



OFFICIAL RULE BOOK

February 2021

TITLE PARTNER



1. OVERVIEW

The Orange eLeague is organized in the context of the EA SPORTS FIFA 21 Global Series (the “**FGS**”) and is the official national qualification event on the road to FIFA eWorld Cup for the Grand Duchy of Luxembourg. The Orange eLeague is organized by the Fédération Luxembourgeoise de Football (the “**FLF**”) in cooperation with the Luxembourg Esports Federation (the “**LESF**”) (hereinafter together referred to as the “**Organizers**”) and officially licensed by Electronic Arts Inc. (“**EA**”).

The Orange eLeague is governed by the official rules of the Orange eLeague (the “**Official Rules**”) and the rules pertaining to the FGS are defined by EA in accordance with the following rules: <https://www.ea.com/games/fifa/compete/fgs-21/overview/official-rules> (“**FGS Rules**”).

2. REGISTRATION

The participation to the Orange eLeague is open to all football clubs competing in the Luxembourg National Division (*division nationale*) and the Division of Honor (*promotion d'honneur*) (hereinafter referred to collectively as the “**Clubs**” and individually as the “**Club**”).

Each participating Club shall register two (2) players to represent the Club in the competition and send the registration form to the FLF via electronic mail (email) to the following address: esports@football.lu. The registration form shall be communicated to the FLF at the latest on 19 February 2021. The Clubs are responsible to ensure that the eligibility criteria in relation to the players and defined under clause 3 below are respected.

The Orange eLeague shall start on 9 March 2021 and continue until 30 May 2021. The game title shall be EA SPORTS FIFA21 and the supported platform (console) shall be the Sony PlayStation 4 (the “**PS4**”). The Organizers may decide to change at their own discretion and in accordance with the Official Rules the tournament dates of the Orange eLeague.

3. ELIGIBILITY

One must meet the following eligibility requirements to be considered a “Player”:

- Be the minimum age required to have a full (not underage) EA Account in Luxembourg, and be at least 16 years old as of the time of registration;
- Have a valid EA Account;
- For Players under the age of majority, have a parent or legal guardian review and consent to these Official Rules and any event-specific rules on their behalf and accompany them to any live event (if any);
- Be a Luxembourg citizen or a resident of the Grand Duchy of Luxembourg;
- Own or have access to the EA FIFA21 game title on a PS4 and a valid PlayStation Plus subscription;
- Have a valid gamertag or PSN ID and have it connected it to their valid EA Account;
- Agree to any event specific rules for entered events.

4. IMAGE AND MEDIA RIGHTS

All participants to the Orange eLeague (Clubs and Players) explicitly agree to concede their image and media rights to the Organizers for the sole purpose of the promotion of the Orange eLeague in printed, digital and social media including but not limited to the use of any written, photo or video content during streaming and broadcasting events whether

offline or online, social media posts, printed and digital press. All participants explicitly accept to be named and featured during broadcasted events, streams and on social media.

Players and/or Club officials of the winning team shall be available for post-match interviews via a common mean of communication as determined in advance by the Organizers after due notification to the relevant persons.

5. EVENT-SPECIFIC RULES

The Organizers may publish from time to time on <https://www.orange.eleague.lu> specific rules applying to the competition (the “**Event-Specific Rules**”) covering registration requirements, deadlines, gameplay rules, prizes, and other details related to the Orange eLeague. All participants are responsible for reviewing these Event-Specific Rules.

6. ACCEPTANCE AND CHANGES TO OFFICIAL RULES

To compete in the Orange eLeague, all participants (Clubs and Players) must accept these Official Rules to be considered for participation in the Orange eLeague, as well as any Event-Specific Rules.

These Official Rules and all Event-Specific Rules may be updated by the Organizers as necessary, including without limitation, to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after their first publication. The Organizes will at the best of their knowledge ensure that such changes or updates comply with general rules of fairness and sportsmanship.

The Organizers reserve themselves the right to cancel, suspend and/or modify all or part of the Orange eLeague, if any fraud, technical failures or any other factor impairs the integrity or proper operation of the Orange eLeague, including the safety of Players or fairness of the competition, as determined by the Organizers in their sole discretion. The Organizers reserve themselves the right to disqualify any Club or Player at any time for any reason, including without limitation, for tampering with the operation of the Orange eLeague or acting in violation of these Official Rules. Any attempt by any person to deliberately undermine the legitimate operation of the Orange eLeague may be considered a violation, and the Organizers reserve themselves the right to seek damages and other remedies from any such person to the fullest extent permitted by law.

