

## EA Champions Cup Winter 2018

### Official Rules

This competition is sponsored by EA Swiss Sàrl, (“**Sponsor**” or “**EA**”), with principal business address at Place du Molard 8, 1204 Geneva, Switzerland. Sponsor, together with its affiliates, agents, representatives, assigns and successors in interest and licensees, are collectively referred to as “**Sponsor and its agents**”.

#### **NO PURCHASE NECESSARY.**

**ENTRANTS IN THIS COMPETITION MUST: (1) OWN OR HAVE ACCESS TO EA SPORTS™ FIFA ONLINE 4 (“FIFA Online 4”) AND HAVE CONNECTED TO THEIR VALID EA ACCOUNT BEFORE OCTOBER 24, 2018; (2) HAVE A VALID GAMERTAG OR PSN; AND (3) HAVE AGREED TO THE EA PRIVACY AND COOKIE POLICY AND USER AGREEMENT.**

1. **Eligibility:** EA Champions Cup Winter 2018 (the “Competition”) is open only to legal residents of *China, Indonesia, Malaysia, Singapore, South Korea, Thailand, Vietnam* who meet the minimum age requirements of 16 years old (were born no later than November 8<sup>th</sup>, 2002). Those who are employees of Electronic Arts Inc. or its affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies (“Sponsor and its agents”) or who are immediate family members or persons living in the same household of each such employee are not eligible. Subject to all applicable laws and regulations. Void where prohibited. By participating in the Competition, the participant signifies his or her full and unconditional agreement to these Official Rules.

2. **Timing:** The Competition begins on 8th of November 2018 at 12:00 KR local time and ends on 17th of November 2018 at 22:00 KR local time (the “Competition Period”). Administrator's computer is the official time-keeping device for the Competition. **IMPORTANT NOTICE TO ENTRANTS: ENTRANTS ARE RESPONSIBLE FOR DETERMINING THE APPLICABLE COMPETITION ENTRY PERIOD TIMES IN THEIR RESPECTIVE TIME ZONES.**

3. **How to Compete:** Qualify to participate in EA Champions Cup Winter 2018 via local publishers' methods: [Garena](#) (Indonesia, Malaysia, Singapore, Thailand, Vietnam participants), [Nexon](#) (South Korea participants), and [Tencent](#) (China participants) during the Qualification Period. EA will provide entrants with accounts for the purposes of this Competition only and entrants are required to log in to such accounts to compete. Any entrant may be disqualified immediately from this Competition and, at the discretion of the Sponsor or its designees from further EA online competitions, for any failure to comply with the EA User Agreement, Privacy and Cookie Policy or for any cheating, including:

- a. using any cheats, hacks or other 3<sup>rd</sup> party "helper" applications in playing games;
- b. intentionally disconnecting from the Internet during any game;
- c. colluding with other players in playing games; or
- d. taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits).

Abusive or disorderly behavior, including any use of harassing, negative, or profane language online, will not be tolerated and will also constitute grounds for immediate disqualification.

**4. Personal Information:** Nothing in these Official Rules shall be deemed to exclude or restrict any of the winner's or the entrant's statutory rights as a consumer.

By participating in the Competition, entrant consents to Sponsor processing their personal information (name, address, email, birthdate) in accordance with Sponsor's Privacy and Cookie Policy, available at <http://www.ea.com/privacy-policy> for the purposes of:

(a) Organizing, running and monitoring the Competition and prize fulfillment, including, if entrant wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online or in any other media in connection with the Competition, as described further in Section 7 below); and

(b) Any additional processing activities to which entrant consents.

Entrants acknowledge that personal information may be stored and processed for the purposes set out in the Privacy and Cookie Policy in the United States or any other country in which EA, its subsidiaries, or third-party agents operate. By entering the Promotion, you consent that your 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 your country of residence or citizenship.

