EA SPORTS MADDEN NFL 27 CHAMPIONSHIP SERIES
OFFICIAL RULES

1. OVERVIEW

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

The EA SPORTS Madden NFL 27 Championship Series ("MCS") is sponsored by Electronic Arts Inc. ("EA"), 209 Redwood Shores Parkway, Redwood City, CA 94065 and is governed by these Official Rules ("Official Rules").

The MCS is a series of video game competitions conducted using EA SPORTS™ Madden NFL 27 ("Game") for the PC, Xbox Series X|S and PlayStation 5 consoles ("Supported Platforms"), depending on the competition.

The following is the current list of Events in this year's MCS (each, an "Event"):

- MCS Pro League Qualifier
- MCS Pro League
- MCS Open Qualifier: Breakouts
- MCS Open Qualifier: Most Feared
- MCS Open Qualifier: Zero Chill
- Last Chance Qualifier ("LCQ")
- Madden Bowl

Each Event involves gameplay that may be broadcast over the internet or other media and/or require in-person participation at a specific place and time at a live venue (each, a "Live Event").

All federal, state, provincial, and local laws and regulations apply.

Any third party that operates another video game competition incorporating the Game is the sponsor of such competition and will determine the applicable terms and conditions for participation in those events.

Non-MCS competitions are governed by separate terms and conditions for participation.

2. ELIGIBILITY AND REGISTRATION

2.1. Player Eligibility and Requirements

Each player is required to meet the following eligibility requirements to be considered a "Competitor":

- Be the minimum age required to have a full (not underage) EA account in their territory of residence, and be at least sixteen (16) years old at the time of registration.
- For players under the age of majority in their territory of residence, a parent or legal guardian must review and consent to these Official Rules on their behalf, and accompany them to any in-person Live Events.
- Be a legal resident of the United States, United Kingdom, Mexico, Australia, Canada, Ireland, or Spain.
- Have a valid EA account (https://www.ea.com/register).
- Own or have access to the Game on a Supported Platform and have connected it to their valid EA Account.
- Have a valid Xbox gamertag or PSN ID connected to their valid EA Account, if applicable.
- Agree to EA's User Agreement (https://terms.ea.com, "User Agreement") and acknowledge that EA's Privacy and Cookie Policy (https://privacy.ea.com, "Privacy and Cookie Policy") applies.
- Enable Two Factor Authentication on their EA Account.
- Have a valid Challengermode account (challengermode.com).

If a player is found to be ineligible after the start time of an Event, the ineligible player will be removed from the Event and may forfeit all future matches in the Event.

2.2. Registration Process and Deadlines

2.2.1. Registration Process

To be considered eligible for the MCS, Competitors are required to complete the following steps on http://maddenchampionship.com ("Tournament Site") by the registration dates noted in **Section 2.2.2**:

- Sign into Challengermode account;
- Link Challengermode account with EA Account;
- Fill out required fields; and
- Read and accept the Official Rules.

Certain Events may have additional registration requirements in order to participate; see the Tournament Site for details.

2.2.2. Registration Deadlines

For the Pro League Qualifier: August 30, 2026
For the MCS Open Qualifier: Breakouts: September 20, 2026
For the MCS Open Qualifier: Most Feared: October 18, 2026
For the MCS Open Qualifier: Zero Chill: November 22, 2026
For the Last Chance Qualifier: December 20, 2026

Exact times for the registration deadlines detailed above will be posted on the Tournament Site.

2.3. Acceptance of Official Rules; Changes to the MCS and Official Rules

To compete in the Events, Competitors must accept these Official Rules as well as the Event Rules for the respective Event.

These Official Rules and all Event Rules may be updated by EA without notice as necessary, including without limitation, to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after their publication.

EA reserves the right to cancel, suspend and/or modify the MCS, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper operation of the MCS, as determined by EA in its sole discretion. EA reserves the right to disqualify any Competitor at any time for any reason, including without limitation, for tampering with the operation of the Competition, or acting in violation of these Official Rules. Any attempt by any person to deliberately undermine the legitimate operation of the MCS may be a violation of criminal and civil law, and EA reserves 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 MCS, Competitors agree to be bound by these Official Rules and the decisions of EA and Event Officials (as defined in **Appendix A1**).

2.4. Proof of Residency

Competitors may be required to provide proof of residency in an eligible country to compete in the MCS. The sufficiency of any such proof or documentation will be determined by EA (or its agent) in its sole discretion.

Competitors who participate in Live Events will be required to sign and return a Declaration of Eligibility, and must certify their country of permanent residence by providing a government-issued identification, such as a driver's license, identification card, or work visa with a photo, name and physical address in an eligible country.

Competitors under the age of majority in their territory of residence may provide a school identification card if government-issued identification is not available and their parent or legal guardian must also provide government-issued identification.

2.5. Employees and Conflicts of Interest

Employees of EA and its respective affiliates, subsidiaries, representatives, advertising, promotion, and publicity agencies, vendors, Challengermode AB, former employees of EA who participated in the development of the Game, and the immediate family members and persons living in the same household of each as well as the National Football League, its member professional football clubs, NFL Ventures, Inc., NFL Ventures, L.P., NFL Properties LLC, NFL Enterprises LLC and each of their respective subsidiaries, affiliates, shareholders, officers, directors, agents, representatives and employees (collectively, the "NFL Entities") are not eligible, unless otherwise approved in advance in writing by EA (email to suffice).

2.6. Registration Data and Leaderboard

As part of the registration process, Competitors will be asked to provide information such as an MCS username, first and last names, country/territory (and state, if applicable) of residence, and optional information, such as Twitter and Twitch usernames. This information may be used in any leaderboard data created as part of the MCS. The leaderboard will be published on Tournament Site or https://www.maddenchampionship.com and updated with point totals on a regular basis, as determined by EA in its sole discretion.

Competitor demographics provided during registration or otherwise maintained by EA, along with gameplay statistics, may also be publicly announced as part of broadcast commentary during events. For more information about how we may process your personal information, please see **Section 9.1** of the Official Rules.

3. COMPETITION STRUCTURE

3.1. Progressions through the MCS

To progress through the MCS, a Competitor may:

- Compete in the Pro League Qualifier to earn a spot in the Pro League.
- Compete in the Pro League to be held between September 2026 and December 2026 for a chance to qualify for the Madden Bowl.
- Accumulate MCS Points by competing in MCS Open Qualifiers.
- Win an MCS Open Qualifier to earn a spot in the Madden Bowl.
- Compete at the LCQ to be held between December 2026 and January 2027 (with exact dates to be provided on the Tournament Site) for a chance to qualify for the Madden Bowl.
- Compete at the Madden Bowl in February 2027 to determine the final champion of the MCS season.

3.2. EA Majors

EA Majors (as listed below) are milestone tournaments that occur over the course of the MCS and determine who will be invited to compete at the Madden Bowl. EA Majors will consist of an online elimination phase for qualifying Competitors ("Elimination") and proceed to a live event final phase ("Live Finals") to determine the winner of the Event.

There will be three (3) EA Majors during the MCS season:

- MCS Open Qualifier: Breakouts in September utilizing EA SPORTS Madden NFL 27 Ultimate Team gameplay ("MUT");
- MCS Open Qualifier: Most Feared in October utilizing MUT; and
- MCS Open Qualifier: Zero Chill in November utilizing MUT;

Each Competitor who participates in an EA Major earns MCS Points (as detailed in **Appendix C**) based on their final placement in specific rounds (i.e., Elimination, Live Finals) of the relevant Event.

Players can view their MCS point totals at maddenchampionship.com.

3.3. In-Game Content

Competitors will receive one (1) MUT Pack ("MUT Pack") for each eligible Event (as listed below) where they play at least one (1) game. Competitors may receive a maximum of five (5) MUT Packs with a maximum of one (1) MUT Pack per eligible Event.

The following is the list of eligible Events:

- Pro League Qualifier
- MCS Open Qualifier: Breakouts
- MCS Open Qualifier: Most Feared
- MCS Open Qualifier: Zero Chill
- LCQ

Competitors will receive a message with instructions on how to claim their MUT Pack to their Challengermode account inbox within thirty (30) days of the conclusion of the relevant Event.