By participating in the Orange eLeague, all participants (Clubs and Players) agree to be bound by these Official Rules and the decisions of the Organizers, competition officials, and competition administrators.

7. OFFICIAL RULES ENFORCEMENT

Any Club or Player may be disqualified immediately from the competition and related competitions, at the discretion of the Organizers or their designees, for any reason involving malicious behavior, cheating and/or the failure to comply with these Official Rules. Examples of prohibited behaviors, as well as potential penalties are detailed in the Code of Conduct attached in the Appendix.

The Organizers, in their sole discretion, reserve themselves the right to disqualify any participant at any time, for any reason, including but not limited to tampering with the entry process or the operation of the competition, or acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner and reserves the right to void all associated entries. The Organizers' failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

8. REGISTRATION DATA AND LEADERBOARD

As part of the registration process, participants may be asked to provide optional information. This information may be used in any leaderboard data created as part of the Orange eLeague.

9. PERSONAL INFORMATION

By participating in the Orange eLeague, participants acknowledge that the Organizers may process their personal information (including but not limited to name, address, date of birth, EA Account Name, Platform Username, Display Name, email address, Country of Representation, Team of Representation, Country of Residence) in accordance with the Privacy Policy (<https://www.orange.eleague.lu/privacy-policy/>) and the Terms (<https://www.orange.eleague.lu/terms/>) of the Orange eLeague (hereinafter referred to as “**Personal Information**”).

If Personal information has been collected from participants by an organizing entity, participants agree to the organizing entity transferring such information to EA. Personal information will be used and processed as described in the Terms and Privacy Policy, including for the purposes of:

- Organizing, running, and monitoring the Orange eLeague and prize fulfilment, including for Clubs and Players that win a prize, publishing the Club and Player names and countries of residence online or in any other media in connection with the Orange eLeague; and
- Any additional processing activities to which participants consent and/or acknowledge as applicable, such as sharing information designated by the Organizers necessary for the functioning and operation of the Orange eLeague.

10. GOVERNING LAW AND RELEASE OF LIABILITY

These Official Rules are governed by, and shall be construed in accordance with, the laws of the Grand Duchy of Luxembourg without regard to principles of conflicts of laws.

The Organizers' decisions will be final and binding on all matters related to the Orange eLeague.

To the extent permissible by law, participants to the Orange eLeague agree to release and hold harmless the Organizers and their respective 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 competition or any competition-related activity, or the receipt, acceptance, possession, use or misuse of any prizes won.

11. COMPETITION STRUCTURE

The maximum number of participating Clubs is limited to thirty-two (32). Each Club shall have two (2) Players participating in the competition. Thus, the total maximum number of participating Players equals sixty-four (64).

Settings and Recording Obligation

The Organizers of the Orange eLeague will apply the Squad Building Requirements defined by EA for the FGS:

- Up to 2 of any combination of ICONs or TOTY Players (2 ICON or 2 TOTY or 1 ICON + 1 TOTY)
- Up to 2 non-ICON/TOTY 90+ Players
- Up to 4 non-ICON/TOTY 87 to 89 Players
- All other players, must have an OVR rating of 86 or below
- The Goalkeeper has no restrictions and does not count towards these limits

This applies to both the starting eleven and substitutes. The Player may substitute any player item in a higher category with one from below. This means the Player can use an extra non-ICON/TOTY player over 90 instead of an ICON/TOTY.

Any training or boosting cards shall be prohibited.

Every Club shall receive an official EA account where all items are unlocked (the “**Official EA-Account**”). Every Player shall have access to the same items and may use the formation/tactics according to their style of play. The Official EA-Account must not be used by the Player outside of the Orange eLeague except for friendly matches in the context of the preparation for the Orange eLeague. In case of non-compliance, the Official EA-Account may be blocked, removed or deleted and the relevant Club(s) and/or Player(s) may be sanctioned.

