

**EA SPORTS™ FIFA ONLINE 4
SERIES 2023**

-

ECOSYSTEM RULESET

1. OVERVIEW

NO PURCHASE NECESSARY TO ENTER. VOID WHERE PROHIBITED BY LAW.

The EA SPORTS™ FIFA ONLINE 4 Series 2023 (“**FO4S**”) are offered by Electronic Arts Inc. (“**EA**”), 209 Redwood Shores Parkway, Redwood City, CA 94065, USA, and the Fédération Internationale de Football Association (FIFA) (“**FIFA**”). The FO4S is a video game competition conducted using EA SPORTS™ FIFA ONLINE 4 game (“**FO4**”). The FO4S is void where prohibited or restricted by law. All federal, state, provincial, and local laws and regulations apply. Any third party that operates another video game competition incorporating FO4 is the sponsor of such competition and will determine the applicable terms and conditions for participation.

This document (“**FO4 Rules**”) sets forth the main principles applicable to the participation of FO4 eSports teams (“**FO4 eSports Teams**”) and their participating athletes (“**Participating Athletes**”) in the FO4S.

Before participating in any qualifier event part of the FO4S, FO4 eSports Teams and Participating Athletes shall sign or accept, as the case may be, the specific terms and conditions drafted by EA or FIFA, which govern the participation of such FO4 eSports Teams and Participating Athletes to the said Competition (the “**Specific Terms and Conditions**”).

These FO4 Rules shall be supplemented by each Specific Terms and Conditions. For sake of clarity, in case of inconsistency between any provision of the FO4 Ruleset and the Specific Terms and Conditions, the Specific Terms and Conditions shall prevail in all instances.

2. PARTICIPATING ATHLETES ELIGIBILITY

To be eligible to participate to the FO4S, each and all Participating Athletes to the FO4S must:

- Register on FIFA.GG;
- Agree to EA's Privacy and Cookie Policy located at <http://www.ea.com/privacy-policy> ("**Privacy and Cookie Policy**") and User Agreement located at <https://tos.ea.com/legalapp/WEBTERMS/US/en/PC/> ("**User Agreement**");
- Agree to FIFA's Privacy Policy located at <https://www.fifa.gg/privacy-policy>, FIFA's Cookie Policy located at <https://www.fifa.gg/cookie-policy> and FIFA's Terms of Service located at <https://www.fifa.gg/terms-of-service>;
- Must not be in breach of any other rules or regulations governing any FIFA esports competition or event held under the auspices of FIFA or EA (as determined by FIFA acting reasonably), including, without limitation, any temporary or permanent ban or sanction imposed by FIFA or EA still in effect from any past FIFA esports competition;
- Conform with the Code of Conduct as set forth in Appendix A of these FO4 Rules;
- Agree to Specific Terms and Conditions of each event forming part of the FO4S; and
- Meet the age and residency requirements described in Sections 2.2 and 2.3;

2.1 ACCEPTANCE OF OFFICIAL RULES

These FO4 Rules may be updated by FIFA and/or EA, as necessary, during the FO4S to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after the first publication. The goal of any updates will be to ensure a fair FO4S for all FO4 eSports teams and Participating Athletes.

EA and FIFA reserve the right to cancel, suspend and/or modify the FO4S, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the FO4S, as determined by EA and FIFA in their sole discretion.

EA and FIFA reserve the right to disqualify any Participating Athlete they find to be tampering with the operation of the FO4S or to be acting in violation of these FO4 Rules. Any attempt by any person to deliberately undermine the legitimate operation of the FO4S may be a violation of criminal and civil law, and, should such an attempt be made, EA and FIFA reserve the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law.

By participating in the FO4S, Participating Athletes agree to be bound by these FO4 Rules and the decisions of EA and FIFA, as applicable.

2.2 AGE REQUIREMENTS

To be eligible to participate in the FO4S, Participating Athletes must be at least 16 years old at the time of registration **and** be at least the minimum age required to have a full (not underage) Nexon/Garena/Tencent account in their territory of residence.

All Participating Athletes under the age of majority in their territory of residence must have a parent or legal guardian review and consent to these FO4 Rules on their behalf, and accompany them to any Major Events (as defined in Section 3.1).

2.3 RESIDENCY REQUIREMENT

Participating Athletes might be asked to provide proof of residency in an eligible country to compete in the FO4S. The sufficiency of any such proof or documentation will be determined by EA and FIFA in their sole discretion. The list of eligible countries can be found in Appendix B: Eligible Countries.

Participating Athletes that are invited to participate in any qualifier event part of the FO4S as organised by EA (as described in Section 3.3) may be required to sign and return a Declaration of Eligibility to Travel.

