



ESWC FIFA18 Paris Qualifiers Rules

Version dated of April 6,, 2018

Article 1. Overview

The company Webedia, SA, registered under the reference RCS Nanterre 501 106 520, with registered office at 2 rue Paul Vaillant Couturier, 92300 Levallois-Perret, France (hereinafter, the “**Organizer**”) organizes a series of tournaments taking place from March 10, 2018 to April 8, 2018 on the video game FIFA18 (hereinafter, the “**Game**”), published by EA Swiss Sàrl, Place du Molard 8, 1204, Geneva, Switzerland (CH-660-2328005-8), ranked PEGI 3 (hereinafter “**Publisher**”).

Individually designated the “**Tournament**” and collectively the “**Tournaments**”.

Article 2. Acceptance of the Rules

By registering and participating in the Tournament, you fully accept all of the provisions of these Rules for the Tournament for which you are registering.

Article 3. Conditions of Eligibility

The participation in the Tournament is open to any physical person residing in one of the countries listed in exhibit 1, who has a Game account, where applicable, any necessary expansions, an internet access, an account on the Toornament platform (<https://www.toornament.com/>) and where applicable, a subscription to the online service required to participate in multiplayer games for the purposes of the Tournament. The Participant is the physical person fulfilling the conditions of eligibility and accepted by the Organizer to participate in the Tournament.

Minimum age to participate: the Participant must be at least 16 years old at the start date of the Tournament.

Game Platform: Xbox One / PS4

To validate their participation in the Tournament, the minor Participant must send a parental consent form duly completed and signed by the legal guardians to the Organizer at the address fifa@eswc.com. The parental consent form is available at this address: <https://www.eswc.com/public/files/eswc-fifa18-paris/parental-consent.pdf>

The Organizer reserves the right to refuse the registration of a player who has been banned by the Organizer during a previous Tournament, and, where applicable, any player who has been banned or sanctioned by a third-party organizer during a tournament taking place on the Game within the last six (6) months preceding the start date of the Tournament for which the Participant has applied for registration.



No purchase, financial sacrifice or financial compensation is required by the Organizer to participate in the Tournament. A purchase of any type will not increase the chances of winning the Tournament. No purchase of whatever nature will increase the Participant's chances of winning the competition. Chance of winning the Tournaments will only depend on the individual skills and dexterity of the Participants.

Article 4. Tournament Registration

To register for a Tournament, the Participant must consult the tournament offer available on the Toornament platform and register for the tournament in which he wishes to participate. Participation in a Tournament requires the prior approval of the registration by the Organizer.

Applications for registration will be approved by the Organizer according to the following rule:

- "First come, first served": based on the earliest registration application date
- Having duly completed all fields of the registration form
- Having a minimum of 16 years old
- Being resident of one of the countries listed in the exhibit 1

If more than 512 participants:

- 16 players will be selected, and the others drawn randomly among the pre-registered Participants
- The 16 players will be selected according to their past results at the ESWC PGW 2017, FUT Barcelona 2018 and other FIFA18 national leagues (e.g.: Orange eLigue 1)

The Organizer reserves the right to verify, by any means, the accuracy of the information provided by the Participant, as required to validate his participation in the Tournament, and in particular his age, his identity, the ownership of the Game account or the Toornament account.

In the event of inaccurate information, the Organizer may either request the Participant to modify the information entered or disqualify the Participant or cancel his participation in the Tournament in case of non-compliance with the eligibility conditions.

Article 5. Game Settings

All games in the Tournament will be played according to the following game settings:

Game settings :

- Match mode: FUT
- Half Length: 6 minutes
- Difficulty: World Class
- Injuries: Yes
- Off-side: Yes
- Warning: Yes
- Handball OFF



- Time / score display: Yesi
- Camera: TV broadcast
- Radar: 2D
- Assist Power Assist: No
- Manual guardians prohibited
- Audio - Music and Commentary OFF
- FIFA Trainer: OFF
- Season: Summer
- Time of Day: 8:00PM
- Defending: Tactical Defending
- Game Tactics: Custom tactics allowed
- Formations: no custom formations
- HUD : "Indicator"
- Indicator - "Player Name"
- Handball OFF
- Live Form - OFF
- Stade: Stade FeWC

« Loaned » players are not allowed neither are the « Player Trainings ». However, « Icon » are allowed. We invite you to look over these rules. Make sure that you, and your opponent, respect these particularities.