Every Player shall ensure that they are recording the matches they are playing. The administrators and/or league officials shall confirm the results of each match. In case of uncertainty, discrepancy in the results or contesting, the recordings may be requested by the administrators and/or league officials.

For all broadcasted matches and in order to ensure broadcasting quality, the start of each match shall be approved and determined by the administrators and/or league officials. Such approval shall be communicated to the Players in due time.

Group Stage

The groups are randomly assigned via draw. The matches in the Group Stage will take place on specified Tuesdays within the relevant month as determined by the Organizers in the official league schedule (the “**Official Schedule**”). In case a Club and/or Player cannot participate on the defined matchday, the Clubs shall notify the Organizers at least seven (7) days before the relevant matchday; the match shall then be played before the matchday initially defined by the Organizers. The Clubs shall determine together and in good faith the new matchday. The Official Schedule shall be communicated to the participants via the official website of the Orange eLeague (<https://www.orange.eleague.lu>). The Official Schedule may be subject to changes which shall then be communicated to the Clubs via email or any other means of electronic communication (e.g. Discord).

Matchday Procedure

Each Club shall assign the two Players (for the purpose of this clause defined as Player A and Player B) competing under their colours to each of the two existing player seeds: Seed A and Seed B (together referred to as the “**Seeds**”). The assignment of the Seeds shall be announced by the Clubs to the Organizers via the determined communication channel at

least seven (7) days before the relevant matchday via Discord or any other means of communication determined by the Organizers.

A matchday for each Club consists of ("**Club Matchday**"):

- An individual match for each of the two Players of the relevant Club against the two Players of the opposing Club ("**Individual Match**");
- A team match consisting of two single matches, where the scores of each of the two matches played by the Players of the relevant Club are aggregated to determine the team match results ("**Team Match**").

Individual Matches and Team Matches are played without overtime or golden goal.

For Individual Matches, the Seeds determined by the two opposing Clubs will define which Players oppose each other during the Individual Matches (e.g. Seed A Club X against Seed A Club Y).

For Team Matches, the home team determines which of the Players of the two Clubs shall play against each other.

Scoring

For each match during the Group Stage the Clubs are awarded with a certain number of points depending on the result of the match. A victory ("**Win**") is awarded with three (3) points for the winning Club, while the losing Club will not receive any points. In case of a draw ("**Draw**"), the two opposing Clubs will each be awarded one (1) point. The scores of each Club shall be reflected in the official leaderboard of the respective group (the "**Group Leaderboard**").

After all the matches in the Group Stage have been played and scored, the two highest ranked Clubs in the Group Leaderboard will advance to the playoff stage (the "**Playoffs**"). In the specific case where more than one Club shares the same amount of points in the Group Leaderboard, the advancing Club(s) shall be determined by comparing the following results/scores listed below by order of importance:

- 1) Direct results
- 2) Goal difference
- 3) Most goals scored

In case of absolute equality between two Clubs, the advancing Club(s) shall be determined via a tiebreaker as determined by the Organizers.

Club Playoffs

The Club Playoffs are following a principle of double-elimination via brackets (the "**Club Brackets**"). The Club Brackets are randomly assigned via draw where the highest ranked Club in the Group Leaderboard will be added to the first pot ("**Pot 1**") and the second placed Club in the Group Leaderboard will be added to the second pot ("**Pot 2**"). The encounters in the Playoffs are executed in the same way as in the Group Stage (i.e. Individual Match and Team Match). In the Club Playoffs all matches need to end with a clear result determining the winning Club. If at the end of a match no clear result can be determined, the two Clubs will continue the match in overtime. If no winner can be determined after the overtime, the Clubs will enter a penalty kick phase until a winner is determined.

Individual Playoffs

The Individual Playoffs are following a principle of best-of-three double-elimination via brackets.. The two highest ranked Players of each group shall qualify for the individual player bracket that will determine the best Player of the competition (the “**Player Brackets**”).

The results and figures which determine the two highest ranked Players in the individual leaderboard (the “**Individual Leaderboard**”) are the following (by order of importance):

- 1) Direct results
- 2) Goal difference
- 3) Most goals scored

In the specific case where more than one Player shares the same position in the Individual Leaderboard, the advancing Player(s) shall be determined by a tiebreaker (i.e. best-of-three).