3.4. Pro League Qualifier

The Pro League Qualifier will be held August 21, 2026 through September 7, 2026.

3.4.1. Tournament Format

The Pro League Qualifier follows the following format:

An open, Ladder Play Phase played amongst all Competitors who have secured a spot via the registration portal on the Tournament Site.

Registered Competitors will participate in up to four (4) days of online ladder play between August 22, 2026 and August 30, 2026 to determine the up to two hundred fifty-six (256) Competitors that will continue onto the Double Elimination Phase of the Event.

Competitors in the Double Elimination Phase will participate in up to three (3) days of play between September 5, 2026 and September 7, 2026. Additional gameplay rules for the Double Elimination Phase of the Event are detailed in **Appendix C1** and **Appendix D5**.

The top four (4) Competitors from the Double Elimination Phase will advance to the MCS Pro League.

3.4.2. Seeding and Advancement

Online Elimination Seeding

The following process will be used to seed Competitors into the Double Elimination Phase of the Pro League Qualifier based on their performance during the Ladder Play Phase:

Competitors that register for the Event will be eligible to queue for a match on maddenchampionship.com during four (4) separate periods consisting of between four (4) and seven (7) hours of the open play period and one (1) additional hour to complete their final match for each of the play periods. Open play periods will be on the following dates and times:

- August 22, 2026 between 1 PM and 9 PM Eastern Time.
- August 23, 2026 between 1 PM and 9 PM Eastern Time.
- August 29, 2026 between 1 PM and 9 PM Eastern Time.
- August 30, 2026 between 1 PM and 9 PM Eastern Time.

A minimum number of fifteen (15) matches must be played by a Competitor for their leaderboard entry to be valid. If less than two hundred fifty-six (256) Competitors play less than fifteen (15) matches, then this threshold will be reduced as needed to reach two hundred fifty-six (256) Competitors.

- Competitors with a minimum of fifteen (15) matches played will be placed higher on the leaderboard than Competitors with less than fifteen (15) matches played.
- For Competitors that play under fifteen (15) matches, Competitors with more matches played will be placed higher on the leaderboard than Competitors with less matches played, even if those with less matches played have a higher win-loss differential.

Matchmaking in the Ladder Play phase will preferentially select Competitors with similar scores in the current play period.

Leaderboard placement is based on win-loss differential, where one match win equates to +1 point and one match loss equates to -1 point.

Ties on the leaderboard will be resolved by the methods described in **Appendix C4**.

3.4.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.4.4. Match Process

The match process for the Event is described in **Appendix E**.

3.5. Pro League

The Pro League will be held between September and December 2026.

3.5.1. Tournament Format

The Pro League is invitation-only. Four (4) Competitors will be invited to participate in the Pro League based on their EA SPORTS Madden NFL 26 Championship Series performance. Four (4) Competitors will be invited to participate in the Pro League based on their placement in the Pro League Qualifier. Additional gameplay rules for the Live Finals of the Event are detailed in **Appendix D5**.

3.5.2. Seeding and Advancement

Competitors will play a single round robin across four (4) days with each Competitor playing each other Competitor in a single match.

Competitors will be ranked based on their total wins in the Pro League ("Pro League Placement") and the top four (4) Competitors will advance to the Pro League Playoffs.

Ties on the leaderboard will be resolved by the methods described in **Appendix C4**.

3.5.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.5.4. Match Process

The match process for the Event is described in **Appendix E**.

3.6. MCS Open Qualifier: Breakouts

MCS Open Qualifier: Breakouts will be held September 19, 2026 through October 6, 2026.

3.6.1. Tournament Format

MCS Open Qualifier: Breakouts follows the following format:

An open, Ladder Play Phase played amongst all Competitors who have secured a spot via the registration portal on the Tournament Site.

Registered Competitors will participate in up to two (2) days of online ladder play on September 19, 2026 and September 20, 2026 to determine the up to five hundred forty-four (544) Competitors that will continue onto the Single Elimination Phase of the Event.

Competitors in the Single Elimination Phase will participate in up to two (2) days of play on September 26, 2026 and September 27, 2026. Additional gameplay rules for the Single Elimination Phase of the Event are detailed in **Appendix C1** and **Appendix D5**.

Live Finals consisting of the top two (2) Competitors from the Single Elimination Phase. Competitors in the Live Finals will participate in one (1) day of play on October 6, 2026. Additional gameplay rules for the Live Finals are detailed in **Appendix D5**.

Competitors that have advanced to the Live Finals will determine the winner of the MCS Open Qualifier: Breakouts Event.

3.6.2. Seeding and Advancement

Online Elimination Seeding

The following process will be used to seed Competitors into the Single Elimination Phase of the tournament based on their performance during the Ladder Play phase:

Competitors that register for the Event will be eligible to queue for a match on maddenchampionship.com during two (2) separate periods consisting of seven (7) hours of the open play period and one (1) additional hour to complete their final match for each of the play periods. Open play periods will be on the following dates and times:

- September 19, 2026 between 1 PM and 9 PM Eastern Time.
- September 20, 2026 between 1 PM and 9 PM Eastern Time.

A minimum number of eight (8) matches must be played by a Competitor for their leaderboard entry to be valid. If less than five hundred forty-four (544) Competitors play less than eight (8) matches, then this threshold will be reduced as needed to reach five hundred forty-four (544) Competitors.

- Competitors with a minimum of eight (8) matches played will be placed higher on the leaderboard than Competitors with less than eight (8) matches played.
- For Competitors that play under eight (8) matches, Competitors with more matches played will be placed higher on the leaderboard than Competitors with less matches played, even if those with less matches played have a higher win-loss differential.

Matchmaking in the Ladder Play Phase will preferentially select Competitors with similar scores in the current play period.

Leaderboard placement is based on win-loss differential, where one match win equates to +1 point and one match loss equates to -1 point. The top thirty-two (32) Competitors at the end of the Ladder Play phase will receive byes into the fifth round of the Online Elimination phase bracket.

Ties on the leaderboard will be resolved by the methods described in **Appendix C4**.

Live Finals Seeding

The following process will be used to seed Competitors into the Live Finals of the tournament based on their performance during the Single Elimination Phase:

The Single Elimination phase will complete with two (2) Competitors remaining.

The winner of MCS Open Qualifier: Breakouts will earn a spot in the Madden Bowl.

3.6.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.6.4. Match Process

The match process for the Event is described in **Appendix E**.

3.7. MCS Open Qualifier: Most Feared

MCS Open Qualifier: Most Feared will be held October 10, 2026 through November 11, 2026.

3.7.1. Tournament Format

MCS Open Qualifier: Most Feared follows the following format:
An open, Ladder Play Phase played amongst all Competitors who have secured a spot via the registration portal on the Tournament Site.

Registered Competitors will participate in up to four (4) days of online ladder play between October 10, 2026 and October 18, 2026 to determine the up to five hundred forty-four (544) Competitors that will continue onto the Single Elimination Phase of the Event.

Competitors in the Single Elimination Phase will participate in up to two (2) days of play on October 24, 2026 and October 25, 2026. Additional gameplay rules for the Single Elimination Phase of the Event are detailed in **Appendix C1** and **Appendix D5**.

Live Finals consisting of the top two (2) Competitors from the Single Elimination Phase. Competitors in the Live Finals will participate in one (1) day of play on November 11, 2026. Additional gameplay rules for the Live Finals are detailed in **Appendix D5**.

Competitors that have advanced to the Live Finals will determine the winner of the MCS Open Qualifier: Most Feared Event.

3.7.2. Seeding and Advancement

Online Elimination Seeding

The following process will be used to seed Competitors into the Single Elimination Phase of the tournament based on their performance during the Ladder Play Phase:

Competitors that register for the Event will be eligible to queue for a match on maddenchampionship.com during four (4) separate periods consisting of seven (7) hours of the open play period and one (1) additional hour to complete their final match for each of the play periods. Open play periods will be on the following dates and times:

- October 10, 2026 between 1 PM and 9 PM Eastern Time.
- October 11, 2026 between 1 PM and 9 PM Eastern Time.
- October 17, 2026 between 1 PM and 9 PM Eastern Time.
- October 18, 2026 between 1 PM and 9 PM Eastern Time.