In the event that it is impossible to play the matches of the Tournament in the FUT mode (for example in case of unavailability or interruption of the service), the Organizer reserves the right to change the format according to the following game settings:

- Match mode: Kick-off
- Half Length: 6 minutes
- Difficulty: World Class
- Player Attributes: 85 Overall
- HUD- Indicator
- Indicator - Player Name
- Injuries: ON
- Handball: OFF
- On Team selection page, Live form set to OFF
- Audio - Music and Commentary OFF
- Defending: Tactical Defending
- FIFA Trainer: OFF
- Game Tactics: Custom tactics allowed
- Formations: no custom formations
- Players are not allowed to change User Gameplay Customization or CPU gameplay customization settings.



Participants are not allowed to use or exploit known bugs and / or glitches. In the event that an Administrator determines that a Participant is using a bug or a glitch that results in an undue advantage, the Administrator may decide to revert to the state of the game prior to the use of the glitch or apply a disciplinary sanction to the Participant in the event that this use is voluntary. The Administrator is solely responsible to determine the voluntary nature of the use of the glitch.

Article 6. Dates and Times of the Tournaments

Start Date of the Tournament: March 10, 2018

Detailed tournament schedules are provided in exhibit 2 and on the Toornament page of each Tournament.

Participants are invited to arrive at least fifteen minutes (15) before the start of the Tournament at the place indicated by the Organizer on the Toornament Platform Tournament Information page.

Discord of the Tournaments: <https://discord.gg/DX2gzk>

Article 7. Tournaments Administration

The Organizer designates several administrators in charge of the management of the Tournament. This information is communicated by any means by the Organizer and in particular on the Toornament page of the Tournament. The directors will be responsible for ensuring that the Tournament proceeds according to the rules enacted (hereinafter referred to as the "Administrator").

Article 8. Match organisation

Every player must add his opponent as a « Friend » on the Xbox Live or on the PSN. Matches must be played through the « Friendly Season » mode on FIFA Ultimate Team. One of the two players will invite his opponent.

Article 9. Matches Results

At the end of a match, the Participants must inform the result of the match on Toornament and, if necessary, with the administrators of the Tournament. Participants are encouraged to enclose any useful proof to avoid any claim such as screenshots or video recordings.

To fill a match result and add a screenshot to Toornament:

1. Click on "My Matches" in the navigation menu on the Toornament website
2. Click on the name of the Tournament
3. Click on the "Report" tab
4. Fill in the result of the "Victory - No-Defeat" match by clicking on the corresponding button
5. Fill in the match score in the "Score" form
6. Add all the relevant information in the "Notes" form