EA participates in the U.S.-Swiss Privacy Shield Framework for the collection, use, and retention of data from Switzerland. While EA relies on various mechanisms to effectuate cross-border transfers, we continue to adhere to the Privacy Shield Principles of notice, choice, onward transfer, security, data integrity, access, and enforcement. To learn more about the Privacy Shield program, and to view our certification, please visit <https://www.privacyshield.gov/welcome>.

**5. Applicability of EA User Agreement and Privacy and Cookie Policy:** Your participation in the Competition is also governed by the EA User Agreement found at [www.ea.com](http://www.ea.com). If there is any conflict between these Official Rules and the EA Privacy and Cookie Policy and User Agreement, then the EA Privacy Policy and User Agreement will take precedence to the extent of that conflict.

**6. Winner Determination:** The winners will be determined based on the rules, more particularly described in Schedule 1.

**7. Notification:** The potential winners will be announcement on the last day of Competition, 17<sup>th</sup> of November 2018. Except where prohibited, each potential winner will be required to sign and return a Winner Declaration & Consent, which must be received by Sponsor, within 10 days of the date notice or attempted notice is sent, in order to claim his/her prize. If any potential winner cannot be contacted, fails to sign and/or return the Winner Declaration & Consent within the required time period, refuses the prize, is ineligible to win the prize, or prize is returned as undeliverable, potential winner forfeits prize. Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified, or the prize is forfeited for any reason, Sponsor will award the applicable prize to an alternate winner based on position on the leaderboard or ladder, as applicable, from among all remaining eligible Entries. Only three (3) alternative winners will be selected, after which EA retains the discretion to donate the applicable prize to a charity of Sponsor's choosing.

**8. Prizes:** The prizes for the Competition and the order in which they will be awarded are as follows: If for any reason an advertised prize is unavailable, Sponsor reserves the right to substitute a prize of equal or greater value. The odds of winning depend upon the number of eligible entries received and relative skill of entrants. Allow 8 weeks for delivery of prize(s).

|                          |                             |
|--------------------------|-----------------------------|
| First Prize:             | Cash prize of US \$100,000* |
| Second Prize:            | Cash prize of US \$55,000*  |
| Semi Finals (2 teams)    | Cash prize of US \$22,000*  |
| Quarter Finals (4 teams) | Cash prize of US \$7,000*   |
| Participants (4 teams)   | Cash prize of US \$3,000*   |
| Top Scorer               | Cash prize of US \$1,000    |
| Total Pool               | Cash prize of US \$240,000  |

\*Each prize will be divided within the team on its discretion

**9. FIFA ONLINE 4 Ranking Points:** In addition to winning prizes each player at EACC Winter 2018 will be awarded with Pro Points according to the distribution table, that can be found in [Appendix 1](#). The top 8 players who will earn the most accumulated FIFA ONLINE 4 Ranking Points across EA Champions Cup Winter 2018 and EA Champions Cup Spring 2019 will be eligible to compete in the EA SPORTS FIFA Global Series Playoffs on the Road to the FIFA eWorld Cup Final where the winner will be crowned the undisputed world champion of FIFA.

**10. General Terms:**

a. By participating in this Competition, each participant agrees:

(1) To the extent allowable under applicable law and to release and hold harmless Sponsor 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 this Competitions or any Competition-related activity or the receipt, possession, use or misuse of any prize won, except for residents of the United Kingdom with respect to claims resulting from death or personal injury arising from EA's negligence and for residents of the United Kingdom with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law;

(2) That EA's decisions will be final and binding on all matters related to this Competition;

(3) That EA has the right to publish and otherwise use your statistics and rankings in connection with the Competition, and for other related purposes (such as for marketing and promotional purposes) without further consent from or payment to you;

(4) That EA will be filming, recording, broadcasting and/or taking photographs ("**Broadcasting**") during the Competition. To the most extent permitted by

applicable laws, any and all intellectual property rights including but not limit to copyright, of any footage, video, audio, image and other content and product related to or generated from such Broadcasting belongs to EA. EA has the right to use, publish, display and broadcast your name, photograph, or other likeness or biographical information that you may provide, and any performance or statement you make concerning the Competition in any and all media, in perpetuity, for the purpose of trade, promotion and/or otherwise without notification or additional compensation, except where prohibited by law.