A minimum number of fifteen (15) matches must be played by a Competitor for their leaderboard entry to be valid. If less than five hundred forty-four (544) Competitors play less than fifteen (15) matches, then this threshold will be reduced as needed to reach five hundred forty-four (544) Competitors.

- Competitors with a minimum of fifteen (15) matches played will be placed higher on the leaderboard than Competitors with less than fifteen (15) matches played.
- For Competitors that play under fifteen (15) matches, Competitors with more matches played will be placed higher on the leaderboard than Competitors with less matches played, even if those with less matches played have a higher win-loss differential.

Matchmaking in the Ladder Play Phase will preferentially select Competitors with similar scores in the current play period.

Leaderboard placement is based on win-loss differential, where one match win equates to +1 point and one match loss equates to -1 point. The top thirty-two (32) Competitors at the end of the Ladder Play Phase will receive byes into the fifth round of the Online Elimination phase bracket.

Ties on the leaderboard will be resolved by the methods described in **Appendix C4**.

Live Finals Seeding

The following process will be used to seed Competitors into the Live Finals of the tournament based on their performance during the Single Elimination phase:

The Single Elimination Phase will complete with two (2) Competitors remaining.

The winner of MCS Open Qualifier: Most Feared will earn a spot in the Madden Bowl.

3.7.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.7.4. Match Process

The match process for the Event is described in **Appendix E**.

3.8. MCS Open Qualifier: Zero Chill

MCS Open Qualifier: Zero Chill will be held November 21, 2026 through December 15, 2026.

3.8.1. Tournament Format

MCS Open Qualifier: Zero Chill follows the following format:
An open, Ladder Play Phase played amongst all Competitors who have secured a spot via the registration portal on the Tournament Site.

Registered Competitors will participate in up to two (2) days of online ladder play on November 21, 2026 and November 22, 2026 to determine the up to five hundred forty-four (544) Competitors that will continue onto the Single Elimination Phase of the Event.

Competitors in the Single Elimination Phase will participate in up to two (2) days of play on December 5, 2026 and December 6, 2026. Additional gameplay rules for the Single Elimination Phase of the Event are detailed in **Appendix C1** and **Appendix D5**.

Live Finals consisting of the top two (2) Competitors from the Single Elimination Phase. Competitors in the Live Finals will participate in one (1) day of play on December 15, 2026. Additional gameplay rules for the Live Finals are detailed in **Appendix D5**.

Competitors that have advanced to the Live Finals will determine the winner of the MCS Open Qualifier: Zero Chill Event.

3.8.2. Seeding and Advancement

Online Elimination Seeding

The following process will be used to seed Competitors into the Single Elimination Phase of the tournament based on their performance during the Ladder Play Phase:

Competitors that register for the Event will be eligible to queue for a match on maddenchampionship.com during two (2) separate periods consisting of seven (7) hours of the open play period and one (1) additional hour to complete their final match for each of the play periods. Open play periods will be on the following dates and times:

- November 21, 2026 between 1 PM and 9 PM Eastern Time.
- November 22, 2026 between 1 PM and 9 PM Eastern Time.

A minimum number of eight (8) matches must be played by a Competitor for their leaderboard entry to be valid. If less than five hundred forty-four (544) Competitors play less than eight (8) matches, then this threshold will be reduced as needed to reach five hundred forty-four (544) Competitors.

- Competitors with a minimum of eight (8) matches played will be placed higher on the leaderboard than Competitors with less than eight (8) matches played.
- For Competitors that play under eight (8) matches, Competitors with more matches played will be placed higher on the leaderboard than Competitors with less matches played, even if those with less matches played have a higher win-loss differential.

Matchmaking in the Ladder Play phase will preferentially select Competitors with similar scores in the current play period.

Leaderboard placement is based on win-loss differential, where one match win equates to +1 point and one match loss equates to -1 point. The top thirty-two (32) Competitors at the end of the Ladder Play Phase will receive byes into the fifth round of the Online Elimination Phase bracket.

Ties on the leaderboard will be resolved by the methods described in **Appendix C4**.

Live Finals Seeding

The following process will be used to seed Competitors into the Live Finals of the tournament based on their performance during the Single Elimination phase:

The Single Elimination phase will complete with two (2) Competitors remaining.

The winner of MCS Open Qualifier: Zero Chill will earn a spot in the Madden Bowl.

3.8.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.8.4. Match Process

The match process for the Event is described in **Appendix E**.

3.9. Pro League Playoffs

The Pro League Playoffs will be held on December 16, 2026.

3.9.1. Tournament Format

The Pro League Playoffs is invitation-only. Four (4) Competitors will be invited to participate in the Pro League Playoffs based on their Pro League Placement. Additional gameplay rules for the Live Finals of the Event are detailed in **Appendix D5**.

All Competitors in the Pro League Playoffs will advance to the Madden Bowl.

3.9.2. Seeding and Advancement

Competitors will be ranked based on their Pro League Placement.

Ties on the leaderboard will be resolved by the methods described in **Appendix C4**.

Based on the Pro League Placement of Competitors, the Pro League Playoffs matches will be as follows:

- Semifinals #1: #1 Seed vs #4 Seed
- Semifinals #2: #2 Seed vs #3 Seed
- Third Place Decider: Loser of Semifinals #1 vs Loser of Semifinals #2
- Final: Winner of Semifinals #1 vs Winner of Semifinals #2

3.9.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.9.4. Match Process

The match process for the Event is described in **Appendix E**.

3.10. Last Chance Qualifier

The LCQ will be held December 19, 2026 through January 10, 2027.

3.10.1. Tournament Format

The LCQ follows the following format:
An open, Ladder Play Phase played amongst all Competitors who have secured a spot via the registration portal on the Tournament Site.

Registered Competitors will participate in up to two (2) days of online ladder play between December 19, 2026 and December 20, 2026 to determine the up to one hundred twenty-six (124) Competitors that will continue onto the Double Elimination Phase of the Event. Additionally, up to four (4) Competitors will qualify for the Double Elimination Phase through the MCS Pro League. In the event any of the Competitors qualified from the MCS Pro League have already earned a spot in the Madden Bowl the placements will be filled with the online ladder play leaderboard.

A Double Elimination phase consisting of the top one hundred twenty-eight (128) Competitors. Competitors in the Double Elimination Phase will participate in up to two (2) days of play on January 9, 2027 and January 10, 2027. Additional gameplay rules for the Double Elimination Phase of the Event are detailed in **Appendix D5**.

The competitor that wins the Double Elimination Phase will be the winner of the LCQ Event.

3.10.2. Seeding and Advancement

<u>Online Elimination Seeding</u>
The following process will be used to seed Competitors into the Double Elimination Phase of the tournament based on their performance during the Ladder Play Phase:

Competitors that register for the Event will be eligible to queue for a match on maddenchampionship.com during two (2) periods consisting of seven (7) hours of the open play period and one (1) additional hour to complete their final match for the play period. The open play period will be on the following date and time:

- December 19, 2026 between 1 PM and 9 PM Eastern Time.
- December 20, 2026 between 1 PM and 9 PM Eastern Time.

A minimum number of eight (8) matches must be played by a Competitor for their leaderboard entry to be valid. If less than one hundred twenty-four (124) Competitors

play less than eight (8) matches, then this threshold will be reduced as needed to reach one hundred twenty-eight (128) Competitors.

- Competitors with a minimum of eight (8) matches played will be placed higher on the leaderboard than Competitors with less than eight (8) matches played.
- For Competitors that play under eight (8) matches, Competitors with more matches played will be placed higher on the leaderboard than Competitors with less matches played, even if those with less matches played have a higher win-loss differential.

Matchmaking in the Ladder Play phase will preferentially select Competitors with similar scores in the current play period.

Leaderboard placement is based on win-loss differential, where one match win equates to +1 point and one match loss equates to -1 point.

Competitors that have advanced from the MCS Pro League will be seeded as the highest positions in the Elimination Phase.