7. Click on the "+ Add" button and import your screenshot according to the proposed format below

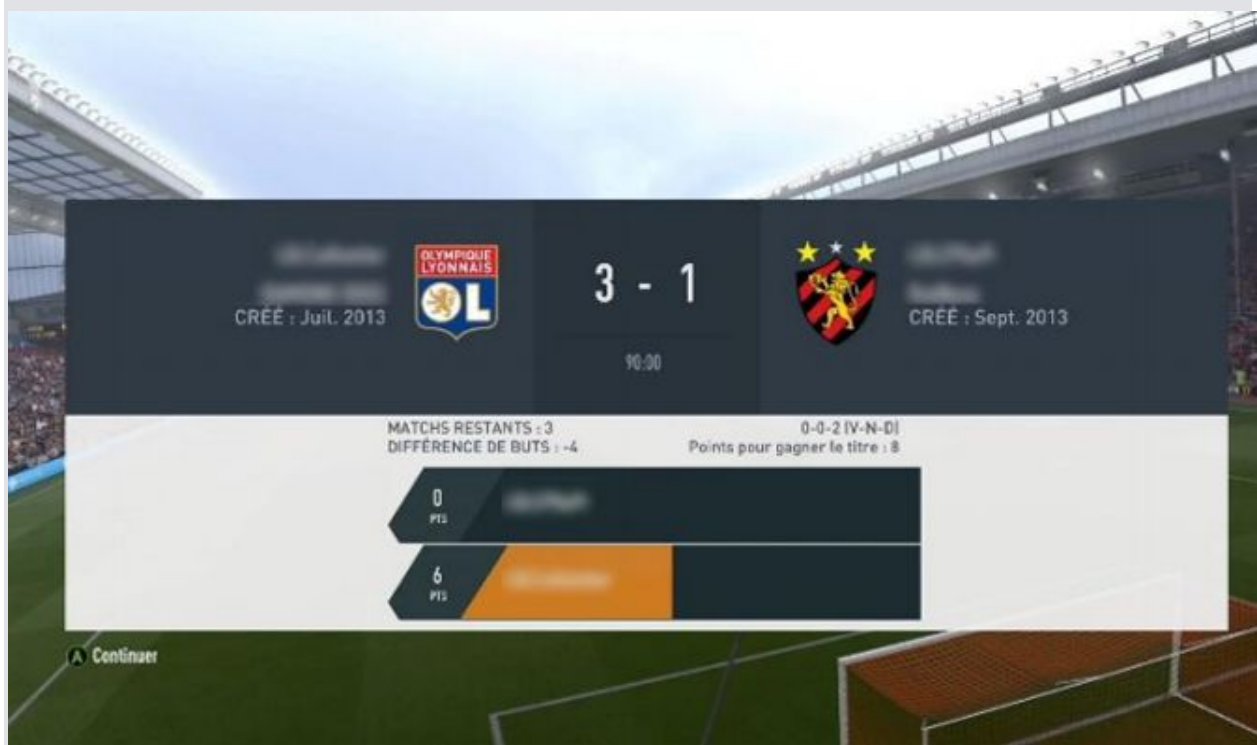
The screenshot shows the tournament website interface. At the top, there are navigation tabs: "BROWSE", "MY TOURNAMENTS", "MY MATCHES" (circled in red), and "ORGANIZE". Below this, the match details are displayed: "Unnamed #32" vs "Unnamed #1". A navigation bar at the bottom of the match details includes "OVERVIEW", "PLAYERS", "WATCH", "REPORT" (circled in red), and "LOBBY". Below the navigation bar, there are two sets of buttons for "Win", "Draw", and "Loss", with a "Score" input field in between. A "Notes (optional)" text area is present. At the bottom, there is a "Result Proofs (optional - screen capture (PNG))" section with two buttons: "+ Add" and "Report". A red arrow points from the "Result Proofs" label to the "+ Add" button.

Every single Participant is invited to record a picture and a video of his match through the « Share » button on PS4, and the « DVR Game » button on Xbox. Gamertags have to be visible on the proofs.

You can see an example of a proof below:



LICENSED QUALIFIER





WARNING : Only a picture that does look like the proof above will be permitted. If an other kind of image is uploaded, measures could be taken towards the Participant.

Article 10. Decisions of the Organizer

The Organizer is solely responsible to take any measure necessary for the smooth running of the Tournament, including modifying of the Tournament format, adapting the Code of Conduct or taking any disciplinary measures against Participants who have violated the Code of Conduct or who have engaged in harmful conduct toward other Participants, the Organizer or third parties.

Decisions made by the Organizer during the Tournament are immediately applicable and binding on the Participants.

Article 11. Tournament check-in

The Participants have one hour before the start of the first round of the qualifier to do the check-in on the platform Tournament.com. Participants with more than 15 minutes late to do the check-in after the start time of the first round will be disqualified.

Article 12. Coaching

During a match, no coach or manager is authorized to communicate directly or indirectly with Participants playing the match.

Article 13. Disconnections and breaks

1. Disconnections

In the event of disconnection, the following rules will apply:

Qualifying phase:

Any disconnection directly results in the disqualification of the player in a BO1 match.