(5) That by accepting a prize, EA may use your name and place of residence online or in any other media, in connection with this Competition, without payment or compensation to the winner or anyone else, except where prohibited; and

(6) That by accepting a prize, EA may use your name and place of residence online or in any other media, in connection with this Competition, without payment or compensation to the winner or anyone else, except where prohibited; and

(7) This Official Rule shall be governed by the laws of the Republic of Korea, without reference to its choice of law rules to the contrary. Any dispute arising out of or in connection with this Official Rule, shall be referred to and finally resolved by arbitration administered by the Singapore International Arbitration Centre ("SIAC") in accordance with the Arbitration Rules of the SIAC for the time being in force, which rules are deemed to be incorporated by reference in this clause. The seat of the arbitration shall be Singapore. The Tribunal shall consist of 1 arbitrator. The language of the arbitration shall be English.

- b. EA reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Sponsor in its sole discretion. If terminated Sponsor may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Sponsor, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition or in an unsportsmanlike or disruptive manner and void all associated entries. **Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Sponsor reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Sponsor's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.**
- c. Winners are responsible for any applicable taxes on prizes.

**11. Winner(s) List:** Winner List requests will only be accepted after the end date of the Competition Period (listed above) and no later than **25 November 2018**. We will post the names of confirmed winners online after 17 November 2018 at publishers' websites: [Garena](#) (Indonesia, Malaysia, Singapore, Thailand, Vietnam participants), [Nexon](#) (South Korea

participants), and [Tencent](#) (China participants); and on official EA Champions Cup Winter 2018 website: [Korean](#) and [Chinese](#).

## SCHEDULE 1

### LIVE EVENTS RULES

All rules are subject to change, and changes may be posted without notice. The format of the Competition may also be changed without notice. It is each Player's responsibility to know and understand the rules as they exist the day of the tournament/play.

All games will be played on the computer with network accessibility and FIFA ONLINE 4. The publishers of EA FIFA ONLINE 4 from South Korea and China will select 3 teams to participate based on their local league and that of South East Asia will select 6 teams to participate based on their local leagues.

#### The Game

- The tournament will proceed with single-circle match(round-robin) among the group tournament and knock-out rounds for quarter-final, semi-final and final.

#### Tournament Format:

| Round                                   | Date    | Time             | Content                     | Method  |
|---|---------|------------------|-----------------------------|---|
| <b>Group Stage</b><br>(Seoul, Korea)    | Nov. 10 | 15:00<br>KR time | Group A, B, C, D<br>Match 1 | - 4 groups (3 teams in a group)<br>- Single round robin<br>- No extra time / No penalties<br>- Every player plays a game in a match<br>P1 vs P1<br>P2 vs P2<br>P3 vs P3<br>- Every game translates into points:<br><b>win-3/draw-1/lose-0</b><br>- Place within the group judging criteria is as follows:<br>1. Match points<br>2. Goal difference<br>3. More goals<br>4. Less warnings<br>5. Match point between the teams concerned.<br>6. If teams are still tie by the end of the groups, there is a sudden death match between aces player from each team. |
|   | Nov. 11 | 15:00<br>KR time | Group A, B, C, D<br>Match 2 |   |
|   | Nov. 12 | 17:00<br>KR time | Group A, B, C, D<br>Match 3 |   |
| <b>Quarter finals</b><br>(Busan, Korea) | Nov.16  | 17:00<br>KR time | 4 x Best of 3               | - Single bracket<br>- Best of 3<br>- Each game will can go to extra time/penalties  |

|                                      |        |                  |               |  |
|--------------------------------------|--------|------------------|---------------|--|
| <b>Semi finals</b><br>(Busan, Korea) | Nov.17 | 15:00<br>KR time | 2 x Best of 3 | - Single bracket<br>- Best of 3<br>- Each game will can go to extra time/penalties   |
| <b>Finals</b><br>(Busan, Korea)      | Nov.17 | 17:00<br>KR time | 1 x Best of 5 | - Winner stays<br>(Player stays until beaten; when beaten switches with next player from his team until all are eliminated)<br>- Best of 5 |