2.4 EMPLOYEES AND CONFLICTS OF INTEREST

Employees of Electronic Arts inc., Nexon Korea Corporation, Tencent Holding Ltd., Garena Online Private Limited or its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, FIFA, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the FO4S.

2.5 REGISTRATION DATA AND LEADERBOARD

As part of the registration process, Participating Athletes will be asked to provide optional information, such as FO4 eSports Team they represent and chosen country of representation within FO4. This information may be used in any leaderboard data created as part of the FO4S.

2.6 REPRESENTING A FO4 ESPORTS TEAM IN THE FO4S

Participating Athletes may represent only one (1) FO4 eSports Team in the FO4S.

The composition of one FO4 eSports Team is three or four Participating Athletes, who meet the Eligibility and Residency requirements outlined in Sections 2.2 and 2.3.

FO4 eSports Team ownership is granted to the representatives of each FO4 eSports Team, based on a FO4 eSports Team Agreement Form (as attached in Appendix D).

- A FO4 eSports Team Owner (individual, group or organisation) represents the FO4 eSports Team.
 - FO4 eSports Team Owner may directly or indirectly own and operate a maximum of one FO4 eSports Team within the FO4S including all eligible countries.
 - Only such Team Owner indicated on the FO4 eSports Team Agreement Form may request changes or make enquiries about the FO4 eSports Team, its structure or its participation.
 - Changes in FO4 eSports Teams' ownership cannot take place from the moment the FO4 eSports Team qualified to the respective EACC via the domestic qualifiers.
 - Changes in ownership before EACC Summer must take place at least 7 days prior to their participation to the EACC Summer qualifier event;
 - Changes in ownership before the FeCC must take place within a week after EACC Summer.
- No more than one FO4 eSports Team can operate under the same brand or have the same or similar name within the FO4S.
 - A FO4 eSports Team will be asked to select a distinctively different name eSports Team names and must not be deemed vulgar by EA or FIFA and to identify itself for FO4S. The name must be unique from other FO4 its affiliates.
 - A FO4 eSports Team name must not include any brand name of Electronic Arts Inc., Nexon Korea Corporation, Tencent Holding LTD., Garena Online Private Limited and FIFA.
 - The use of country affiliations within the name is subject to EA's or FIFA's written approval.
- A FO4 eSports Team may request to change its official name, including the option to grant sponsors partial naming rights, as long as:
 - (1) the request is being sent in writing to EA at least 7 days prior to their participation to the EACC qualifier event; Or the request is being sent in writing to FIFA at least 28 days before the start of the FIFAE Continental Cup.
 - (2) The initial name is still identifiable.

- E.g. The “Red Lion Club” could call itself the “Red SPONSORNAME Lions”, but it could not be renamed to only show the “SPONSORNAME”.
 - At EA and FIFA’s reasonable determination the FO4 eSports Teams may request to remove sponsors from their name at any point. This exception shall never be applied to add sponsors.
- In any qualifier event, Participating Athletes may only represent the same FO4 eSports Team that secured their qualification into the event.

Participating Athletes are not allowed to compete in more than one qualifier event and/or FO4 eSports Team, qualifying for any given subsequent event.

2.7 REPRESENTING A FO4 ESPORTS TEAM AT A MAJOR EVENT

At minimum 28 days before the start of the EACC 2023 or the FIFAE Continental Cup 2023, the FO4 eSports Teams which have qualified for such competition must provide the following information for inclusion on broadcast, in-game on the live event build and for the digital coverage:

- FO4 eSports Team full name;
- FO4 eSports Team shortened name of two to four alphanumeric symbols;
- FO4 eSports Team roster, including:
 - Participating Athlete’s real name
 - Participating Athlete’s in-game display name of maximum eleven alphanumeric symbols
 - Participating Athlete’s travel and visa information
- FO4 eSports Team logo and live event build Art Assets (See Appendix F)
- List of official sponsors for the FO4 eSports Team including
 - Sponsor’s full name and shortened name
 - Sponsor’s business category
 - Sponsor’s logo
 - Placement of sponsor branding on FO4 eSports Team uniform, if applicable
- The FO4 eSports Team uniform design for the Major Event (See Appendix A).
- The FO4 eSports Team Agreement Form (See Appendix D)

EA and/or FIFA will inform qualified Participating Athletes of any applicable deadlines. It is the FO4 eSports Team’s responsibility to submit this information in time for it to be incorporated into the broadcast, live event build, and web coverage of the event. Submissions after this deadline will not be incorporated into broadcast or web materials.

2.8 RANKING POINTS OWNERSHIP

Ranking Points for each FO4 eSports Team will belong to the FO4 eSports Team named in the Team Agreement Form upon their participation in the first qualifying event of the season.

