

eSuperliga Official Competition Rules



I. Overview and General Rules

§ 1.1 The eSuperliga is a video game competition conducted using EA SPORTS FIFA 19 Ultimate Team mode (“FIFA 19”) for the PlayStation 4 console.

§ 1.2 The eSuperliga is an EA SPORTS Official League Qualifiers tournament organized and administered by Dreamhack A/S (“League Administrator”).

§ 1.3 These competition rules set out the regulation governing the tournament eSuperliga as established by the League Administrator.

§ 1.4 The League Administrator has the full right to fulfill all sections within the eSuperliga rules and take them in action

§ 1.5 Participants must register at www.futchampions.com to be considered for eligibility for eSuperliga. Participants who meet the eligibility requirements in the Player Eligibility section below (individually a “player”) must also (1) own or have access to FIFA 19 on PlayStation 4; (2) have a valid Gamertag or PSN ID; (3) have agreed to EA’s Privacy and Cookie Policy and User Agreement; (4) have registered their valid EA Account for eligibility by October 31, 2018; and (5) be residents of an applicable jurisdiction as outlined in ES SPORTS FIFA 19 Global Series Official Rules

II. Registration and Acceptance of Official eSuperliga Rules

§ 2.1 Players must register with their valid EA Account and accept the FIFA 19 Global Series Official Rules at www.futchampions.com to be considered eligible for qualification within the FUT Champions qualifying periods. Deadline is October 31, 2018.

§ 2.2 Players must register and accept the eSuperliga Official Rules by October 17, 2018 12.00 CEST at the latest with the League Administrator. Once a Player has registered, he or she is considered eligible to play until the end of eSuperliga Playoffs.

§ 2.3 All registered players must be published by November 5, 12.00 CEST at the latest.

§ 2.4 Players must provide the League Administrator with their EA Account login information. If password changes are made, players must send the new password to the League Administrator 24 hours before a match. The League Administrator guarantees that players' accounts will only be logged in to one team personal PlayStation and that the PlayStations are only connected to power and internet on match days.

§ 2.5 When registering for eSuperliga Players give permission that the League Administrator can change their FUT Club Name directly with EA SPORTS. The change will be effective from one week before eSuperliga starts. The FUT Club Name must be kept until after the Playoffs on December 18, 2018.

III. Age Requirement

§ 3.1 To take part in any stage of the eSuperliga players must be at least 16 years old by the date of eSuperliga, which is November 5, 2018. Players must be at least the minimum age needed (not underage) to have a full EA account in their given territory in order to be eligible for the eSuperliga.

§ 3.2 All players under the age of 18 who attend the eSuperliga must have a player's parent's, legal guardian's or parents'/guardians' (as required by law) written approval that they consent to the rules on the player's behalf.

IV. Citizen and Residency Requirements

§ 4.1 At least one professional player on every team must be a national citizen of Denmark for the team to compete in eSuperliga.

§ 4.2 All players must have residency in Denmark to play in eSuperliga. Players with residency outside of Denmark may register to play in eSuperliga, but they may not play before having their residency in Denmark.

§ 4.3 Participants may be required to provide proof of residency to determine their eligibility in the eSuperliga by providing two forms of identification or proof of residency such as:

- Government-Issued Documentation: Identification such as a passport, driver's license, identification card or work visa with a name and address.
- Utility Bill: Recent invoice from a utility (energy, telephone, or cable) company with a name and address.

The list of eligible countries can be found in FIFA 19 Global Series Official Rules in Appendix B: Countries.

§ 4.4 Players may only represent one league club at a time. A league club is a club playing in the highest or second highest division in any country. In Denmark the two highest leagues are the Superliga and 1st Division.

V. League Format

§ 5.1 The eSuperliga consists of 16 teams.

§ 5.2 To participate in eSuperliga, teams must contract a minimum of two professional players and a coach for the duration of the eSuperliga. A coach may be a playing coach.

§ 5.3 All teams may register a maximum of five players for eSuperliga. If a coach is registered as a playing coach, he or she represents one of the maximum five players.

