICTIONS FOR ALL EVENTS

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:

- Contract Consumables
- Position Change Consumables
- Healing Consumables
- Chemistry Style Consumables
- Manager League Consumables
- Fitness Consumables

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

- Training Consumables

5.0 ELEAGUE | FIFA 19 Cup – Rules

5.1 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. 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.
6. 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.
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.

5.2 Equipment Rules

1. Players must provide their own controller for use on stage as well as in their practice rooms.
2. For Matches, Players must use a PS4, 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. Players competing in a Match who wish to use a headset must wear the ELEAGUE provided headset.
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 FIFA 19 Cup (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.

5.3 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 FIFA 19 Cup. 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.
3. All Players must be thirteen (13) 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 FIFA 19 Cup 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 FIFA 19 Cup. 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 FIFA 19 Cup 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 FIFA 19 Cup, 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.

6.0 ELEAGUE | FIFA 19 Cup – Conduct Rules

6.1 Foul Rules

1. 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.
2. Players (and their coaches) and Player Representatives will act professionally at all times and may not curse or use vulgar or inappropriate language.
3. 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.
4. 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.
5. Players that have not been eliminated from The ELEAGUE FIFA 19 Cup have priority over other Players regarding the use of warm-up stations.

6.2 Technical Foul Rules

1. 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.
2. 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.
3. 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.
4. 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).
5. Players (and their coaches) and Player Representatives may not engage in unsportsmanlike physical contact.
6. 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 FIFA 19 Cup.

7. 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.

6.3 Additional 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 The ELEAGUE FIFA 19 Cup 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 The ELEAGUE FIFA 19 Cup 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, Tournament Directors of The ELEAGUE FIFA 19 Cup and the "ELEAGUE Commissioner".

6.4 Penalties

1. Players and coaches found to have broken a rule set forth above in section 5.1, will be issued a foul. For every two (2) fouls that a Player or coach receives, such Player will be issued a technical foul.
2. Players/coaches found to have broken a rule above in section 5.2 will be issued a technical foul. If a Player/coach receives a technical foul, the opposing Player will be given a free Game win in Then occurring Match or, if the Player receiving the technical foul is not currently playing a Match, the Match immediately following receipt of such technical foul.
3. Violations of any of the additional rules found in section 5.3 may result in a forfeit of the current Match and/or all future Matches in the tournament (i.e., disqualification).
4. Players that forfeit a Match, Players or coaches found to have broken any conduct rules, and/or Players or coaches that have otherwise violated the rules or taken such actions which, in the opinion of ELEAGUE management, are not in the best interests of the ELEAGUE, may be subject to penalties such as a forfeit of a prize, a

fine, and/or a ban from a future tournament(s) in the full discretion of ELEAGUE management.

5. Admins may issue a foul, technical foul, or disqualify a Player for acts of misconduct not listed in the conduct rules to preserve fair play and sportsmanship in ELEAGUE management's sole discretion.

7.0 Legal Matters

- 7.1 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 FIFA 19 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 FIFA 19 Cup or any aspect or portion thereof.
- 7.2 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 FIFA 19 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.
- 7.3 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 FIFA 19 Cup is in process.
- 7.4 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.
- 7.5 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 FIFA 19 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 FIFA 19 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 FIFA 19 Cup.