2.9 ROSTER CONTINUITY AND CHANGES

- For entry to the EACC 2023, each FO4 eSports Team must maintain the roster who secured qualification to the EACC 2023 in their domestic qualifier.
- To retain Ranking Points earned at any EACC 2023, the following provisions must be satisfied.
 - Changes to the roster are allowed from the end of an EACC until the start of the subsequent domestic qualifier for the next EACC or FIFAE Continental Cup.
 - After EACC Spring 2023 but 7 days before EACC Summer 2023 Domestic Qualifiers; after EACC Summer 2023 but 28 days before FIFAE Continental Cup 2023
 - A FO4 eSports Team must maintain 2 Participating Athletes that earned the first Ranking Points.
 - e.g. if the FO4 eSports Team A earned Ranking Points from EACC Spring 2023, the FO4 eSports Team can replace Participating Athletes after EACC Spring 2023, but 7 days before EACC Summer 2023 Domestic Qualifier. They can also replace Participating Athletes after EACC Summer 2023, but until 28 days before FIFAE Continental Cup 2023. But to retain the Ranking Points eligible for FIFAE Continental Cup 2023, the FO4 eSports Team must always maintain 2 Participating Athletes from the original roster from EACC Spring 2023.
- FO4 eSports Teams that earned FO4 Ranking Points and intend to make changes to their roster must immediately communicate such changes, including all the names of the new and old roster, to EA and FIFA for approval via email to FO4S@ea.com. Such email must be received at least 7 days prior to the EACC Summer domestic qualifier stage, or 28 days before FeCC.
- All the roster continuity rules will be reset after FIFAE Continental Cup 2023.

3. COMPETITION STRUCTURE

The FO4S employs a leaderboard-based system in which FO4 eSports Teams will receive EA SPORTS FIFA Online 4 Series Ranking Points (“**Ranking Points**”) through their performance during the two EACCs.

The “sanctions catalogue” outlined in Appendix G might be enforced and shall form the basis within the FO4 Series, especially at events operated by EA or FIFA.

3.1 TYPES OF EVENTS

The “EACC” or “**EACC 2023**” are the following events in the FO4S requiring in-person competition at a specified time and place:

- EACC Spring 2023, as described in Section 3.1.1
- EACC Summer 2023, as described in Section 3.1.1

EA and FIFA will grant Ranking Points to FO4 eSports Teams participating in these EACC 2023.

Licensed third parties (as appointed by EA and/or FIFA to sponsor EACC 2023) may also grant Ranking Points to FO4 eSports Teams participating in such EACC 2023.

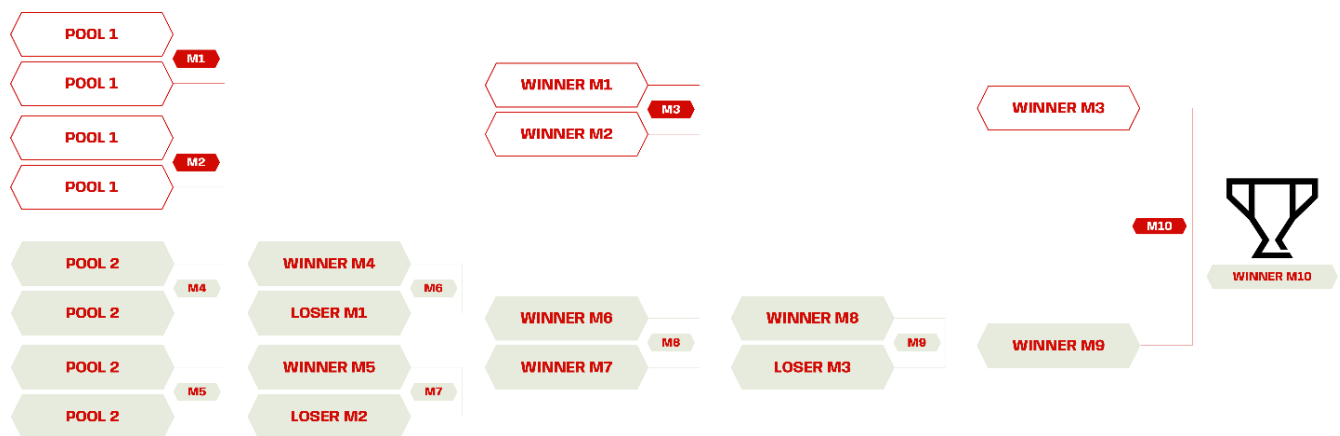
The “**FIFAE Continental Cup 2023**” or “**FeCC23**” serves as the pinnacle event of the FO4S and will not grant additional Ranking Points. The EACC 2023 are the qualifying events for the FeCC23.