Offline final stage:

In the event of an involuntary disconnection of one of the two players, and if the disconnected player is not able to reconnect to the game, the Administrator will determine if he chooses to return to exactly the same point (e.g.: 2-0 at 60th minute, administrator may restart a game of 30 minutes - in game time - with a score of 2-0). If the game cannot be restored or replayed, then the Administrator will use his judgement on the final decision.

In the event of a technical problem that strongly affects both Participants at the same time, a new match must be played under the same conditions.

In the event of a voluntary disconnection of a Participant, the current match is considered as lost by the Participant who voluntary disconnected from the game.



The voluntary or involuntary nature of a disconnection shall not be decided by the Participants. The Organizer will decide on the voluntary or involuntary nature of the disconnection according to the facts presented by the Participants and the Organizer will decide on the solution that must be applied.

Following a disconnection of a Participant and in the event of a delay of more than 10 minutes, then this Participant will be disqualified.

Pauses

Participants have the right to pause the game three times during a match when the ball is not in play.

Article 14. Amendment of the Rules

The Organizer reserves the right to modify these Rules at any time, without any prior formalities, without particular mention and without being held liable in any way whatsoever and no Participant shall claim compensation in this respect. The Organizer undertakes to contact the Participants by any means, including through an electronic messaging service, to inform them of any changes in the format of the Tournament or in the event of a change in the schedule of the matches.

Article 15. Dotations

Participants are likely to win the following prizes during the Tournament:

Qualifying phase:

- The top 3 players of the qualifiers from Europe on March 18th and 24th will win a slot for the grand final in Paris.
- The top 2 players of each other qualifier will win a slot for the final phase in Paris.

Participants qualified in the final phase will have to take in charge all their travel and accommodation expenses for the final in Paris. A "Traveler Guide" document will be sent to them to help them organize their trip to the final in Paris.

Offline final phase:

The Offline final stage will offer the top three players on each platform the following rewards:

- 1st: \$ 2,500 + qualification for the EA SPORTS FIFA 18 Global Series - Playoff tournament
- 2nd: \$ 1,500 + slot for the ESWC FIFA18 Sao Paulo final
- 3rd: \$ 1,000 + slot for the ESWC FIFA18 Sao Paulo final

The Organizer will contact the Participant to set the terms and conditions for sending any prize money that may have been won.



In the case of a prize money, the Organizer agrees to pay the amount of the prize no later than six months after receipt of the information necessary for the payment of the prize. The payment of the prize money will be made in accordance with the legal and regulatory provisions in force, after deduction of all applicable taxes and charges, including any withholding tax, or the provision of a payment to a competent authority.

Article 16. Code of conduct

In order to provide an enriching tournament experience for all, the Organizer invites Participants to play in a peaceful manner, to respect each other, to adopt a fair play behavior, to be fair, equitable, honest and respectful towards other Participants, the spectators, the Organizer as well as the administrators.

By participating in the Tournament, the Participant undertakes to respect the applicable laws and regulations of the country in which he resides and the various rules of conduct as listed in these Rules.

The purpose of these rules of conduct is to present a non-exhaustive list of the various prohibited, dishonest or improper behaviors that may give an undue advantage. The Organizer reserves the right to modify these rules of conduct at any time and to take any appropriate disciplinary sanction in the event of non-compliance with this Code of Conduct, whether it is listed below or not.