- The conditions of the tournament are as follows:
  - Only basic formations that are available on FIFA ONLINE 4 can be used.
  - Maximum number of FW is 4 players, DF - 5 players, MF – 5 players.
  - Statistics for strategy can be changed freely.
  - Auto player selection function can be used.
  - Players must not disturb the goalie in his/her turn to kick-off. If not followed, a warning will be given to the player.
  - A player can call a time-out (pause) for in-game player or strategy changes only during ball-off (Zone-out, foul situation, throw-in situation, the centre of the circle to restart the game situations, goal-kick situation). If violating this rule, he or she will receive one warning.
  - If a player misuses the ball to delay the match, he/she will receive one verbal warning under the referee's decision. If conducting it more than once, he/she will automatically forfeit the match (If a player receives a verbal warning, a verbal warning will be removed after the set ends).
  - If a chance of attack fails due to a systematic error during the penalty shoot-out, repeat the failing situation after changing the forward or defender and re-start the game.
  - If a player uses violent or offensive language via messenger, the player disqualified in accordance to the administration committee's decision.
  - Ceremonial actions deemed inappropriate after scoring will receive a warning in accordance to the administration committee's decision.
  - Players will be disqualified if they score on their own team's goal intentionally.
  - Unsportsmanlike behaviour can also be punished by match forfeit and disqualification.
  - Forfeiture will proceed as 0:5 despite the original score.
  - Disturbance in the game progress caused by systematic error will be handled in accordance to the decision of the administration committee.
  - There is no influence in the game when playing home or away.
  - Therefore, home or away side will be decided according to stage sides.
  - Quarter Finals: 1st ~ 4th place teams will play home.
  - Semi Finals/Finals: Coin flip decides home & away.
  - EA reserve the right to judge the rules in game.

### **Disruption in Connection During a Match**

- Players will be disqualified if he or she stops the connection during the game play intentionally.

- Under the following conditions, original scores will be kept, and the game play shall restart for the time left.
    - Disconnection due to electricity problem in the arena.
    - Inconsistent/Irregular gameplay during the play due to instability in the game program or PC system used for the competition.
    - Inconsistent/Irregular gameplay due to problems on the observer PC.
    - Match disturbance due to disturbance in crowds.
    - Inconsistent/Irregular gameplay within the game play time.
    - If inconsistent/irregular gameplay occurs to the defence, reproduce a penalty kick and the game will restart for remaining times.
    - If inconsistent/irregular gameplay occurs to the forward, the game will restart with the remaining time and proceed with a penalty kick situation.
    - During the match possession of the ball after the restart goes to the player who had possession before the game stop.
  - If inconsistent/irregular gameplay occurs on a penalty shoot-out situation after the game:
    - The game will restart and reproduce to the moment before irregular situation appeared.
  - If none of the conditions above are the reason for disconnection, the Sponsor will make the decision.
- \*Inconsistent/Irregular gameplay** – an occasion of gameplay lag caused by bug issue or hardware malfunction, network instability, server malfunction.