EA and FIFA reserve the right to cancel, postpone, relocate, organise a replacement “online” version of any FO4S stage or reschedule any event, and to modify the tournament structure if, in their reasonable judgment, such changes are necessary to maintain a fair and respectful environment for all FO4 eSports Teams or as a result of circumstances and/or events outside of their reasonable control (including as a result of the COVID-19 outbreak), without any liability of EA and FIFA in this respect. EA and FIFA also reserve the right to make such changes if they deem they are necessary to comply with applicable law.

3.2 EACC 2023 (Spring and Summer)

The event shall be held with following structure:

- One double-elimination styled bracket, as per the following principles:
 - The allocation within the bracket will be based on a draw or a similar random allocation based on the seed of the FO4 eSports Teams achieved during their domestic qualification events.
 - The best-seeded FO4 eSports Teams (seed one) from each of the four domestic qualification events shall be placed directly in the first round of the winners bracket, while the seeds two already compete in the first round of the losers-bracket. The winners of the first round of the losers-bracket then face a seed one in the second round.



Each Matchup during this double-elimination bracket will be played in a Best-of-5 format, meaning that participating FO4 eSports Teams must at least win three games of the maximum five games played. Other than in previous seasons, the Best-of-5 format shall have both of the FO4 eSports Team nominate for each of the first three games individual athletes from their nominated three or four athletes. The nomination for each

game can be made one-by-one, meaning that only after the conclusion of the previous game the athletes for the next game need to be nominated by both teams. If participating FO4 eSports Teams have a fourth athlete nominated for the competition, they can nominate such athlete to the fourth game. Otherwise, for the optionally required games four and five, the athletes from the games one, two and three can be re-used. A single athlete can only compete in two games of a single matchup between two teams.

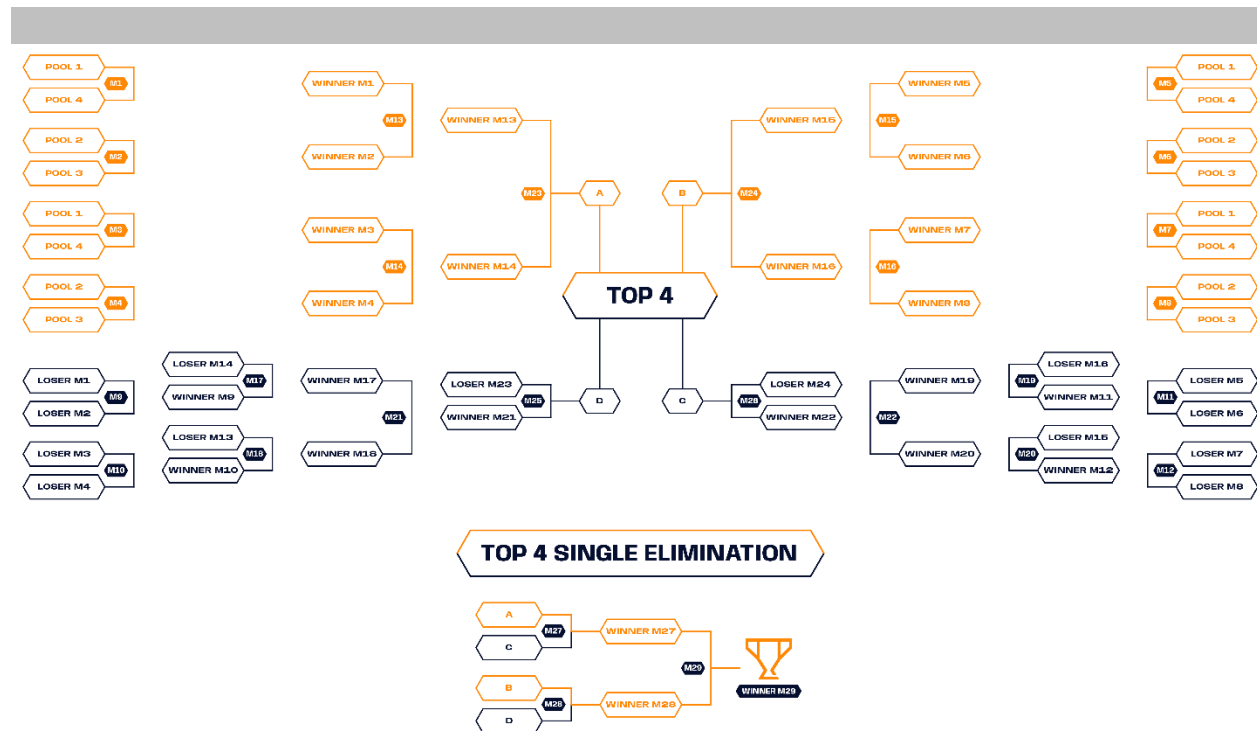
The participation to the EACC 2023 is further governed by the Specific Terms and Conditions which Participating Athletes willing to participate agree to abide and comply with

3.1.2 FIFAE Continental Cup 2023

The FIFAE Continental Cup 2023 will be operated by FIFA in collaboration with a third party, with a minimum of sixteen (16) FO4 eSports Teams invited to such FIFAE Continental Cup 2023, based on Ranking Points.