The following behaviours may result in a disciplinary sanction:

- Refuse to follow the instructions of the Tournament Administrator and necessary for the smooth running of the Tournament;
- Arrive late at his convocation schedule
- Adopt unsportsmanlike behavior;
- Choose a pseudonym or disseminate any content indicating a false association with the Organizer or any content that may be vulgar, obscene, offensive, contrary to morality, illegal, illicit, infringing the rights of a third party;
- Harass, follow, threaten, intimidate or engage in harmful behavior towards other Participants or the tournament Administrator;
- Communicate any content that may be considered offensive, illegal, insulting, abusive, threatening, abusive, vulgar, obscene, sexually explicit, racist, defamatory or insulting statements, whether based on race, political or religious opinion, sexual orientation and more generally any statement that is unethical, contrary to sporting values or that is reprehensible under applicable law or regulation;
- Establish collusion with one or more Participants in order to disadvantage the other Participants of the Tournament;
- Publicly communicate a private and confidential communication between the Organizer and the Participant;
- Disconnect intentionally during a game;
- Publish commercial advertising or promotional content;



- Publish content that damages the reputation or image of the Organizer;
- Register for the Tournament via a third party account to play one or more games in place of the account owner;
- Create a false identity or impersonate a third party;
- Propose, directly or indirectly, offers, promises, donations, gifts, bribes or benefits of any kind to an Administrator for the purpose of obtaining any benefit whatsoever during the Tournament;
- Do not respect or damage the material provided by the Organizer;
- Publish personal information of other participants (such as name, surname, first name, address, telephone number, etc) on a publicly accessible space, whether on social networks, on a website or by any other means;
- Use or knowingly exploit a video game bug or glitch in order to gain an undue advantage, whether or not it is defined in the Tournament Rules;
- Access or remain fraudulently in all or part of automated data processing systems;
- Use a third-party cheating software that modifies the game's features, rules, data or graphics;
- Distort or interfere with the operation of an automated data system, whether video game or services;
- Transmit or facilitate the transmission of computer viruses corrupted data or any other means intended to impede the operation of an automated data system;
- Failure to notify the Organizer of a bug or a flaw in order to obtain an undue advantage during a match;
- Failure to make his best effort to win a match;
- Betting on the outcome of games or set up a system of illegal betting on Tournaments;
- Manipulating the ranking of a Tournament.

The listed behaviors and any other harmful conduct, whether committed intentionally, through negligence or mere attempt, may be subject to a disciplinary sanction as defined by these Rules.

A person who, by aid or assistance, facilitates the preparation or commission of the infringement may also be subject to a disciplinary sanction.

Participants may inform the Organizer of any harmful conduct or content related to the Tournament.

Infringements committed during a Tournament may no longer be prosecuted after a lapse of two years.

The limitation lapse for prosecution runs as follows:

- a) from the day on which the perpetrator committed the infringement;
- b) If the infringement is recurrent, from the day on which the most recent infringement was committed;



- c) If the infringement lasted a certain period, from the day on which it ended.

The limitation lapse for prosecution is interrupted when the Organizer has been informed of the infringement and a proceeding has been initiated.

In addition, betting or gambling in connection with the Tournament is strictly prohibited. Any person proposing an offer of bets, gambling or chance, in connection with any Tournament may incur civil or criminal liability. The Organizer reserves the right to take legal action against any person proposing such offer.

Article 17. Applicable disciplinary penalties

In the event of a violation of these Rules and in particular a breach of the code of conduct, the Organizer reserves the right to inflict a disciplinary sanction against the offending Participant, depending on the seriousness of the violation.

The Organizer may inflict the following sanctions depending on the degree, severity and repetition of the violation:

a) Warning:

- The Participant is warned that his behaviour is detrimental to the smooth running of the Tournament and that he must cease such behaviour. In the event of a repeat offence, the Organizer may increase the sanction.

b) Game Loss:

- The Participant loses the game indicated by the Organizer, it can be the current game or a game already played. The ranking is updated after the sanction has been inflicted.

c) Match Loss:

- The Participant loses the match indicated by the Organizer, it can be the current match or a match already played. The ranking is updated after the sanction has been inflicted.

d) Tournament Disqualification:

- The Participant is disqualified from the Tournament by the Organizer. In the event of disqualification, all matches already played by the Participant shall be considered as lost. The Organizer decides, in its sole discretion, on the consequences of disqualification of the Participant and in particular with regard to updating the ranking or the bracket of the Tournament. Any prizes won will be considered as lost and redistributed according to the updated ranking.



e) Prizes Removal:

- The Organizer reserves the right to cancel the attribution of all or part of the prizes won by a Participant in the event that he committed or repeated a serious violation of the code of conduct (such as the use of fraud, cheating, use of third party cheating software, external complicity to win a game (by electronic communication via a voice server for example or by any other means that may be considered as a fraud by the Organizer) or technical malfunctions to obtain an undue advantage.)

f) Banishment of the Tournament and future tournaments:

- The Organizer reserves the right to exclude a Participant from the Tournament in the event of a repeated or a serious violation of the code of conduct (such as the use of fraud, cheating, use of third party cheating software, external complicity to win a game (by electronic communication via a voice server for example or by any other means that may be considered as a fraud by the Organizer) or technical malfunctions to obtain an undue advantage.)
- The Organizer also reserves the right to ban the Participant from future tournaments for a period of up to three (3) years.

In addition to these disciplinary penalties, the Organizer reserves the right to take legal actions, both civil and/or criminal, against any person who has or who has attempted to interfere with the smooth running of the Tournament, in particular by participating in a case of cheating, fraud, or damage to an automated data processing system, whether or not he has participated in the Tournament.

Article 18. Procedure for the Application of Sanctions

- During matches

During matches, the Administrator may inflict the following penalties: warning, loss of a game, loss of a match and disqualification from the Tournament. Decisions taken by the Administrator shall be immediately applicable. At the end of the Tournament, the Organizer will have a period of fifteen working days to confirm, cancel, reduce or aggravate the sanction inflicted by the Administrator.

- At the end of the Tournament

At the end of the Tournament, the Organizer may inflict any disciplinary sanctions based on evidence collected or produced by third parties.

- Claims issued during a Tournament



Upon receipt of a complaint against a Participant during a tournament, the Organizer may either make no further action on the complaint or immediately contact said Participant to notify him of the complaint.

The Organizer may either dismiss the complaint or inflict a disciplinary sanction immediately applicable to the Participant.

- Claims issued after the end of the Tournament

Upon receipt of a complaint against a Participant after the end of the Tournament, the Organizer has a period of three months to process the complaint. At the end of this period, the Organizer may either give no further action or inflict a disciplinary sanction. To be processed, the complaint must be accompanied by evidence of an offense listed or not in the code of conduct. Failure by the Organizer to reply to a complaint shall be deemed to have been closed without further action.

In the event of a complaint, the Organizer will contact and notify the Participant who is the subject of the complaint. The Participant will have a period of twenty (20) days to provide the Organizer with any information necessary to process the complaint.

Decisions taken by the Administrator or the Organizer shall be notified to the Participant, by any means (e-mail, mail, registered letter), within thirty working days. The Organizer takes his decisions based on the objective evidence produced by both parties.

- Evidence Admitted

Evidence may be provided by any means other than those contrary to applicable law or evidence that does not establish relevant facts. The following material may be admitted as evidence, without limitation: screenshots, testimonies, audio or video recordings validly captured. The Organizer shall have the right to determine the validity of the evidence submitted. The Organizer does not have to justify the refusal of an evidence.

Article 19. Confidentiality

During the Tournament, the Organizer may have private correspondence with one or more Participants. Messages intended exclusively for one or more specific persons are considered as private correspondence.

Private correspondence is strictly confidential and recipients of such messages are not permitted to disclose the content of such messages. Unauthorized disclosure of private correspondence may incur civil or criminal liability.

Article 20. Rules of Living

- **Access Badge**

The Participant, qualified to the final phase, agrees to present himself at the welcoming desk of the e-sport Arena, 2 rue Paul Vaillant Couturier 92300 Levallois-Perret, France, where the



Tournament takes place, with an identification document and to withdraw his badge on the day of the Tournament. The Participant undertakes to wear his badge at all times. The Participant is informed that this badge cannot be replaced. The Organizer declines all responsibility in case of loss or theft of the badge. The sale or transfer of the badge is strictly prohibited and may be subject to legal proceedings.

- **Participant Equipment**

Participant is only authorized to use his own following peripheral devices:

- XBOX and/or PS4 controller (it is forbidden to use controllers that provide an unfair advantage such as support macros)
- Headset

Participant is not allowed to use other devices or connect them to the console.