If more than two Players share the same position a group system shall determine the best Player.

In the Individual Playoffs and for the tiebreaker all matches need to end with a clear result determining the winning Player. If at the end of a match no clear result can be determined, the two Players will continue the match in overtime. If no winner can be determined after the overtime, the Players will enter a penalty kick phase until a winner is determined.

APPENDIX - CODE OF CONDUCT

The below Code of Conduct applies to all participants (Clubs and Players) in the Orange eLeague at all levels of the competition, unless otherwise specified. The Organizers reserve themselves the right to levy penalties, sanction, or disqualify any participant in violation of this Code of Conduct in their sole discretion.

A1. PLAYER BEHAVIOR GENERALLY

Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor to the Clubs, spectators, members of the press, tournament administrators, and to other Players.

Players are required to conduct themselves in accordance with commonly accepted standards of decency, social conventions, and morals, and not to commit any act or become involved in any situation or make any statement which brings disrepute, contempt, scandal, ridicule, or distain to the Player, EA, the Clubs, the Organizers, the Orange eLeague or to its participants (Clubs and Players) and sponsors.

These requirements apply to live, offline, and online interactions, in and out of the Orange eLeague, including with respect to social media conduct and activity on live streams, past conduct and during the competition. All Clubs and Players are expected to adhere to these standards of sportsmanship and this Code of Conduct.

Any Club or Player may be disqualified immediately from the competition and related competitions, at the discretion of the Organizers or their designees, for any reason involving malicious behavior, cheating and/or the failure to comply with the Official Rules and/or this Code of Conduct, which may include but are not limited to:

Player Conduct

- Abusive or disorderly behavior, including any use of harassing, negative, or profane language online;
- Harassing, threatening, intimidating, bullying, engaging in hate speech, repeatedly sending unwanted messages, or making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that the Organizers (acting reasonably and objectively) determine is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Use vulgar or offensive language;
- Abusive behavior, including harassment and verbal threats;
- Abusive or disorderly behavior, including any use of harassing, negative, or profane language online, consistent negative, insulting, annoying, trolling, spamming, targeted, and unwanted commentary directed toward an individual or group;
- Any action which would impact negatively the competition broadcast

In-Game Conduct

- Using any cheats, hacks or other third-party "helper" applications in playing the game;
- Intentionally disconnecting from the Internet during any game match;
- Colluding with other players in playing game matches;
- Taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits);
- Selectively matching up against the same opponent repeatedly;
- Using any software or program that damages, interferes with or disrupts the Competition or another's computer or property;
- Any external software designed to give the competitor an unfair advantage;
- Interfering with or disrupting another Player's participation in the competition;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that Organizers (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or bugs in the competition;
- Playing on behalf of another Player, or allowing someone else to play on Player's behalf, in any competitive game mode.

General Conduct

- Statements or references that go beyond constructive criticism and seeks to inappropriately disparage, denigrate, abuse, contest or insult the Organizers, the Orange eLeague, its partners, or sponsors, or their employees or contractors.
- Gambling, including betting on the outcome of competition matches;
- Disclosing any confidential information provided by the Organizers or any of its affiliates;
- Accepting or giving gifts, bribes, rewards, or compensation for services that are rendered in connection with competing in the competition (with an exception for Clubs and Players 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 competition and/or its Organizers;
- Engaging in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the competition;
- Promoting, encouraging or taking part in any prohibited activity described above;
- Violating any applicable law, rule or regulation, as determined by the Organizers in their sole discretion;
- Reference to third-party IP, promotions, or partnerships without the Organizers' authorization, third-party permission, or proper disclosure.

A2. EVENT CONDUCT

Participants (Clubs and Players) must maintain an appropriate level of respect, in the Organizers' sole judgment, towards other Clubs, Players, referees, officials, event staff, and tournament administrators. Threatening or inappropriate behavior towards the referees and the other Players will not be tolerated. Incidents and punishment will be identified at the sole discretion of the Organizers. Players must follow the instructions of the Organizers at all times.