The event shall be held in accordance with the following structure:

- One double-elimination styled bracket, as per the following principles:
 - The basis shall form the two-sided double elimination bracket used in previous seasons, extended by rounds to allow for the additional FO4 eSports Teams.
 - The allocation within the bracket will be based on a draw or a similar random allocation based on the seed of the FO4 eSports Teams achieved within the FO4 Series Ranking.



Each Matchup during this double-elimination bracket will be played in a Best-of-5 format, meaning that participating FO4 eSports Teams must at least win three games of the maximum five games played. Other than in previous seasons, the Best-of-5 format shall no longer include a “winner stays”-rule for the selection of the representing athletes, but rather shall have both of the FO4 eSports Team nominate for each of the first three games individual athletes from their nominated three or four athletes. The nomination for each game can be made one-by-one, meaning that only after the conclusion of the previous game the athletes for the next game need to be nominated by both teams. If participating FO4 eSports Teams have a fourth athlete nominated for the competition, they can nominate such athlete to the fourth game. Otherwise, for the optionally required games

four and five, the athletes from the games one, two and three can be re-used. A single athlete can only compete in two games of a single matchup between two teams.

FO4 eSports Teams shall be invited by cumulative Ranking Points throughout FO4S, with the following distribution:

FIFAE CONTINENTAL CUP 2023 SLOT DISTRIBUTION				
POOL 1	Ranking Points 1st	Ranking Points 2nd	Ranking Points 3rd	Ranking Points 4th
POOL 2	Ranking Points 5th	Ranking Points 6th	Ranking Points 7th	Ranking Points 8th
POOL 3	Korea Ranking Points 1st	China Ranking Points 1st	Thailand Ranking Points 1st	Vietnam Ranking Points 1st
POOL 4	Korea Ranking Points 2nd	China Ranking Points 2nd	Thailand Ranking Points 2nd	Vietnam Ranking Points 2nd

Pool 1	1st to 4th place FO4 eSports Teams.
Pool 2	5th to 8th place FO4 eSports Teams.
Pool 3	1st place FO4 eSports Team from respective eligible country, after excluding invited FO4 eSports Teams at Pool 1 and Pool 2.
Pool 4	2nd place FO4 eSports Team from respective eligible country, after excluding invited FO4 eSports Teams from Pool 1, Pool 2 and Pool 3.

There will be a single FIFAE Continental Cup 2023 within the FO4S.

If two or more FO4 eSports Teams have an equivalent amount of accumulated Ranking Points throughout the FO4S, placement for the Ranking Points Standing will be judged by following criteria, throughout the two EACC 2023.

1. The highest placement record.
2. More placement records with the higher position.
3. Higher accumulative goal differences.
4. More goals.
5. Less cumulative warnings.
6. If FO4 eSports Teams are still tied, coin flip decides.

The participation to the FIFAE Continental Cup 2023 is further governed by the Specific Terms and Conditions which Participating Athletes willing to participate agree to abide and comply with

3.2 RANKING POINTS IN EACC 2023

Each of the EACC 2023 will award the following amount of ranking points to the FO4 eSports Teams, depending on their final ranking:

FO4 ESPORTS TEAM RANKING POINTS							
Standi ng	1st	2nd	3rd-4th	5th-6th	7th-8th	Qualifyi ng Event 3rd*	Qualifying Event Final 4th*
Rankin g Points	200	120	72	36	18	9	1

*applicable to all domestic qualifying events.

3.3 TRAVEL TO EACC 2023 OR TO THE FECC23

EA and FIFA may cover certain travel and accommodation costs incurred by FO4 eSports Teams during their participation to the EACC 2023 and the FeCC23 , as more particularly described in the Specific Terms and Conditions for each competition.

3.4 ENFORCEMENT

Malicious behaviour, cheating and violations to the FO4 Rules and the Specific Terms and Conditions by any FO4 eSports Team or any Participating Athletes during the EACC 2023 and/or the FeCC23 may, at EA and FIFA's discretion result in the disqualification of such FO4 eSports Team or Participating Athletes or in one or more sanction(s) against such FO4 eSports Team and/or any Participating Athletes as determined by EA and/or FIFA in each Specific Terms and Conditions.