Participant undertakes to carry out, at least one hour before the start of the tournament, all necessary tests to ensure that his equipment is functioning properly. Participant undertakes to ensure that his peripheral devices do not contain any element or software that could adversely affect the smooth running of the Tournament.

In the event of technical incompatibility between the hardware provided by the Organizer and the Participant's peripheral devices, the Organizer will make its best effort to assist the Participant in installing, configuring and using its peripherals, without delaying the Tournament. In the event that the incompatibility persists, the Organizer may take all necessary measures to ensure the conduct of the Tournament and, if necessary, disqualify the Participant.

For security reasons, the Organizer may prohibit the use of certain software and peripheral devices whose list will be communicated to the Participant on the day of the Tournament, at the latest.

- **Limitation of Liability**

Participant remains at all time responsible for his personal belongings and as such, the Organizer declines all responsibility in the event of loss, theft or deterioration of any property belonging to the Participant.

- **Material Provided by the Organizer**

The Organizer provides the following material to the Participant at the final in Paris:

- XBOX One and PS4 consoles
- Monitor

The Organizer may temporarily provide the Participant with furniture as well as various computer equipment, in particular, game pads, headphones, screens, computer peripherals, etc. The Organizer may also temporarily place at the disposal of the Participant. The Participant remains responsible for the material provided, the transfer of risks taking place as soon as the



material is made available to the Participant. The Participant undertakes to use it peacefully and to avoid any misuse that could cause any direct or indirect damage.

For matches played on certain stages designated by the Organizer, the Participant must use the devices and materials designated and provided by the Organizer. Refusal to use the devices and materials designated by the Organizer may result in disqualification of the Participant.

- **Tolerance for Sponsors Display**

The Organizer tolerates the display of advertising on the participant's clothing by partners or sponsors, but any other visibility for the promotion of a brand is forbidden during the duration of the Tournament. The Participant undertakes to not wear any sign or clothing that is ostentatious, contrary to morality or unlawful. The Participant may not, by any means, promote, advertise or associate with companies in the following sectors or products:

- Tobacco products;
- Alcoholic beverages;
- Pharmaceutical products or services;
- Entertainment services for adults only (including pornography)
- Products from the firearms industry;
- Any illicit product or service.

- **Gaming Zone**

Access to the gaming zone is only allowed to the Participant thirty (30) minutes before the start of the matches in which he participates, according to the schedule established by the Organizer.

Participants are placed in the gaming zone according to the distribution established by the Organizer.

Participants who have finished their games in the gaming zone and who have no longer a match to play must leave the gaming zone, with their personal belongings.

No one is authorized to enter the gaming zone, except the Organizer, the authorized staff and authorized Participants. The Organizer reserves the right to authorize third parties to enter the gaming zone from time to time. The Organizer reserves the right to restrict access to the gaming zone at any time, without liability for any reason whatsoever.

The answer to interviews is forbidden in the gaming zone, except in cases strictly authorized by the Organizer.

Food consumption is strictly forbidden in the Tournament gaming zone. The Organizer may tolerate the consumption of non-alcoholic beverages in the gaming zone, depending on the number of visitors. As the gaming zone is a common place, the Participant undertakes to make



his best effort to keep the gaming zone clean and, if necessary, to clean up and dispose its waste in the garbage.

- **Matches played on Stage**

During the Tournament, the Participant may be required to play a certain number of games on a stage. The Participant is informed that matches played on stage may be broadcast live or deferred over the Internet or on television.

Participant undertakes to present himself at least sixty (60) minutes in the backstage and to follow the Organizer's instructions which are necessary to perform the match on stage (make-up, installation of any peripherals devices, enter and leave of stage, answer backstage interviews, etc).

Refusal to participate in a live match or failure to comply with the Organizer's instructions may result in disqualification from the Tournament.

- **Recording and Broadcasting of Matches**

Only Participants and Administrators authorized by the Organiser are allowed to join a game.