§ 5.4 Each club must nominate two players as ‘main players’. Those two players will be eligible to earn Pro Points in the Playoffs.

§ 5.5 Before the tournament starts, all players must befriend all opponents in the league on PSN. Not until after December 17, 2018 can players remove other players on their friend list. A complete list of all players that must be befriended will be given by the League Administrator on October 24, 2018.

§ 5.6 The eSuperliga tournament is made up of a Regular Season and Playoffs

Regular Season is Round Robin format (all-play-all), meaning that each team meets all other teams in turn over the regular season. The Regular Season consists of 15 rounds.

§ 5.7 In case of an uneven number of participating teams in eSuperliga, each team will have a bye round during the Regular Season.

§ 5.8 The Top 8 teams from the Regular Season qualify for the Playoffs.

5.9 The teams’ head-to-head placement in the Regular Season is decided by the amount of points. If two or more teams have the same amount of points, the team with the best goal difference is placed first.

If two or more teams have the same amount of points and the same goal different, the team with most scored goals will be placed first.

If two or more teams have the same amount of points, the same goal difference and the same amount of scored goals, the placement will be decided by their head-to-head game in the following order:

- a. Amount of points
- b. Goal difference
- c. Amount of goals scored
- d. Amount of away goals scored

If two or more team are still equal, the placement will be decided by a draw.

§ 5.10 Playoffs is a single-elimination tournament and consists of Quarterfinals, Semifinals and a Grand Final.

Rounds in Regular Season are scheduled as follow:

Week 45:

- Monday, November 5: Round 1
- Tuesday, November 6: Round 2

Week 46:

- Monday, November 12: Round 3
- Tuesday, November 13: Round 4

Week 47:

- Monday, November 19: Round 5
- Tuesday, November 20: Round 6

Week 48:

- Monday, November 26: Round 7
- Tuesday, November 27: Round 8

Week 49:

- Monday, December 3: Round 9
- Tuesday, December 4: Round 10

Week 50:

- Monday, December 10: Round 11
- Tuesday, December 11: Round 12+13
- Wednesday, December 12: Round: 14+15

Playoffs is scheduled as follow:

Week 51:

- Monday, December 17: Quarterfinals, Semifinals, Grand Final

VI. Game and Match Structure

The eSuperliga will be run with the following tournament format during the Regular Season:

§ 6.1 All games are played as two matches (home and away), with the aggregate score of the two matches deciding the winner. I.e. if Team A and Team B finish 1-1 and 0-0, Team B will get the win on away goals.

§ 6.2 In the event that the game is a draw on aggregate following the conclusion of regular time, the game will end in a draw. I.e. if Team A and Team B finish 1-1 and 1-1, the game will end in a draw.

§ 6.3 A game win grant 3 points. A game draw grant 1 point.

eSuperliga will be run with the following tournament format during the Playoffs:

§ 6.4 Games in Quarterfinals and Semifinals are played as best of two matches (home and away), with the aggregate score of the two matches deciding the winner.

§ 6.5 In the event that the game is a draw on aggregate following the conclusion of regular time in the second match, the match will continue into extra time.

§ 6.7 If it remains a draw following extra time, the match will conclude in a penalty shoot-out to determine a winner.

§ 6.8 The loser of a game will be eliminated, and the winner will advance to the next stage of the tournament.

§ 6.9 The Grand Final is played as best-of-three matches and is a head-to-head competition between the two final teams. A team must win two out of three matches to win the Grand Final. If one team wins both of the first two matches, the third match will not be played.

§ 6.10 In the event that one of the three matches is a draw following the conclusion of regular time, the match will continue into extra time.

§ 6.11 If it remains a draw following extra time, the match will conclude in a penalty shoot-out in order to determine a winner of that exact match.

VII. Play Order for Games (Best of Two Matches)

§ 7.1 After entry of stage, a coin will be flipped to determine the play order of the game.