4. GENERAL TERMS AND RELEASE

By participating in this FO4S, each Participating Athlete further agrees that to the extent permissible by law, to assume sole liability for Participating Athlete's injuries, including personal injuries and/or damage to property, caused or claimed to be caused by participating in any part of the FO4S, or acceptance, possession, or use of any prize.

5. PERSONAL INFORMATION

By participating in the FO4S, Participating Athletes consent to EA and FIFA's processing of personal information which will be used for the purposes of the organisation of the

FO4S, for the duration of this competition, as more particularly described in each Specific Terms and Conditions.

6. COMMERCIAL RIGHTS

- Any and all commercial rights (including without limitation any and all marketing, advertising and media rights) relating to the FO4S belong solely and exclusively to EA and FIFA;
- No FO4 eSports Team or Participating Athlete is entitled to directly or indirectly exploit or, in any manner, use any media rights, marketing rights, intellectual property rights of EA and FIFA except as otherwise provided in each Specific Terms and Conditions; and
- The recording and dissemination of images or footage of FO4S for commercial purposes by or on behalf of Participating Athlete is strictly prohibited, except when explicitly authorized by EA and/or FIFA.

APPENDIX A: CODE OF CONDUCT

The below Code of Conduct applies to all Participating Athletes in the FO4S at all levels of the FO4S, unless otherwise specified. EA and FIFA reserve the right to apply penalties or disqualify any Participating Athlete in violation of this Code of Conduct, in their sole discretion.

As a Participating Athlete recognized by FO4S, Participating Athletes may be held to a higher standard than other Athletes and may face higher levels of penalties than they would otherwise.

Dress Code

- Participating Athletes and FO4 eSports Team-officials shall wear uniform attire appropriate to the circumstances.
 - This includes the award ceremony following the final round, at which the winner might be required to wear formal attire.
- All attire items that will potentially be worn during the FO4S by the Participating Athletes have to be submitted to EA or FIFA at least two weeks before each event. Only items that were pre-approved in writing can be worn during the competition.
- Participating Athletes and FO4 eSports Team-officials shall wear the official uniform of their entity throughout the event, when applicable.
- Participating Athletes are not allowed to wear attire/accessories that disturb the broadcast.
 - If any Participating Athlete's attire/accessories is deemed inappropriate, the Participating Athlete could be asked by EA and/or FIFA to change such attire/accessories to be able to continue the tournament.
- Each FO4 eSports Team-official's entourage, which includes the coach and media members of the FO4 eSports Team, shall only be permitted to wear either unbranded, non-commercial attire, or the same attire as the Participating Athletes of that FO4 eSports Team, which shall at all times be in accordance with these regulations and the Specific Terms and Conditions.
- Participating Athletes shall not wear, carry or bear any items of a commercial, religious or political nature, or which in EA's or FIFA's opinion reflect unfavourably upon the FO4S, FIFA, any FIFA event, EA, any EA product or any other FIFA partner nor carry out any promotional activity in connection with the event unless otherwise approved in writing by EA or FIFA.
- Failure of Participating Athletes and FO4 eSports Team-officials to comply with this section may lead EA or FIFA to disqualify Participating Athletes and FO4 eSports Team to apply the sanctions as set forth in the Specific Terms and Conditions.

Each Participating Athletes shall participate while wearing properly fitted equipment, which shall be professionally manufactured. The jersey must be unique from other Participating Athletes' jersey and must not include any design deemed vulgar by EA, FIFA and their affiliates.

EQUIPMENT REGULATIONS

Each Athlete must play all matchups of the major competitions in her/his official club apparel. FIFA or EA hold the right to disapprove any items of the clubs apparel at its sole discretion. Athletes not affiliated with a particular club/team might be provided with equipment from FIFA or EA.

The approval process shall be as following:

In order to receive approval for the apparel four physical copies of the jerseys for the competition have to be submitted and received by FIFA or EA at least 10 work days before the start of the competition. The rest of the equipment has to be provided digitally and will be controlled onsite.

Each shirt must include:

- Athlete name (on the back only, without the inclusion of the team affiliation)
- Club identification

The shirt may also include the manufacturer identification and certain sponsor logos in accordance with these Equipment Regulations and the below restrictions.

Application of the Equipment Regulations

Once the Athlete is in the Gaming Station during the official competition, she/he is expected to only wear the pre-approved team equipment. Approved hoodies can be worn as the base layer with the jersey being always the top layer.