Ties on the leaderboard will be resolved by the methods described in **Appendix C4**.

3.10.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.10.4. Match Process

The match process for the Event is described in **Appendix E**.

3.11. Madden Bowl

The Madden Bowl will be held in February 2027.

3.11.1. Tournament Format

The Madden Bowl is invitation-only. The Four (4) Competitors that participated in the Pro League Playoffs will be invited to participate in the Madden Bowl. Three (3) Competitors will be invited by winning MCQ Open Qualifiers. Six (6) Competitors will be invited to participate in the Madden Bowl based on the highest MCS Points totals as of December 15, 2026. One (1) Competitor will be invited to participate in the Madden Bowl based on the final standings of the LCQ and play in the following series of elimination events until a single Competitor is crowned winner of the Madden Bowl.

Additional gameplay rules for the Live Finals of the Event are detailed in **Appendix D5**.

The winner of the Madden Bowl will be considered champion of the MCS.

3.11.2. Seeding

Competitors will be seeded into the Madden Bowl by their MCS Pro League placement, by winning an MCS Open Qualifier or total MCS points, as follows:

- #1 Seed - MCS Pro League Playoffs 1st Place
- #2 Seed - MCS Pro League Playoffs 2nd Place
- #3 Seed - MCS Pro League Playoffs 3rd Place
- #4 Seed - MCS Pro League Playoffs 4th Place
- #5-7 Seed - MCS Open Qualifier Winners
- #8-13 Seed - MCS Points Leaderboard
- #14 Seed - LCQ Winner

If a Competitor qualifies through multiple paths, they will retain the highest-priority qualification slot. Any duplicate qualification slot will roll down to the final MCS Points leaderboard and be awarded to the highest-ranked eligible non-qualified Competitor.

Ties in MCS Points will be resolved by the methods described in **Appendix C4**.

Competitors ranked 1st and 2nd place will be placed directly into the second round of the Competition. Competitors ranked 3rd through 8th place will be given the opportunity to choose their first round opponents from players ranked 9th through 14th with the best ranked Competitor choosing their first round opponent until no unmatched Competitors remain.

Once all first round matches have been assigned the Competitors ranked 1st and 2nd will then define the bracket progression, with each step removing a first round matchup from the pool of available matches.

- #1 Seed - Chooses a first round matchup that will progress to play the #1 Seed in the second round of competition.
- #2 Seed - Chooses a first round matchup that will progress to play the #2 Seed in the second round of competition.
- #2 Seed - Chooses a first round matchup that will progress to play the #2 Seed in the third round of competition.
- #1 Seed - Chooses two first round matchups that will progress to play against #1 Seed in the third round of competition.
- The last remaining first round matchup will be matched against the prior choice by the #2 Seed and progress to play against the #2 Seed in the third round of Competition.

Once the bracket progression has been completed it will be locked and no further changes will be made.

3.11.3. In-Game Settings

The in-game settings for the Event are described in **Appendix D**.

3.11.4. Match Process

The match process for the Event is described in **Appendix E**.

4. PLATFORMS & EQUIPMENT

4.1. Platforms

Competitors may register and compete in the MCS on a Supported Platform using a single PSN account on the PlayStation 5, a single Xbox account on the Xbox Series X|S, or a single EA account on PC. The PSN account and Xbox account for their respective platforms may share a single EA account. Live Events will be available on personal computers, PlayStation 5, or Xbox Series X|S (as determined in EA's sole discretion).

4.2. Equipment and Accessories Provided On Site

Event Officials may provide the following equipment at Live Events to facilitate the tournament:

- Tables and chairs
- Access-restricted player lounge or equivalent practice facility
- Consoles
- TV monitors
- Controllers
- Digital game codes
- Game accounts and roster content
- Practice area

4.3. Competitor-Owned Equipment

Competitors can bring their own controllers to be used during the MCS. All controllers must first be reviewed and approved by Event Officials prior to use during an Event.

Competitors may not have possession of any personal communication devices (e.g., smartphones, tablets, or other items capable of mobile communications, etc.) while they are actively engaged in a match. Event Officials will provide a storage area for all personal items.

5. ADDITIONAL COMPETITOR REQUIREMENTS FOR LIVE EVENTS

Competitors competing in a Live Event are required to adhere to the following:

- Competitors that choose to stream their matches must utilize a minimum ten (10) minute delay.
- Attend Media Day prior to each Live Event.
- Be available for an interview with the MCS broadcast crew for at least thirty (30) minutes following the end of each Live Event day.
- Winners from a Live Event may also be required to participate in a media session for up to one (1) hour following the end of the competition.
- Competitors should confirm the result of each match and describe any technical issues that occurred during the match to the Event Officials as soon as the match concludes.
- Competitors will be expected to be ready to begin match play at the scheduled times. If a hardware or software failure or other unexpected incident occurs in the game, both Competitors in the affected match are responsible for alerting an Event Official of the incident immediately.

6. PARTICIPATION IN LIVE EVENTS

6.1. Travel to Live Events

EA may provide travel accommodations at EA's expense for some Competitors who qualify (or are invited) to compete in a Live Event. For Competitors with travel expenses paid by EA, the selection of transportation carriers, hotels, and/or related transfers, will be at EA's sole discretion. EA reserves the right to provide ground transportation instead of airfare based on a Competitor's travel distance from a Live Event. If a Competitor requests special travel or accommodation plans, such as different travel dates, different carriers, or departure/arrival cities other than the designated city for the tournament, and if the cost of the special travel request exceeds that of the standard tournament travel plans, EA may require the Competitor to cover the difference in cost.

Receiving travel accommodations is contingent upon compliance with these Official Rules. In the event a Competitor is disqualified, or travel is forfeited for any reason, EA may award that Competitor's transportation, accommodations, current placement in the Event, and/or the prize associated with Competitor's current placement to an alternate player.

Incidentals for travel, including, without limitation: telephone calls, facsimile charges, Internet charges, spa/beauty salon services, laundry, tours/excursions, gift shop purchases, hotel processing fees, airline service charges and any other expenses not mentioned in these Official Rules are the sole responsibility of the Competitor or parent/guardian, and the Competitor may be asked to account for any such incidental charges by providing the applicable hotel with a credit card. Hotel and airfare cannot be used separately. Travel and accommodations are subject to availability and certain restrictions. Any extra nights' stay and any additional costs associated with an extended stay are the sole responsibility of the Competitor and his or her parent/guardian. Valid passport and/or other travel documentation may be required, which is the responsibility of each Competitor. Additional restrictions may apply.

6.2. Declaration of Eligibility and Request for Biographical Information

In order to participate in Live Events, receive travel accommodations to in-person Live Events, and/or receive equipment from EA to participate in online-only Live Events, Competitors must sign a Declaration of Eligibility and complete the Request for Biographic Information. Declaration of Eligibility will be sent to Competitors at the email addresses associated with the EA Accounts used to register for Events as described in **Section 2** of these Official Rules. If a Competitor does not complete and return the Declaration of Eligibility and Request for Biographic Information

within two (2) business days of attempted notification, fails to sign and/or return the Declaration of Eligibility within the required time period, refuses travel, is ineligible to accept travel, or is unavailable to travel during the required dates listed in Event Rules for the specific Event, the Competitor forfeits travel accommodations, as well as their place in the respective Event.

If a Competitor is a minor in his or her territory of residence, the Competitor's parent or legal guardian will be required to sign all necessary documents to accept travel and must accompany the Competitor to the Live Event. In these instances, travel accommodations will include additional airfare for one (1) parent or legal guardian. Competitor and parent/legal guardian must travel together on the same itinerary and will share hotel accommodations.

6.3. Background Checks

In order to participate in a Live Event, potential prize winners may first be required to submit to a background check and provide the necessary information that EA requests to be eligible to receive a prize. EA reserves the right, in its sole discretion, to disqualify any potential winner based on such background check if EA determines, in its sole discretion, that awarding a prize to such winner might reflect negatively on EA.