§ 7.2 The team that wins the coin toss will earn the right to decide between option a and option b:

- a. Choose the matchups
- b. Choose which of their two players they wish to play home or away in the first match

§ 7.3 The team that loses the coin toss must go with the other option.

Example:

Team A wins the coin toss and decides on option **a. chose the matchups**.

Team B, that losing the coin toss, will end up with option **b. chose which of their two players they wish to play home or away in the first match**

§ 7.4 Explanation regarding coin toss for finals will follow later.

IIIX. Seedings for the Playoffs

§ 8.1 The standings in the Regular Season will determine the seedings for the Quarterfinals in the Playoffs as follow:

No. 1	meets	No. 8
No. 2	meets	No. 7
No. 3	meets	No. 6
No. 4	meets	No. 5

IX. Additional Applicable Match Rules

§ 9.1 Players may not receive coaching during a tournament match. Communications of any kind, audible or visible, between a player and a coach may be construed as coaching. Players are, however, allowed to receive coaching in halftime. Cheering is allowed, but further coaching may lead to punishment.

§ 9.2 Players are not allowed to plug any devices, other than controllers, into any console.

§ 9.3 Players are not allowed to use headphones when playing.

§ 9.4 All video game consoles, televisions and headsets are supplied by eSuperliga. Players may not use their own equipment, however, see § 9.5

§ 9.5 Players may provide their own controller so long as the controller does not provide an unfair competitive advantage to the player, does not interfere with the operations of the match or tournament, does not require any special configuration, cabling or adapters to function and is designed to work natively on the console on which the player competes. The League Administrator may, at its sole discretion, disallow any controller and require the player to use an approved controller.

§ 9.6 Any action designed to disrupt the opposing player's view of the field or ability to select controlled players is prohibited.

§ 9.7 Time wasting is prohibited, including but not limited to staying in your own half for more than ten minutes without any attempts to attack. First time it happens, it will result in a warning and giving away of the ball. If it happens again, it will result in an automated loss to the faulting player..

§ 9.8 Players that are not present at the designated start time for any match will be disqualified and

§ 9.9 Players will be shown their designated station, must set up the match and begin playing only when instructed to do so by the League Administrator.

§ 9.10 In all situations possible, the League Administrator will monitor the match situation so that it may be restored in the event of match interruptions.

§ 9.11 If an error of any kind makes the game unplayable, the League Administrator must be informed as fast as possible. It is then up to the admin how to proceed with the game and measures to continue the game.

§ 9.12 If a disconnect in the game occurs by any reason, a new game will be started with the remaining time of the 90 minutes being played. The time, goals and red cards will follow in to the restarted game. Exactly 3 minutes will always be added to every restarted game, which otherwise would have happened automatically at the 90th minute. All games disconnected before the clock turns 10:00 with no goals scored will be replayed with the whole game.

§ 9.13 When a restart is needed, no team changes are allowed.

§ 9.14 Rage quitting a game of any purpose is strictly prohibited and will lead to team punishment.

§ 9.15 If a player has a player with a red card, it can only be replaced by a non-rare bronze for the restart of the game.

§ 9.16 Walking away from your station for any purpose not allowed by the League Administrator is strictly prohibited. This will lead to team punishment.

§ 9.17 If a player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the match (or request that their opponent pauses the match) and bring the issue to the attention of the League Administrator. The League Administrator will address the issue. If a player feels that the League Administrator has not addressed the issue properly, they may request that a Head League Administrator also addresses the issue. Rulings by the Head League Administrator is are finale and binding.

§ 9.18 In case of a technical error or server breakdown that cannot be solved within a reasonable timeframe, eSuperliga reserves the right to switch to another game mode in order to finish the matches. More technical details will be added to this section once testing has been completed.

§ 9.19 Controller settings must be FIFA Trainer Off and Tactical Defending On.

X. Strictly In-Game Rules

§ 10.1 The game mode will always be FIFA Ultimate Team Friendly Seasons and for the matches, the following in-game rules will apply:

No training items are allowed.

No loan players are allowed.