### **Case of Stopping a Match**

- Stop for switching the players is only allowed 2 times in the match.
- Participating teams may raise objections to the referee to stop the match officially in the circumstances listed below. However, if the objection made is judged to be false, the team will receive a warning:
  - Game Lag issue
  - Opponents have displayed inappropriate language
  - Disturbance by the audience
  - Lights in arena disturbs the players during the game play
- To raise objections, players must raise his or her hand to express the need to stop the game. If the Sponsor does not approve the reason for objection, the team will receive a warning.
- Game Lag issue:
  - If referee could clearly recognize the lag, referee will check with the other referee (opponent side).
  - When lag was recognizable on both PCs, both players must agree for restarting the match.
  - If opponent player doesn't agree to restart, match will be resumed from point of interruption.
  - If opponent player didn't feel any lag, player who raised issue can request for monitor frame test.
  - If there was no server or PC/monitor issue, player who raised issue will receive warning.
- If other situations that arise that are not listed above, the Sponsor holds the final decision.

### **Usage of Bug and Illegal Programs**

- It is understood that if at any time a player uses an illegal program, the player will be disqualified from the tournament immediately and banned from participating in any FIFA Online 4 related competitions that are hosted by EA for the duration of one year and the club's awards in EACC will be cancelled.
- Player cannot use any other external program besides the driver for hardware usage.
- Players must notify the management team if bugs are caught in the game.
- Players will be disqualified for usage of an unknown bug and the club's awards in EACC will be cancelled.

### **Participating teams**

- Qualified Player Composition and Requirements:
  - A qualified team consisting of three players who meet the minimum age requirements of 16 years old **(were born no later than November 8<sup>th</sup>, 2002)**.
  - Only registered players can participate in the game.
  - A team leader or a captain is required.
  - If a player is under the age of 18, the following three documents should be submitted to participate: (i) legal representative consent; (ii) copy of legal representative's ID card; and (iii) family relationship certificate.
  - Player's name on a personal profile will be written on English according to the Sponsor's guidelines.
  - A team shall not submit profile names or pictures inappropriate for broadcasting.
  - Players cannot be substituted with others for the matches.
  - Players who have caused the social criticism of e-Sports can be arbitrarily restricted from participating.
  
- Squad organizing method of participating players:
  - Each team must consist of 3 players.
  - Each team must attend the player draft to form the team.
  - There will be 2 stages in the draft.
  - 1<sup>st</sup> stage will have 12 draft rounds per team.
  - 2<sup>nd</sup> stage will have 2 draft rounds per team.
  - Players will choose an English name as the team name to be entered in the game.
  - Players are prohibited from recruiting the players from the tournament server. (Disqualified when offended)
  - Players are prohibited from strengthening the player cards on tournament server. (Disqualified when offended)
  - The administration committee shall make the final decision on disqualifications.
  
- Team Draft:
  - Each team will proceed to a team draft to select 23 players for one team.
  - Positions are divided into FW / MF / DF / GK.
  - The player pool will consist of player from following seasons (Crafting level):
    - a. LIVE season (+5)
    - b. NHD (+1)
    - c. TOTY (+1)
    - d. TB (+1)
    - e. TT (+1)