7. ENFORCEMENT

EA Accounts, the leaderboard, and match data may be audited, including for malicious behavior and cheating. Any Competitor may be disqualified immediately from the MCS and related competitions, at the discretion of EA or its designees, for any reason, including for any failure to comply with the User Agreement, Privacy and Cookie Policy, and these Official Rules, including the Code of Conduct at **Appendix A**, which may include but is not limited to:

- using any cheats, hacks or other third-party "helper" applications;
- intentionally disconnecting from the Internet during an Event;
- colluding with other Competitors (as further described in **Appendix A2**);
- taking advantage of known exploits in the Game (it is the responsibility of players to understand and avoid all current illegal exploits); or
- abusive or disorderly behavior, including any use of harassing, negative, or profane language online.

EA, in its sole discretion, reserves the right to restart any match at any time and/or disqualify any Competitor at any time, for any reason, including but not limited to tampering with the entry process or the operation of the MCS, or acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner and reserves the right to void all associated entries. EA's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

8. PRIZES

Prize amounts for Events that award prizes are detailed in **Appendix B**.

EA will also award one (1) MCS competitor with the EA Positive Player Award. Eligibility, nomination, voting, and award information for the EA Positive Player Award is detailed in **Appendix F.**

8.1. Prizes Terms and Conditions

Prizes are not transferable. No substitution of prizes for other goods and services is permitted, except that EA reserves the right to provide a substitute of approximately equal or greater value if an advertised prize is unavailable or not allowed by local law. All federal, state, provincial and local taxes, and international tariffs are the sole responsibility of the individual winner.

Potential winners will be required to complete, sign, and return a Prize Winner Declaration and Release within ninety (90) days of completion of the applicable Event to claim a prize. If a potential winner fails to sign and/or return the Prize Winner Declaration and Release, refuses the prize, or is ineligible to accept the prize, the potential winner forfeits the prize.

Failure to communicate banking information or delivery method to the prize distribution vendor in a timely manner may result in forfeiture of the prize. If a potential winner is a minor in their territory of residence, the potential winner's parent or legal guardian (as required by law) will be required to sign all necessary documents upon verification of identification. Receiving a prize is contingent upon compliance with these Official Rules. In the event a potential winner is disqualified, or the prize is forfeited for any reason, EA retains the discretion to donate the applicable prize to a charity of EA's choosing. Potential winners may be required to provide a valid shipping address to claim a prize. Allow up to three (3) months for delivery of prizes.

In the event EA cancels or suspends the MCS pursuant to **Section 2.3** above, prizes will be awarded for all Events prior to such cancellation or suspension.

9. GENERAL TERMS

Nothing in these Official Rules shall be deemed to exclude or restrict any Competitor's statutory rights as a consumer.

9.1. Personal Information

By participating in the MCS, Competitors acknowledge that EA will process their personal information (including name, address, date of birth, EA Account Name, email address, Supported Platform username, and country of residence) (collectively, "Personal Information") in accordance with the EA Privacy and Cookie Policy, available at https://privacy.ea.com for the purposes listed therein. If Personal Information has been collected from Competitors by another organizing entity, Competitors agree to the organizing entity transferring such Personal Information to EA.

Personal Information will be used and processed as described in the Privacy and Cookie Policy, including, but not limited to, for the purposes of:

- Organizing, running, and monitoring the MCS and prize fulfillment, including for Competitors that win a prize, publishing Competitor names and countries of residence online or in any other media in connection with the MCS, as described further below;
- Announcing player demographics, along with gameplay statistics, as part of the Event broadcast commentary;
- Sharing Personal Information with designated MCS operators and/or administrators, including for booking travel and soliciting feedback on the MCS, gameplay and features of EA game titles;
- Promotional and marketing materials that may reference Personal Information; and
- Other purposes to which Competitors consent.

Personal Information will be processed in the United States and potentially other countries in which EA, its subsidiaries, or third party agents operate. By entering the MCS, Competitors consent that their Personal Information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in their country of residence or citizenship, as further explained in the Privacy and Cookie Policy.

Competitors have the right to access, withdraw, and correct their Personal Information, to the extent provided by applicable law. Competitors may request such action by visiting EA's Privacy Portal, https://www.ea.com/privacy-portal.

Please note that EA may request background investigations for Competitors that EA invites to Live Events. EA may request Competitor consent and provide details about such investigations, if applicable and necessary.

The organizing entity for the MCS, if applicable, will be considered a data controller for the database containing the Personal Information submitted by Competitors. Please refer to the privacy policy of such organizing entity for details regarding how your data is processed and your rights with respect to it.

9.1.1. Applicability of User Agreement and Privacy and Cookie Policy

If there is any conflict between these Official Rules and the Privacy and Cookie Policy or the User Agreement, then the Privacy and Cookie Policy or User Agreement, as applicable, will control.

9.2. Release and Publication of Player Information

9.2.1. Winner's List

EA will post a winner's list on the Tournament Site after all winners are confirmed within two (2) weeks after the end of each Event. This list will remain posted at least for three (3) months after the end of the MCS.

9.2.2. Grant of Rights

Competitor grants to EA and the NFL Entities the right to publish and otherwise use Competitor's statistics and rankings in connection with the MCS for any purpose, including for marketing and promotional purposes, without consent or compensation to Competitor.

By accepting a prize, Competitor grants to EA and the NFL Entities the right to use their Personal Information and any other information provided by Competitor, without further consent or compensation to Competitor, for the administration, marketing and promotion of the MCS, EA, and/or the Game, unless otherwise noted below:

- Background Information: full name, country of residency, age, Supported Platform Username (e.g., Xbox Live Gamertag, PSN ID, EA Account ID)
- Social Media Information: Twitter handle, YouTube channel, Twitch account, Discord username, Instagram username
- Photos: Any photos provided by Competitor to EA or photos of Competitor taken onsite at a Live Event
- Other Information for Event Officials only: shirt size, dietary restrictions, mobile phone number
- Any Other Biographical Information Provided by Competitor (e.g., favorite professional sports teams players)

9.2.3. EA Account Information

Competitors acknowledge and agree that EA may provide their Account Information (name, Online ID, age, country, game play stats and scores, and email address) to Challengermode AB for the purposes of administering any and all Events, including without limitation that the Challengermode AB may contact Player by email and/or other means.

9.3. Governing Law; Release of Liability

9.3.1. EA's Decisions

EA's decisions will be final and binding on all matters related to the MCS.

9.3.2. Governing Law

To the extent permissible by local law, the MCS is governed by the laws of the State of California and all claims must be resolved in the United States.

9.3.3. Release

To the extent permissible by law, Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with the MCS or any MCS-related activity, or the receipt, acceptance, possession, use or misuse of EA-provided travel or any prize won.

Competitor irrevocably waives all claims against the National Football League, its member professional football clubs, NFL Ventures, Inc., NFL Ventures, L.P., NFL Properties LLC, NFL Enterprises LLC and each of their respective subsidiaries, affiliates, shareholders, officers, directors, agents, representatives and employees and agrees that the NFL Entities will have no liability or responsibility for any claims, damages, obligations, losses, injuries, costs or debt, and expenses (including but not limited to attorney's fees) claimed to be caused by participating in the

MCS or the acceptance, possession, shipping and handling, loss, use or misuse of any prize awarded. The NFL Entities have not offered or sponsored the MCS in any way.

9.3.4. For Residents of the United Kingdom

Notwithstanding any other provision herein, to the extent allowable under applicable law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with the MCS or any MCS-related activity or the receipt, possession, use or misuse of any prize won, except with respect to claims resulting from death or personal injury arising from EA's negligence and with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law.

9.3.6 For Residents of Australia

Notwithstanding any other provision herein, to the extent allowable under applicable law and subject to and without excluding, restricting or modifying any rights or remedies to which the Competitor may be entitled as a consumer under the consumer guarantee provisions of the Australian Consumer Law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with the MCS or any MCS-related activity or the receipt, possession, use or misuse of any prize won.

10. COMMERCIAL RIGHTS

All commercial rights (including, without limitation, all marketing, and media rights) relating to the MCS are reserved for EA.

Competitors shall not associate themselves with the MCS and/or EA in any commercial manner, nor use any intellectual property rights of EA, nor shall they permit any third parties to do so, without the prior written consent of EA, which may be granted or withheld at EA's sole discretion.