FUT -> Online -> Friendly Seasons -> Choose player -> Play game -> Send Invite -> Press OK -> Choose right kit -> Start game.

Pauses and substitutions follow the in-game mechanisms.

Custom tactics are allowed.

Custom formations are not allowed.

All players must use the FEWC Stadium for all league games.

Camera: Tele Broadcast.

Audio guide instructions must be checked before each game.

Settings that are to be set before the start of all games are the following:

HUD: Player Name & Indicator

Player Indicator: Player Name

Time/Score Display: On

Radar: 2D

Gamertag Indicator: IN GAME PLAYER

Scrolling Line Ups: Off

Commentary Volume: 0

Stadium Ambience: 8

Music Volume: 0

XI. Admin Strike List

§ 11.1 For every match day each team may not receive more than two warnings. The next warning will lead to automatic loss of the complete BO2.

XII. Tournament Schedule

§ 12.1 The schedule for the Regular Season with an overview of rounds and matchups will be available on October 22, 2018.

§ 12.2 Broadcaster will choose specific timeslots for matchups as follow:

Monday October 22, 2018: Round 1, 2, 3, 4

Wednesday November 7, 2018 Round 5, 6, 7, 8

Wednesday November 21, 2018 Round 9, 10, 11, 12, 13, 14, 15, 16

§ 12.3 Any wishes the teams may have for special considerations to be taken into account regarding timeslot for own matchups in the schedule must be directed to the League Administrator on October 17, 2018 12.00 CEST at the latest.

XIII. FUT format

§ 13.1 EA Sports cannot provide God Accounts for Playoffs. Therefore, the Regular Season will be without God Accounts.

§ 13.2 Players will play with their own accounts and eSuperliga will follow the EA SPORTS Global Series Ruleset on FUT tournaments.

§ 13.3 An account and a FUT team is strictly for personal use. Therefore, team mates or coaches may not play with each other's accounts in case a player is unavailable to play.

§ 13.4 The League Administrator will sponsor 5.000 DKK for each club as an initial financial support.

It is up to the clubs to decide how they will split the 5.000 DKK between the players.

§ 13.5 The League Administrator cannot be held accountable for any extra financial investments that teams or players decide to put into their FUT accounts.

XIV. Global Series Qualification Points

§ 14.1 To be able to earn points in the FIFA Global Series, players must turn 16 years old before October 31, 2018 and have registered fully on FUTChampions.com.

Q: If the FIFA Global Series starts on October 31 and eSuperliga on November 5, what is the situation for a player that turns 16 on November 4? Can that player play in eSuperliga (and earn points)?

A: The FIFA Global Series registration process closes on October 31. After this date, no player can register and as such, anyone who is not registered cannot earn Pro Points for the year.

A player who turned 16 on November 4 will be able to compete in eSuperliga, but cannot earn points (due to the closed registration window).

§ 14.2 For anyone who competes and finishes in a place to earn Pro Points but is not eligible to earn Pro Points, their points are deemed forfeited and are not reallocated to another player.

§ 14.3 Global Series Qualification Points will be distributed according to the result of the eSuperliga Playoffs.

§ 14.4 Clubs are obliged to only represent two nominated players at the Playoffs. These two players will be competing for Global Series Qualification Points.

§ 14.5 Clubs are obliged to rank their two players as #1 and #2 to determine which player will earn most Pro Points in case the team reaches the Grand Final.

The League Administrator suggests these two options for internal ranking:

- a. Pick a team captain
- b. Personal stats/result from matches played in the Regular Season and the Playoffs: Wins, goal score, away goals

§ 14.6 The League Administrator must be notified how the clubs wish to decide their internal ranking on November 5, 2018, 12.00 CEST at the latest.

§ 14.7 The Top 16 players will earn Global Series Qualification Points according to the Playoffs ranking below:

Placement Points

1st:	200
2nd:	110
3rd - 4th:	80
5th - 8th:	40
9th - 16th:	20
17th+:	10

§ 14.8 The points will contribute to onward qualification for the FIFA 19 Global Series Playoffs for PlayStation 4 only. EA cannot guarantee slots at the event but there will be a significant amount which will push them up the leaderboard and towards the Top 64 slots, in which they need to finish to qualify.