The following sponsor categories are not allowed:

Gambling or gambling websites, alcohol, tobacco, drugs, unauthorized websites or companies promoting or selling FIFA Ultimate Team Coin, firearms or any type of weapons, pornographic or adult material. This list might be amended from time to time by FIFA or EA.



CAPS



Team Emblem
max of 50cm²
Can appear once on the item



Manufacturer Identification:
Only Manufacturer Identification can be displayed beside the Team Emblem max of 20cm², can appear once on the item

JERSEYS

Manufacturer Identification:
max of 20cm²



Official Team Emblem:
max of 100cm²



Team Affiliate Recognition
Maximum of one sponsor logo per box on the front of the shoulders
- max. total of 50cm²

Team Affiliate Recognition
Maximum of two sponsor logos on the front below chest level
- max. total of 400cm²

Name
must be between 5cm and 7.5 cm in height and between the shoulders.
No number on shirt allowed



Back Free Zone
The minimum distance between Name and Team Affiliated Recognition must be at least 35 cm

Team Affiliate Recognition
Maximum of one sponsor logo on the back
- max. total of 200cm²

Base Layer
Base Layers need to be the same color as the jersey



Sleeve Free Zone
Area reserved for specific badges by FIFA or EA



HOODIES

Manufacturer Identification
max of 20cm²



Official Team Emblem
max of 100cm²

Team Affiliate Recognition
Maximum of one sponsor logo
on the top of the back
- max. total of 200cm²



PANTS



Team Emblem
max of 100cm²
Can appear once
on the item



Team Emblem
max of 100cm²
Can appear once
on the item



Manufacturer Identification
max of 20cm² can appear once
on the item

Team Affiliate Recognition
Maximum of one sponsor logo
on the front below manufacturer
logo with letters being max.
10cm in height
- max. total of 50cm²



Manufacturer Identification
max of 20cm² can appear once
on the item

Team Affiliate Recognition
Maximum of one sponsor logo
on the front below manufacturer logo
with letters being max. 10cm in height
- max. total of 50cm²



PARTICIPATING ATHLETE BEHAVIOR GENERALLY

Participating Athletes must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor to spectators, members of the press, tournament administrators, and to other Participating Athletes. These requirements apply to both offline and online interactions, including social media conduct and activity on live streams. All Participating Athletes are expected to adhere to these standards of sportsmanship, including when not participating in FIFA or EA's events. Prohibited conduct includes, but is not limited to:

- Violating any applicable law, rule or regulation, as determined by EA and/or FIFA in their sole discretion;
- Using any software or program that damages, interferes with or disrupts the FO4S or another's computer or property;
- Any external software designed to give the Participating Athlete an unfair advantage;
- Interfering with or disrupting another Participating Athlete's participation in the FO4S;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, or making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that EA and/or FIFA (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or bugs in the FO4S;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA account, or any EA content associated with an EA account, including EA virtual currency and other entitlements, either within an EA service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by EA;
- Engaging in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the FO4S; and
- Promoting, encouraging or taking part in any prohibited activity described above.

APPENDIX B: ELIGIBLE COUNTRIES

Participating Athletes must be a legal resident of one of these eligible countries:

- China
- South Korea
- Thailand
- Vietnam

APPENDIX C: GLOSSARY

Participating Athlete - a real-world, professional EA SPORTS FIFA ONLINE 4 player, registered in FIFA eFootball Management System to participate in FO4S under one registered FO4 eSports Team

FO4 eSports Team - a group of a real-world, professional group of Athletes, consist of three or four Participating Athletes

In-game Team - in-game EA SPORTS FIFA ONLINE 4 roster of virtual in-game players, used in Major Event play by each individual Participating Athletes on a FO4 eSports Team

Game - a single instance of two Participating Athletes facing off, with victory determined by the number of in-game goals scored by each Participating Athlete

Matchup - a single instance of two participating FO4 eSports Teams facing off, with victory determined by the number of games won in the course of the matchup (e.g. 3 games won in a Best-of-5-game matchup)

Double-elimination Tournament - A double-elimination tournament is a type of elimination tournament competition in which a participant ceases to be eligible to win the tournament's championship upon having lost two matches. Once the FO4 eSports Team loses the matchup, the losing FO4 eSports Team will proceed into the losers bracket and the winning FO4 eSports Team proceed into the winners bracket. Loser bracket champion do not need to defeat the winner bracket champion twice in the grand final to win the tournament.

APPENDIX D: FO4 ESPORTS TEAM AGREEMENT FORM

Ranking points (specified in ‘Additional Context’) for each FO4 eSports Team will belong to the FO4 eSports Team named by the Participating Athletes in this form and will be officially awarded upon submission of this form. The form is to be filled by the full FO4 eSports Team (three or four Participating Athletes) and representative (e.g. manager or owner) of the FO4 eSports Team based on the status throughout the FIFA Online 4 Series.