- Same team cannot choose 2 or more players with the same name from different seasons (TOTY C. Ronaldo + TT C. Ronaldo).
- Other teams cannot choose the same players within the season if the player has been already chosen (Only one TOTY C. Ronaldo in the draft).
- Other teams can choose the players with the same name from different season if the player is still available (Both TOTY and TT C. Ronaldo can be chosen by different teams).
- Players level will be set to maximum.
- The draft will be held in 2 stages. In the 1<sup>st</sup> stage each team will select 18 players within salary cap of 200. In the 2<sup>nd</sup> stage each team will select 5 extra players with no salary cap.
- Each team will select 1 in-game player in the rounds 1 to 4 and select 2 in-game players in the rounds 5 to 11.
- The time limit of draft rounds 1 to 4 for each team is 30 seconds, for the rest rounds in the 1<sup>st</sup> stage time limit will be 1 minute. If a team failed to pick players within the given time, the draft program will automatically switch over to the next draft round for the next team.
- There will be 12 rounds of draft in the 1<sup>st</sup> stage. In the 12<sup>th</sup> round, each team can choose rest of the in-game players (more than 2 players pick) to complete their squad in case they fail to pick players on time in the former rounds.
- One team can only have 18 in-game players in the 1<sup>st</sup> stage within the salary cap of 200, first 11 of which must fit under salary cap of 165.
- Each team must pick at least 1 goalkeeper in the 1<sup>st</sup> stage of the draft.
- The 2<sup>nd</sup> stage will have 2 rounds.
- In the 1<sup>st</sup> round each team will select 2 players within 60 seconds, in the 2<sup>nd</sup> round each team will select 3 players within 90 seconds.
- Each team must pick at least 1 goalkeeper in the 2<sup>nd</sup> stage of the draft.
- Team colour system, live boosts will not be applied.
- Level for a manager will be set to 100.
- All participating players are required to attend the lucky draw of draft order.
- The draft order will be proceeded as shown below:
  - Order of 1 → 12 and continue from 12 → 1, repeat
- In-game clubs picking is in reverse original draft order.
- Only club teams can be chosen as a team, same teams cannot be chosen.
- Account registration after the squad selection.
- All the players in one team will be provided with the same squad (each player can have an individual account from the E-Sports server).
- Players will be provided with English supported client from E-Sports Server.

### **Player Instructions**

- All participating players are obligated to appear on live broadcast of the Competition.
- All participating players must play in accordance with the rules to the best of their ability.
- All participating players must accept the results decided by deliberating committee members.
- All participating players are obligated to accept requests from the Sponsor for broadcasting / Interview / Additional PR in relation to the Competition, and support for collecting match data or other related materials for such purposes. In case that the player conducted inappropriately for broadcasting (such as absence, tardiness,

bad attire, inappropriate words and deeds, etc), acquired money prize can be forfeited.

- All participating players must wear the appropriate attire specified by the Sponsor.
- Players are not allowed to wear attire/accessories that disturb the broadcast.
- If a player's attire/accessories are deemed inappropriate, the player must rectify immediately to continue in the tournament.
- The player must arrive in the arena 60 minutes prior to his or her event to stand by.
- The player will receive a warning if not present in the arena 60 minutes prior to the game, unless the Sponsor has been notified in advance or excused for an emergency. If the player fails to present in the arena 60 minutes before the match starts, the player will receive two warnings.
- It is understood that if at any time a player leaves the arena without proper reason or does not participate in the game, the player will be disqualified from the tournament and banned from participating in any FIFA Online series related competitions for the next 1 year. However, players will be exempt from this rule under Sponsor approved conditions (unavoidable conditions including but not limited to natural disaster, death of immediate family members,).
- Player roster must be submitted to host & referee 1 hour prior to match start:
  - o Mid-match substitutions are not allowed.
  - o Only in case of player emergency, host will decide on mid-match substitution.
  - o When submitting the roster, playing order must be stated and players must play in that order without change during the match.
  - o Player roster can only be checked by host, referee and broadcasting supervisor.
- Players have maximum 3 minutes to set up their PC on stage before the match. (Will be monitored by the referee with a stopwatch and a countdown on stage's main screen)
- If a team cannot provide 3 players to participate the match, they will be given technical loss by 0:5 for the game.
- Communication related to the Competition (inquiry / complaint, etc.) should be proceed through the official broadcasting partner designated by Sponsor under accompany of Sponsor.
- Players must wear attire appropriate to the circumstances and location at which an event is taking place. This includes the award ceremony following final round, at which the winner must wear formal attire.
- Players shall not wear, carry or bear any items of a commercial, religious or political nature, or which in EA's opinion reflect unfavourably upon the EA Champions Cup Winter 2018, or EA nor carry out any promotional activity in connection with the EA Champions Cup Winter 2018 unless otherwise approved in writing by EA.