Any Competitor or a Competitor's sponsor wishing to engage in any promotional or marketing activities with respect to the MCS, including at any MCS tournament venue, will need prior written consent from EA, which may be granted or withheld at EA's sole discretion.

The recording and dissemination of images or footage of the MCS for commercial purposes by or on behalf of any Competitor is strictly prohibited, except when explicitly authorized by EA.

11. LIMITATION OF LIABILITY

EA is not responsible for: (i) inaccurate information, whether caused by entrants, typographical errors, or equipment or programming associated with the tournament; (ii) technical failures, including without limitation, network malfunctions, interruptions, or disconnections; (iii) unauthorized intervention in the entry process of the tournament; (iv) technical or human error in the administration of the tournament or the processing of registrations; (v) late, lost, undeliverable, erroneous, damaged or stolen mail or electronic communications; (vi) ineligibility for any reason, including entrant's misunderstanding of the Official Rules and requirements or the entry process.

APPENDIX A: CODE OF CONDUCT

This Code of Conduct applies to all Competitors at all levels of the MCS unless otherwise specified. EA reserved the right to levy penalties, sanction or disqualify any Competitor, for violations of this Code of Conduct in its sole discretion.

A1. Competitor Behavior
Competitors are some of the best and highest profile players in the world and are therefore ambassadors of the MCS and as held to a high standard by EA, the public, and the media. Competitors must conduct themselves in accordance with commonly accepted standards of decency, social conventions and morals, and to not commit any act or become involved in any situation or make any statement which brings disrepute, contempt, scandal, ridicule, or disdain to the Competitor, EA, the MCS, or to its Competitors and sponsors.

These requirements apply to live, offline, and online interactions, in and out of the MCS, including with respect to social media conduct and activity on live streams, past conduct and during Live Events. All Competitors are expected to adhere to these standards of sportsmanship and the EA Rules of Conduct, available at https://terms.ea.com, at all times, including when not participating in EA sanctioned events.

Competitors must maintain an appropriate level of respect, in EA's sole judgment, towards other Competitors, referees, officials, event staff, and tournament administrators (collectively, "Event Officials"). Threatening or inappropriate behavior towards Event Officials and/or other Competitors will not be tolerated. Competitors must follow the instructions of Event Officials at all times.

Prohibited conduct includes, but it not limited to:

- Violating any law, rule or regulation, as determined by EA in its sole discretion;
- Using any software or program that damages, interferes with or disrupts an EA service or another's computer or property;
- Using any external software designed to give the Competitor an unfair advantage;
- Interfering with or disrupting other Competitor's participation in the MCS;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, including making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Using vulgar or offensive language;
- Physical abuse, fighting, or any other threatening action directed at any Competitor, spectator Event Official, or any other person;
- Damage and/or abuse to game devices, hardware, and peripherals, tournament equipment, or the facility/venue/lodging;
- Publishing, posting, uploading, or distributing content, or organizing/participating in any activity, group or guild that EA reasonably determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit and/or exploitive, infringing, privacy-invasive, vulgar or otherwise inconsistent with the goodwill of EA or the NFL, offensive, indecent or unlawful;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposefully breaking a game station, interrupting the power supply, leaving a station before the conclusion of a match, referring to play, and abuse of in-game pausing;
- Failure to cooperate with safety and security requirements, such as metal detectors and bag searches;
- Failure to follow instructions given by Event Officials and security personnel;
- Logging into the provided game devices with a personal account or playing any game other than the copy of the Game provided for use in the tournament;
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of a Live Event, as well as any promotional activities reasonably requested by EA or other sponsor;
- Competitors watching video streams and/or listening to live coverage of their own match while the match is still in progress;
- Carrying out any third-party promotional activity in connection with the MCS unless approved in advance in writing by EA;
- Using exploits, cheats, undocumented features, design errors or bugs in the MCS;

- 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;
- Playing on behalf of another Competitor, or allowing someone else to play on Competitor's behalf, in any competitive game mode;
- Gambling, including betting on the outcome of MCS matches;
- Disclosing confidential information provided by EA or any of its affiliates;
- Communicating with anyone other than Event Officials in any way during an MCS match until the Competitor is eliminated;
- Accepting or giving gifts, bribes, rewards or compensation for services that are rendered in connection with competing in the MCS (with an exception for Competitors with sponsors who pay them based on their performance);
- Causing or contributing to scandal, reputational harm or risk to the integrity and reputation of the MCS or EA;
- Engaging in any other activity that significantly disturbs a peaceful, fair and respectful gaming environment of the MCS;
- Failure to attend a Live Event at the applicable date(s) and time(s) posted on the Tournament Site or otherwise communicated to Competitors by tournament sponsor or staff; and
- Promoting, encouraging or taking part in any prohibited activity described above.

A2. Collusion and Match-Fixing Policy
Any action or agreement to disadvantage other Competitors to predetermine the outcome of a match, to try to lose a match, to affect the fairness of the MCS, or to limit efforts to win a match is strictly prohibited.

Any Competitors determined by EA to be violating this rule at any phase in the MCS may be removed from the MCS. Such Competitors may be forced to forfeit or return any compensation and/or prizes and may have their EA and/or Game accounts suspended.

Examples of collusion include, but are not limited to:
- Intentionally losing a match for any reason at any portion of an Event;
- Playing on behalf of another Competitor, including using a secondary account, to aid them during any portion of an Event;
- Any form of match-fixing or communication with other Competitors related to match play or strategy;
- "Soft play", defined as a Competitor not giving their best effort or not taking reasonable and fair actions to gain advantages against their opponent(s) in a match;
- Agreeing to split prize money; and
- Allowing an opponent to score more or less points than they normally would to impact the rankings.

A3. Drug & Alcohol Policy
Competitors may not be under the influence of drugs or alcohol while participating in the MCS. Competitor use of alcohol or drugs is prohibited on any Live Event premises.

Smoking, including the use of e-Cigarettes and vaporizers, is prohibited during any Live Event except in designated areas. Some Live Event venues may ban smoking entirely.

A4. Dress Code
Competitors who compete in Live Events must wear attire that is appropriate under the circumstances (as determined by EA). EA and the NFL Entities will provide apparel that must be worn by Competitors during certain Live Events and/or apparel guidelines with details on what apparel would be considered acceptable at Live Events ("Apparel Guidelines"). Personal apparel choices must be submitted to EA according to the process defined in the Apparel Guidelines and approved in order to participate in Live Events. Failure to comply with the Apparel Guidelines could result in penalties as outlined in **Appendix A6**.

Competitors shall not wear, carry, or bear any items of a political nature, or which in EA's opinion cause controversy or reflect unfavorably upon EA, its partners, or the MCS.

Competitors shall not carry out any promotional activity or marketing of brands and services in connection with the MCS unless otherwise approved in writing by EA.

A5. Reporting Violations
To report a potential breach of these Official Rules, please email maddenleagueops@ea.com.

A6. Penalties
Violation of these Official Rules or Event Rules may, at EA's discretion, result in penalties, disqualification, change in match results, loss of winner status, and/or forfeiture of prizes. All decisions and rulings of EA or Event Officials relating to the MCS are final and binding. EA reserves the right to penalize any Competitor in the Competition at any level, at any time, for any reason. Penalties may include, but are not limited to, any or all of the following:

- Warning
- Reprimand
- Forfeiture of single game
- Forfeiture of all games
- Reduction in points scored
- Loss of awards (including prize money and paid travel expenses)
- Loss of points
- Temporary or permanent suspension from the MCS
- Disqualification from the MCS and future competitions
- Forfeiture of any registration fees to participate in an Event
- Loss of future prize money
- Suspension of one (1) or multiple game accounts for the EA service(s) used by the Competitor
- An enforced 5-yard penalty (multiple enforcements allowed)
- Clock runoff for a specified amount of time
- Loss of down and a specified number of yards
- Loss of possession (i.e. forced punt)
- Disqualification of leaderboards that serve as qualifiers for Events

EA also has the right to publicly announce penalties that have been levied on Competitors, and such Competitors waive any right of legal action against EA, and/or any of its affiliates.