CURRENT & FUTURE OWNERSHIP (Please input and sign as of <u>current</u> status)	
FO4 ESPORTS TEAM FULL NAME	FO4 ESPORTS TEAMS TAG
FO4 ESPORTS TEAM OWNER ENTITY (INDIVIDUAL, ORGANIZATION, COMPANY)	
FO4 ESPORTS TEAM OWNER ADDRESS	
FO4 ESPORTS TEAM OWNER PHONE NO.	
FO4 ESPORTS TEAM OWNER EMAIL	

FIFA ONLINE 4 SERIES 2023 (Please input and sign as of <u>upcoming Major Event</u> status)		
PARTICIPATING ATHLETE FULL NAME	PARTICIPATING ATHLETES IN-GAME NAME	SIGNATURE
FO4 ESPORTS TEAM REPRESENTATIVE FULL NAME		SIGNATURE

APPENDIX F: FO4 ESPORTS TEAM LIVE EVENT BUILD ART ASSETS

Each FO4 eSports Team must submit the art assets to EA or FIFA in the required dimensions for the purpose of producing the in-game assets for the live event build.

The dimensions are as below:

- Team logo
 - In the dark background
 - Large : 256x256px
 - Medium : 128x128px
 - Small : 64x64px
 - File type: PNG (transparent background)
 - In the light background
 - Large : 256x256px
 - Medium : 128x128px
 - Small : 64x64px
 - File type: PNG (transparent background)
- Team flag
 - 512*128 x 2 flags
 - File type: psd
- Team banner
 - 1024*512 x 4 banners
 - 512*128 x 2 banners
 - File type: psd

FO4 eSports Team shall acknowledge, adjust and submit any additional art assets required by EA and/or FIFA prior to the respective competition.

APPENDIX G: SANCTIONS

Violation of these Ecosystem Rules and Specific Terms and Conditions (or any part thereof) by any FO4 esports Team or any Athlete may, at EA and/or FIFA's discretion, result in one or more sanction(s) against such FO4 esports Team and/or any Athletes as determined by EA and/or FIFA acting reasonably.

The sanctions against FO4 esports Team and/or Athletes may include, but are not limited to:

- Warning(s) in the following occurrences:
 - If an Athlete does not follow the instructions from the Referee or EA and/or FIFA;
 - If an Athlete is not ready or available to play his/her Game announced by EA or FIFA;
 - If an Athlete disobeys the Referee's decision;
 - If an Athlete uses inappropriate language or behave inappropriately; or,
 - If an Athlete conducts any behaviour that can affect the match beside following all the above, they might receive one warning. In the worst case, they might be forfeited from the match.
 - Any other prohibited occurrences in Ecosystem Rules and Specific Terms and Conditions.

Sanctions apply as below:

- Every single warning will immediately result in one (1) penalty point.
 - EA and/or FIFA reserves the rights to issue one, or multiple penalty points at any time to the FO4 esports Team for a single warning in case of any major violations.
- Any accumulated penalty points, regardless how they were acquired, will remain until the end of the specific tournament. One penalty point will result in 2% prize money deduction.
- Accumulated penalty points within one match shall further have these consequences (which might affect the entire FO4 esports Team):

4 penalty points	Game forfeit
7 penalty points	Match forfeit
10 penalty points	Disqualification of the FO4 esports Team (elimination as the last place)

Without limitation to the above, EA and/or FIFA might apply one of the following sanctions in case of any material breach to Ecosystem Rules and Specific Terms and Conditions as determined by EA and/or FIFA acting reasonably and without prior warning:

- Forfeiture of a single Game;
- Forfeiture of all Games;
- Forfeiture of a single Matchup;
- Forfeiture of all Matchups;
- Loss of awards (including prize money);
- Exclusion of any Athlete from its FO4 eSports Team;
- Suspension from EACC and/or FeCC;
- Suspension from the FO4 Series;
- Disqualification from the EA and/or FIFA or any other EA and/or FIFA competition in the future; and/or
- Loss of winner status of the FO4 esports Team.

If any Game or result is forfeited or otherwise impacted as a result of a sanction imposed by EA and/or FIFA arising out of a breach of their EA and/or FIFA then EA and/or FIFA reserves the right to determine whether any relevant Game(s) is/are replayed and/or to determine the result of such Game (including any relevant score if applicable).

EA and/or FIFA also reserves the right to determine the consequences on the EACC and/or FeCC of the disqualification, suspension and/or expulsion of any Athlete and/or FO4 esports Team in its discretion.