Examples of prohibited conduct includes, but is not limited to:

- Using vulgar or offensive language;
- Abusive behavior, including harassment and verbal threats;
- Physical abuse, fighting, or any other threatening action directed at any Club, Player, spectator, official or any other person;
- Damage and/or abuse to game devices, hardware, peripherals, tournament equipment, or the facility/venue/lodging;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a match, refusing 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 tournament sponsors, referees, and security personnel at all times;
- Gambling, including betting on the outcome of games;
- Accepting gifts, rewards, or compensation for services that are rendered in connection with competing in the Orange eLeague (with an exception for Clubs or Players with sponsors who pay them based on their performance);
- Playing any game other than the copy of the game provided for use in the tournament;
- Downloading any software that is not already installed on the provided tournament console;
- Using any software or hardware that gives the player a competitive advantage in the competition; and
- Failing to be available for any post-tournament awards ceremonies, interviews, as well as any promotional activities reasonably requested by the Organizers.

A3. DRUG & ALCOHOL POLICY

- Player use of alcohol or drugs is prohibited on the premises, and Players may not be under the influence of drugs or alcohol while participating;
- Smoking, including the use of eCigarettes and vaporizers, is prohibited during games and on offline events except in areas specifically authorizing such use.

A5. COLLUSION AND MATCH-FIXING POLICY

Any action or agreement to disadvantage other participants (Clubs and Players) in the competition, to predetermine the outcome of a match, to try to lose a match, to affect the fairness of the competition or to limit efforts to win a match is strictly prohibited.

Any participant determined by the Organizers to be violating this rule at any phase in the Orange eLeague may be removed from the competition. Such Clubs or Players may be forced to forfeit or return any compensation and/or prizes.

Examples of prohibited conduct include, but are not limited to:

- Intentionally losing a match for any reason at any time during the competition;
- Playing on behalf of another Player, including using a secondary account, at any time during the competition;
- Any form of match-fixing;
- “Soft play,” defined as a Player not giving their best effort or not taking reasonable and fair actions to gain an advantage against their opponent(s) in a match;
- Agreeing to split prize money;
- Allowing an opponent to score more or less goals than they normally would.

A6. RULES ENFORCEMENT AND PENALTIES

Violation of these Official Rules and/or the Code of Conduct may, at the Organizers' discretion, result in penalties, change in match results, loss of winner status, and/or forfeiture of prizes. All decisions and rulings of the Organizers relating to the competition are final and binding. The Organizers reserve themselves the right to penalize any Club or Player in the competition at any level, at any time for any reason reasonably impacting the functioning or reputation of the competition. Penalties may include, but are not limited to, any or all of the following:

- Warning
- Final Warning
- Forfeiture of single match
- Forfeiture of all matches
- Loss of awards (including prize monies)
- Loss of ranking points
- Suspension from the Orange eLeague
- Disqualification from the competition and future competitions

The Organizers also have the right to publicly announce penalties that have been levied on Clubs and Players, and such Clubs or Players hereby waive any right of legal action against the Organizers and any of its affiliates.

A7. PLAYER SPONSORSHIP

Clubs and Players participating in the Orange eLeague have the ability to acquire and work with promotional sponsors and partners (“**Promotional Sponsorship**”). Promotional Sponsorship is limited, however, to exclude certain categories and industries. If the promotional sponsor falls under one of the below categories, the Club or Player may not display or promote the sponsorship in conjunction with the Organizers, the Orange eLeague, its partners or sponsors.

Subject to these Official Rules and the Organizers' right in their sole discretion to prohibit, reject, remove, blur, or obscure any mark, logo or signage, Clubs and Players in the competition may include the display of promotional sponsors. Clubs and Players may not display or promote any products or services in conjunction with the Organizers, the Orange eLeague, its partners or sponsors that offer or are associated with:

- Gambling or gambling websites
- Tobacco
- Firearms or any type of weapons
- Pornographic or adult material

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

A8. PLAYER NAMES & CLUB NAME

Players will be asked to select a unique name to identify themselves for the Orange eLeague (the "Player Name"). The Player Name must not be deemed vulgar by the Organizers and its affiliates and shall not infringe on a third-party's intellectual property, privacy or publicity rights, or violate the law.

All participating Clubs will be asked to select a unique name to identify themselves for the Orange eLeague (the "Club Name"). The Club Name shall be identical to the official name under which the Club competes in the National Division or Division of Honor.



PLAYOFFS – TOURNAMENT TREE (DOUBLE ELIMINATION)