A7. Competitor Sponsorship
Competitors in the MCS may acquire and work with promotional sponsors. Promotional sponsorship is limited, however, to exclude certain categories and industries. If the promotional sponsor falls under one of the below categories, the Competitor may not display or promote the sponsorship in conjunction with EA, its partners, or the MCS that offer or are associated with:

- Gambling, wagering, or lottery products or services including but not limited to sports betting, fantasy sites gambling or similar websites or services;
- Alcohol, tobacco, prescription drugs, restricted drugs and/or similar products or paraphernalia;
- Firearms or any type of weapons;
- Pornographic or any sexually explicit or adult material;
- High fat, salt, or sugar foods and drinks;
- Political ads or otherwise promoting a political agenda;
- Cryptocurrency companies and/or websites promoting/relating to the trade of cryptocurrency;
- Illegal products or services, or content that otherwise violates any applicable laws in the territories where the Game is available;
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands;
- Direct competitors of the NFL's Official Marketing Partners;
- Anything that is detrimental to EA's business (e.g., hacking, gold services, account/coin selling, etc.)
- Anything that is inconsistent with the ESRB, PEGI, OFLC, USK or applicable rating(s) of the Game in a given territory.

The list is illustrative and non-exhaustive. EA reserves the right to add or remove any product or service from the list at any time without notice.

A8. Stage and Player Names
Competitors will be asked to select a unique username during the registration process. This username will be used to identify Competitors during any Live Events. This username can be the same as their EA Account ID, PSN ID or XBL Gamertag, but is not required to be the same. The username must be unique from other Competitor names and must not be deemed vulgar by EA and its affiliates. Usernames must not: (a) infringe on a third party's intellectual property rights; or (b) violate the law, EA's User Agreement or a third party's right of privacy or right of publicity.

A9. Glitches
Any attempt to glitch the game in order to gain an advantage is prohibited.

Procedure After a Glitch Penalty: In the event that a tournament administrator determines that a penalty was caused by an unauthorized glitch, one or more of the following actions will be taken to return the game to a fair state depending on the result of the play. All Competitors will be given guidance on how to handle penalties once they have advanced to the online Elimination Phases of the tournament.

- If the ball wasn't advanced by the offense OR the result of the play was in favor of the defense (turnover, sack, defensive TD), then the offense will be forced to decline the penalty (in the end, the penalty for a glitch is a loss of down).
- If the ball was advanced by the offense, then the offense will be forced to take penalties until they are equal or behind the line of scrimmage at the start of the play where they intentionally glitched (in the end, the penalty for a glitch is a loss of down).

A10. Conceding a Match
Competitors are discouraged from conceding matches during the MCS. Concessions will be allowed without penalty in emergency situations as well as situations that do not impact the placement of other Competitors outside of the current match.

APPENDIX B: PRIZES

All amounts are in USD.

B1. MCS Open Qualifiers

A total of One Hundred Fifty Thousand United States Dollars (USD $150,000) will be awarded to Competitors based on their final placement in MCS Open Qualifiers as detailed below:

Twenty-Five Thousand United States Dollars (USD $25,000) will be awarded in total to Competitors based on the following final placement in the Single Elimination Phase of each MCS Open Qualifier.

Placement	Prize
1st - 2nd Place	Advancement to Live Final Phase
3rd - 4th Place	$4,500
5th - 8th Place	$2,000
9th - 16th Place	$1,000

Twenty-Five Thousand United States Dollars (USD $25,000) will be awarded in total to Competitors based on the following final placement in the Live Finals of each MCS Open Qualifier.

Placement	Prize
1st Place	$15,000 + Qualification to Madden Bowl
2nd Place	$10,000

Additionally, for the Live Finals, up to two (2) Competitors will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor's residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA's discretion), hotel accommodations for up to three (3) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an ARV of One Thousand United States Dollars (USD $1,000). Actual value may vary based on travel fare fluctuations and the distance between departure and destination. Winner will not receive the difference between actual value and ARV.

B2. MCS Pro League

A total of Eighty-Four Thousand United States Dollars (USD $84,000) will be awarded in total to Competitors based on the following final placement and performance in the MCS Pro League.

Placement	Prize
1st - 4th Place	Advancement to Pro League Playoffs
5th Place	$18,000
6th Place	$15,000
7th Place	$13,000

8th Place	$10,000

For each match a Competitor wins in the MCS Pro League (excluding the MCS Pro League Qualifier and MCS Pro League Playoffs), such Competitor will receive One Thousand United States Dollars (USD $1,000) for a maximum of twenty-eight (28) match wins.

Additionally, for the Live Finals of each Pro League Event, up to eight (8) Competitors will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor's residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA's discretion), hotel accommodations for up to four (4) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an ARV of One Thousand United States Dollars (USD $1,000) per event. Actual value may vary based on travel fare fluctuations and the distance between departure and destination. Winners will not receive the difference between actual value and ARV.

B3. MCS Pro League Playoffs

One Hundred Sixteen Thousand United States Dollars (USD $116,000) will be awarded in total to Competitors based on the following final placement in the MCS Pro League Playoffs.

Placement	Prize
1st Place	$40,000
2nd Place	$30,000
3rd Place	$24,000
4th Place	$22,000

B4. Madden Bowl
Four Hundred Thousand United States Dollars (USD $400,000) will be awarded in total to Competitors based on the following final placement in the Madden Bowl.

Placement	Prize
1st Place	$100,000
2nd Place	$60,000
3rd - 4th Place	$40,000
5th - 8th Place	$25,000
9th - 14th Place	$10,000

Additionally, up to fourteen (14) Competitors will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor's residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA's discretion), hotel accommodations for up to five (5) nights (near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an ARV of Three Thousand United States Dollars (USD $3,000). Actual value may vary based on travel fare fluctuations and the distance between departure and destination. Winners will not receive the difference between actual value and ARV.

APPENDIX C: TOURNAMENT FORMAT & SCORING

C1. Elimination Phase

C1.1 Elimination Phase

The Elimination Phase will consist of two (2) brackets.

The first bracket ("Stage One") will contain up to five hundred twelve (512) Competitors and played until thirty-two (32) Competitors remain.

The second bracket ("Stage Two") will contain sixty-four (64) Competitors and be played until two (2) Competitors remain.

Stage One will consist of Competitors ranked between 33rd place and 544th place in the Ladder Play phase. The first round of Stage One will be arranged for the best available ranked Competitor to compete against lowest ranked Competitor in each round of the bracket using the assumption that a Competitor with the best placement in the Ladder Play phase would win any given match. Competitors acknowledge and agree placement in the bracket will not be changed between rounds in Stage One.

Stage Two will consist of Competitors ranked between 1st place and 32nd place in the Ladder Play phase and the thirty-two (32) Competitors that were not eliminated in Stage One. The first round of Stage Two will be arranged for the best available ranked Competitor to compete against the lowest ranked Competitor in each round of the bracket using the assumption that a Competitor with the best placement in the Ladder Play phase would win any given match. Competitors acknowledge and agree placement in the bracket will not be changed between rounds in Stage Two.

C1.2 Double Elimination Phase

The Double Elimination Phase will consist of a single bracket and will contain up to two hundred fifty-six (256) Competitors for the Pro League Qualifier and up to one hundred twenty-eight (128) Competitors for the LCQ.

For the Pro League Qualifier the upper bracket will consist of Competitors ranked between 1st place and 256th place in the Ladder Play Phase. For the Last Chance Qualifier the upper bracket will consist of Competitors ranked between 1st place and 124th place in the Ladder Play phase. The first round of the bracket will be arranged for the best available ranked Competitor to compete against the lowest ranked Competitor in each round of the bracket using the assumption that a Competitor with the best placement in the Ladder Play phase would win any given match. Competitors will not be eliminated upon losing a match in the upper bracket and then will be moved to the lower bracket and continue to play until losing a match in the lower bracket.

For the Pro League Qualifier the Double Elimination Phase will end when four (4) Competitors remain. This will consist of two (2) Competitors in each the upper and lower brackets.