§ 14.9 Points from 1st-16th placement are only allocated for the final event on a one-off basis. There cannot be multiple allocations of points.

XV. Prize Pool Distribution

§ 15.1 The prize pool for eSuperliga is 365.000 DKK.

§ 15.2 The prize pool will be distributed between the Top 8 teams after the Playoffs.

§ 15.3 The prize pool will be distributed as follows below:

Place	Prize money
1st	150.000 DKK
2nd	75.000 DKK
3rd	35.000 DKK
4th	35.000 DKK
5th	17.500 DKK
6th	17.500 DKK
7th	17.500 DKK
8th	17.500 DKK
365.000 DKK	

XVI. Sponsorships and Dresscode:

§ 16.1 Clubs are allowed to find special sponsors for their esports team if they wish to.

§ 16.2 The League Administrator adds no restriction to the type of sponsor, but sponsorships must comply with EA SPORTS Global Series Official Sponsor Rules:

§ 16.3 Players in the FIFA 19 Global Series have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the limited categories below, the ad sponsorship may not be displayed by the player in conjunction with or during the FIFA 19 Global Series. EA reserves the right to update the list below at any time. The following is a nonexclusive list of prohibited ad sponsors:

- Gambling or gambling websites (**OBS: = BETTING PARTNERS**)
- Alcohol, tobacco, and/or non-“over-the-counter” drugs
- FIFA Ultimate Team Coin promoting or selling websites or companies
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of EA, its partners and its other subsidiary brands
- (INTERPRET NOTE FROM EA LICENSE OFFICE: Other game publishers., including but not limited to Activision or Konami for a FIFA event)
- Direct competitors of FIFA’s Official Marketing Partners
- (INTERPRET NOTE FROM EA LICENSE OFFICE: Restrictions apply only to the league, not the clubs. The clubs may partner with competitors of FIFA’s official marketing partners if they so wish.)

EA reserves the right to prohibit any third party at their sole discretion.

§ 16.4 Players represent the Superliga club by name when playing in eSuperliga and not the esports organization within the club.

§ 16.5 The team jersey for eSuperliga must be similar to the club jersey worn by the first team players in Superliga (or 1st Division).

§ 16.6 Clubs that already have an esports team or organization under a different name than the club's Superliga (or 1st Division) name must use the name and visual identity of their Superliga (or 1st Division) team.

§ 16.7 Clubs may add an esports twist to the jersey by including the logo of the esports team or esports organization within the club.

§ 16.8 Clubs are allowed to change their main sponsor from the Superliga (or 1st Division) jersey and find a dedicated sponsor for their eSuperliga team.

§ 16.9 Clubs are encouraged to keep the identity of the Superliga (or 1st Division) jersey and may therefore only alter the main sponsor, add a special esports logo and add a special esports sleeve sponsor.

§ 16.10 Players must wear a club jersey:

- During the entrance onto the stage in eSuperliga
- When playing on stage in eSuperliga
- When sitting close to teammate playing on stage in eSuperliga
- When in the studio pre or post-match for interview in eSuperliga

§ 16.11 Players may wear a sponsor cap or similar when playing in eSuperliga.

§ 16.12 Players may wear other items when not on stage.

§ 16.13 Coaches and other team representatives are encouraged to wear a club uniform when on and near the stage on match days in eSuperliga.

XVII. Players Code of Conduct

§17.1 The Code of Conduct below applies to all players.

§17.2 The League Administrator reserves the right to levy penalties, sanction or disqualify any player at its discretion for breach of the Code.

(i) Player Behavior

§ 17.3 Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators and to other players. These requirements apply both offline and online, including with respect to social media conduct and activity on live streams.

§ 17.4 Every player is asked to maintain an adequate level of respect with the other players and The League Administrators.