### **Warnings**

- The players will receive warning as follow:
  - If they do not follow instructions from the Sponsor
  - If they do not sit on a chair in the player's booth
  - If they disobey the referee's decision
  - If they use inappropriate language or behave inappropriately

- If players conduct any behaviours that can affect the match beside of all followings above, they might receive one warning. In the worst case, they might be forfeited from the match.
- Accumulated warnings mean as below:
 

| 1 Warning | 2 Warnings   | 3 Warnings    |
|-----------|--------------|---------------|
| N/A       | Game forfeit | Match forfeit |
- Game forfeit will result in loss by 0:5 score
- In case of Match forfeit all games will be counted as game forfeits
- Warnings accumulate for the whole team (3 players)
- Accumulated warnings will be reset after every match

### Referees

- Referees will be on site to monitor all gameplay. Referees will begin play and will record scores for each game.
- Referees will be identified by a special ID tag.
- The decision of a referee is final and binding.

### Drugs and Alcohol

- Use of drugs and alcohol is prohibited on the premises of, or during the attendance of, live events or tournaments, for the duration of the competitive tournament.
- Players must not be under the influence of drugs and alcohol while participating.
- Smoking is prohibited except in designated areas.
- Smoking in hotel rooms is strictly prohibited unless player has a smoking room.
- Any player who appears to violate the above terms under this clause may be sanctioned.

## APPENDIX 1

### FIFA ONLINE 4 RANKING POINTS

#### Overview

- **EA SPORTS™ FIFA ONLINE 4** Ranking Points will be distributed based on EA Champions Cup results only.
- Players will get **EA SPORTS™ FIFA ONLINE 4** Ranking Points based on the team performance as well as their individual matches.
- To respect the recency of performance, EA Champions Cup Spring 2019 will be given twice the amount of points.
- Individual players will be allocated in the **EA SPORTS™ FIFA ONLINE 4** leaderboards based on the aggregated points.
- Top 8 players from the **EA SPORTS™ FIFA ONLINE 4** Ranking Point will be invited to FIFA Global Series Playoff.

## Ranking Points

### Team Performance Point

- Individual players will get equal amount of points based on the team performance.

| Event                        | Winner | 2nd | Semi Finals | Quarter Finals | Groups |
|------------------------------|--------|-----|-------------|----------------|--------|
| EA Champions Cup Winter 2018 | 100    | 75  | 60          | 40             | 20     |
| EA Champions Cup Spring 2019 | 200    | 150 | 120         | 80             | 40     |

### Individual Performance Points

- Each player will get certain amount points based on the result of the game.
- The best scorer player will be awarded the 100 bonus points.

| Event                               | Description     | Results | Winning Points |
|-------------------------------------|-----------------|---------|----------------|
| <b>EA Champions Cup Winter 2018</b> | Group Stage     | Win     | 20             |
|                                     |                 | DRAW    | 10             |
|                                     | Knock-Out Stage | Win     | 20             |
|                                     | Best Scorer     |         | 50             |
| <b>EA Champions Cup Spring 2019</b> | Group Stage     | Win     | 40             |
|                                     |                 | DRAW    | 20             |
|                                     | Knock-Out Stage | Win     | 40             |
|                                     | BEST SCORER     |         | 100            |

### Tie-Breaker

If multiple players are tied in **EA SPORTS™ FIFA ONLINE 4** at the end of the EACC Spring 2019, then:

- The player who gained the most Ranking Points in the EA Champions Cup Spring 2019 will be considered the higher seed.

- If players gained the same amount of Ranking Points in the EA Champions Cup Spring 2019, then their final ranking at the EA Champions Cup Spring 2019 will be the second tie-breaker.
- If players are from the same team in EA Champions Cup Spring 2019, then the number of games won by that player in the EA Champions Cup Spring 2019 will be the third tie-breaker.
- Fair play - player with less warnings across 2 tournaments has will be considered higher seed (fourth tie-breaker).
- If players had the same wins record they will play a tie-breaker game. All tiebreaker-games will be played as single Best-of-1 Game (fifth tie-breaker).