For the LCQ the Double Elimination Phase will end when the last remaining Competitor in the upper bracket has defeated the last remaining Competitor in the lower bracket or when the last remaining Competitor in the lower bracket has defeated the last remaining Competitor in the upper bracket twice.

C2. MCS Points

In addition to the cash prizes detailed in **Appendix B**, Competitors participating in EA Majors will receive MCS Points corresponding to their final placement at the EA Majors during which they were earned, as detailed below.

MCS Points serve as a leaderboard for the MCS and determine the final seeding for Competitors who qualify to compete in the Madden Bowl.

<u>MCS Points Awarded at the Conclusion of the Single Elimination Phase</u>

MCS Open Qualifiers

Placement	MCS Points
1st – 2nd place	Advance to Live Finals*
3rd - 4th place	550
5th - 8th place	450
9th – 16th place	400
17th – 32nd place	350
33rd – 64th place	300
65th – 96th place	200
97th – 160th place	150
161st – 288th place	100
289th – 544th place	50

*All Competitors who advance to a Live Finals would receive points based on their final placement in the Live Finals phase, as detailed below:

MCS Points Awarded at the Conclusion of Live Finals

MCS Open Qualifiers

Placement	MCS Points
1st place	900
2nd place	700

C3. Mercy Rules

If the following conditions are met during a match, at the sole discretion of the Event Officials, a match may be ended early and victory awarded to the Competitor with the score advantage in the interest of continuing the MCS in a timely manner.

- A Competitor has a thirty-two (32) or greater point lead at the end of the first half.
- A Competitor has a twenty-five (25) or greater point lead AND the losing Competitor has had at least one opportunity to possess the ball for a full drive in the second half.
- A Competitor has a twenty-four (24) point lead with possession of the ball AND the losing Competitor has had at least one (1) opportunity to possess the ball for a full drive in the second half.

C4. Tiebreakers

C4.1 Pro League Qualifier - Leaderboards

Ties on the leaderboard will be broken in the following ways:

- If the win-loss differential is tied, the Competitor with the most matches played will receive the higher ranking on the leaderboard.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and all tied players will receive seeding into the Double Elimination Phase then seeding will be determined by point differential for each Competitor.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and point differential and all tied players will receive seeding into the Double Elimination Phase then seeding will be randomly determined for each Competitor.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and point differential and there are fewer remaining positions in the Double Elimination Phase than there are tied Competitors a series of tiebreaking matches will be played between tied Competitors to determine which Competitor(s) will advance to the next phase.

    - Tiebreaking matches will only be played between Competitors that have played at least fifteen (15) matches during the Ladder Play phase.

C4.2 MCS Open Qualifiers - Leaderboards
Ties on the leaderboard will be broken in the following ways:

- If the win-loss differential is tied, the Competitor with the most matches played will receive the higher ranking on the leaderboard.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and all tied players will receive seeding into the Single Elimination Phase then seeding will be determined by point differential for each Competitor.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and point differential and all tied players will receive seeding into the Single Elimination Phase then seeding will be randomly determined for each Competitor.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and point differential and there are fewer remaining positions in the Single Elimination Phase than there are tied Competitors a series of tiebreaking matches will be played between tied Competitors to determine which Competitor(s) will advance to the next phase.
    - Tiebreaking matches will only be played between Competitors that have reached the minimum match threshold during the Ladder Play phase.

C4.3 Last Chance Qualifier - Leaderboards
Ties on the leaderboard will be broken in the following ways:

- If the win-loss differential is tied, the Competitor with the most matches played will receive the higher ranking on the leaderboard.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and all tied players will receive seeding into the Double Elimination Phase then seeding will be determined by point differential for each Competitor.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and point differential and all tied players will receive seeding into the Double Elimination Phase then seeding will be randomly determined for each Competitor.
- If two (2) or more Competitors are tied on win-loss differential and total matches played and point differential and there are fewer remaining positions in the Double Elimination Phase than there are tied Competitors a series of tiebreaking matches will be played between tied Competitors to determine which Competitor(s) will advance to the next phase.
    - Tiebreaking matches will only be played between Competitors that have played at least eight (8) matches during the Ladder Play phase.

C4.4 MCS Points
In the event two (2) or more Competitors are tied for MCS points, ties will be resolved in the following order. If a tie is resolved resulting in fewer players tied, the tiebreaker will restart from the first criteria between all remaining tied competitors until no additional tie is able to be resolved.

- Tiebreaking match(es). (Applicable only in a tie that determines an invitation to the Madden Bowl)
- Head to Head Record during Live Events (only applicable in a 2-way tie)
    - This includes the MCS Open Qualifiers and Pro League.
- Highest Placement in MCS Open Qualifier: Zero Chill
- Highest Placement in MCS Open Qualifier: Most Feared
- Highest Placement in MCS Open Qualifier: Breakouts

In the event a tie is unable to be resolved by the above criteria Competitors will be randomly seeded amongst each other. The number of matches played will be determined by EA based on the total number of Competitors involved in the tie. If time does not permit a series of tiebreaking matches the final placements will be determined randomly by EA.

C4.5 Pro League

In the event two (2) or more Competitors are tied for total wins, ties will be resolved in the following order. If a tie is resolved resulting in fewer players tied, the tiebreaker will restart from the first criteria between all remaining tied competitors until no additional tie is able to be resolved.

- Head to Head Record during Pro League (only applicable in a 2-way tie)
- Total Wins in Pro League between all tied players, only counting matches played between tied players
- Total points scored minus total points allowed across all Pro League matches played between tied players
- Total points scored across all Pro League matches played between tied players
- Tiebreaking match(es)

In the event a tie is unable to be resolved by the above criteria Competitors will be randomly seeded amongst each other. The number of matches played will be determined by EA based on the total number of Competitors involved in the tie. If time does not permit a series of tiebreaking matches the final placements will be determined randomly by EA.

APPENDIX D: IN-GAME SETTINGS

D1. Settings Dictated by MUT Mode
Game settings are dictated by the MUT Competitive Play A Friend event and cannot be changed.

D2. Team Selection in Each Phase of an Event
For MUT Team selection will be handled by the MUT Competitive Play A Friend event. Competitors will select their teams prior to each phase of an Event (e.g., Online Ladders, Single Elimination, Double Elimination, Live Event).

D3. Lineup and Depth Chart Requirements
Lineups are managed through the Game's lineup screen.

D4. Restricted Items List

- As of August 10, 2026 there are no restricted items.
- EA reserves the right to add or adjust the list of restricted items (e.g., player items, playbooks, teams, etc.) at any time without prior notice to Competitors.

D5. Additional Gameplay Rules (

- Onside Kicks: Onside kicks are not allowed in the first half. A competitor may attempt an onside kick during the second half when they have fewer total points than their opponent.
- Excessive Offsides: Neither the offense or defense should purposefully go offsides with the intent of delaying the game nor exhibiting unsportsmanlike conduct. Intent is at the sole discretion of the tournament administration.
- Improper Audibles: Competitors may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt formations.

APPENDIX E: MATCH PROCESS

E1. Administration
Competitors will be briefed by designated referees and a tournament director who will have authority with respect to the operation and officiating of Live Events.

E2. Tournament Schedule
Matches will be assigned an estimated time to start, along with a check-in time given to the Competitors to be ready to play.

E3. Disconnections
The result of a Competitor's disconnection from a match depends on whether the disconnection was intentional. Whether or not a disconnection is deemed intentional or unintentional is at the sole discretion of the Event Officials.

- If a Competitor intentionally disconnects from the match and is not able to reconnect, that Competitor will incur a loss.
- If a Competitor unintentionally disconnects from the match and is not able to reconnect, Event Officials will determine if the match state can be restored. If the match cannot be restored, then the Event Officials will determine how to restart the game.

E4. Administrator Pause
At any time during a Live Event match, an Event Official may ask a Competitor to pause their game for any reason. Competitors are expected to follow this guidance promptly and within reason.

E5. Grace Period for Settings Check
Competitors have until the start of the second quarter of a match to report any settings that were configured incorrectly. If a Competitor's setting(s) was configured incorrectly, Event Officials will suspend the match, correct the setting(s), and then resume the match from the last match state.