§ 17.5 Threatening behavior towards the the League Administrator and the other players will not be tolerated.

§ 17.6 Unlawful incidents will be identified at the sole discretion of the League Administrators and will be punished.

§ 17.7 Players must abide by the instructions made by the League Administrators at all times.

§ 17.8 All players must follow the League Administrator's directions. The League Administrator reserves the right to disqualify any player from a match for breach of the Competition Rules or the Code of Conduct

§17.9 All players are expected to adhere to these standards of sportsmanship at all times and may be sanctioned for:

§ 17.9.1 Violating any law, rule or regulation, as determined by the League Administrator at its sole discretion;

§ 17.9.2 Using any software or program that damages, interferes with or disrupts an EA Service or another person's computer or property;

§ 17.9.3 Interfering with or disrupting another player's use of a League Administrator Service;

§ 17.9.4 Harassing, threatening, bullying, repeatedly sending unwanted messages or making personal attacks or statements about race, sexual orientation, religion, heritage, etc. Hate speech is not tolerated;

§ 17.9.5 Publishing, posting, uploading distributing content, or organizing/participating in any activity, group or guild that the League Administrator (acting reasonably and objectively) determines as inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;

§ 17.9.6 Using exploits, cheats, undocumented features, design errors or problems in an EA Service;

§ 17.9.7 Engaging in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of an EA Service; or

§ 17.9.8 Promoting, encouraging or taking part in any prohibited activity described above.

(ii) During the Tournament

§ 17.10 Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, League Administrator, and to other players. These requirements apply both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

§ 17.11 Players will refrain from using vulgar or offensive language.

§ 17.12 Abusive behavior, including harassment and threats, is prohibited.

§ 17.13 Physical abuse, fighting or any threatening action or threatening language, directed at any player, spectator, League Administrator or any other person is prohibited.

§ 17.14 Damage and/or abuse to game consoles, controllers, or any tournament equipment is prohibited.

§ 17.15 Any action that interferes with the play of a match, including but not limited to purposely breaking a game station, interfering with power and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.

§ 17.16 Gambling, including betting on the outcome of matches or games, is prohibited.

§ 17.17 No player may accept any gifts, rewards, or compensation for services that are promised to be rendered in connection with competing in the tournament. The only exception to this rule is for players with sponsors who are paying them based on their performance.

§ 17.18 All Players must be available for any post-tournament awards ceremonies, interviews, and the entirety of eSuperliga and any promotional activities reasonably requested by the The League Administrator .

(iii) Collusion Policy

17.19 Collusion is defined as any agreement among two or more players to disadvantage other players in the competition. Collusion between players or other parties involved, eg. teams, is strictly prohibited. Any party determined by the League Administrator at any phase of the tournament to be engaging in collusion will be removed from the competition.

Examples of collusion include, but are not limited to:

§ **17.19.1** Intentionally losing a match for any reason, either during Regular Season or during Playoffs.

§ **17.19.2** Playing on behalf of another player, including using a secondary account, to aid them in Regular Season or Playoffs.

§ **17.19.3** Any form of match-fixing.

§ **17.19.4** Soft play, defined as a player not trying their hardest in an attempt to allow an opponent to run up the score and gain a Goal Differential advantage.

§ **17.19.5** Agreeing to split prize money.

§ **17.19.6** Allowing an opponent to score more or fewer goals than they normally would in order to impact the Goal Differential tiebreaker.

(iv) Drug & Alcohol Policy

§ **17.20** Player use of alcohol or drugs is prohibited on the premises of, or during the attendance of eSuperliga for the duration of the event.

§ **17.21** Players must not be under the influence of drugs or alcohol while participating.

§ **17.22** Smoking, including the use of eCigarettes and vaporizers, is prohibited at all eSuperliga events except in designated areas.

XVIII. Entry Into Force

§ **18.1** These competition rules have been adopted by The League Administrator and will enter into force on October 18, 2018.

XIX. Amendments

§ **19.1** All rules may be subject to change by the League Administrator at any time.