Only the Organiser is authorized to record and broadcast the matches of the Tournament, worldwide, on the Internet, on television or any other communication medium, known or unknown.

- **Manager and other coaches of the player**

During a match, no coach or manager is authorized to communicate directly or indirectly with Participants playing the match.

- **Media Exposure**

The Organizer and the Participant undertake to make their best effort to ensure the smooth running of the Tournament and in particular its media exposure.

Participant undertakes to make its best effort to answer to interviews with journalists and to participate in any signing sessions defined by the Organizer.

Article 21. Personality Rights

The Participant authorizes royalty-free, the Organizer, the Publisher, the companies of their respective groups, their affiliates, any person acting on their behalf, to fix, capture, record the image (including the voice, the silhouette, the surname, the pseudonym) during events requiring the physical presence of the Participant, by any means or media (photography, video, recording,...) and to exploit, use, reproduce, exhibit, publish, broadcast, display, represent, modify, adapt, translate, sub-title, the image, surname, pseudonym and/or voice, of the Participant, in all media, known or unknown, on any medium, in particular on any Internet website and mobile adaptation or declination, including the websites of the Organizer, the



Publisher, the companies of their respective groups, their affiliates, the page of the social networks of these companies, the services offered by these companies, the television channels (via linear TV, cable TV or satellite, internet IPTV), the press publications, both in digital and in paper edition, in any format, including but not limited to CD-Rom, DVD, Blu-Ray, computer, mobile phone, in any language, by any means known or unknown, worldwide, for a period of (5) years, and pursuant to a period of twenty (20) years to perform and display extracts for commercial purpose or archive.

Article 22. Privacy and Personal Data

Data Collection

During the registration to the Tournament, the Organizer collects personal information about the Participant, in particular data relating to his legal status (first name, surname, date of birth, residence address, identity document, etc) and, if necessary in connection with the Game (game account, pseudonym, ranking), that the Participant certifies to be adequate, accurate and relevant. This data is strictly necessary to ensure the proper organization of the Tournament.

Any registration to the Tournament with incomplete or erroneous data may lead to the cancellation of the registration and, if necessary, to disciplinary sanction at the discretion of the Organizer.

Reasons for processing the collected data

The data collected by the Organizer are used to ensure the smooth running of the Tournament: check eligibility conditions, determine the “seeding”, share the performances of the Participants on Internet, on social networks, with any media, for a worldwide exploitation. The data shared by the Organizer with third parties is limited to the strict minimum to ensure the good media exposure of the Tournament without causing any harm to the Participant (e.g.: pseudonym, game account).

The data collected by the Organizer may also be used by the Organizer for statistical purposes and to rank Participant according to their performances during the various tournaments.

In addition, the data collected are used by the Organizer to record and store in a file the disciplinary sanctions inflicted on Participants.

Data Storage

The collected data are kept by the Organizer for a period of three (3) years from the last participation in a tournament organized by the Organizer or the last navigation of the Participant on Toornament service.

Transfer of Data



The Participant is informed that the data collected during the Tournament may be shared with third parties to ensure the aforementioned processing purposes, in particular to ensure proper media exposure of the Tournament, or to fulfill legal and regulatory obligations.

Data transferred to companies or third parties will only be made with the express consent of the Participant.

In the event that data are likely to be transferred to a controller, the data would be subject to special protection and the controller's obligation to process the data in accordance with the instructions of the Organizer.

Right of the persons concerned by the treatment

The Participant is informed that he has a right of access, rectification, deletion and limitation of processing his data.

The Participant may exercise this right by contacting the Organizer via the contact details mentioned on the Tournament service.

Article 23. Limitation of Liability

Participation in the Tournament implies the full recognition and acceptance of the technical characteristics and limitations of electronic communication networks. Participant acknowledges and agrees that the online services are provided “as is”, without warranty of any kind and that the use is at his own risk. The Organizer neither guarantees nor warrants that the services will not be subject to any interruption, that they will be defect-free or that anomalies will be corrected and cannot be held liable for the partial or total interruption of certain services used during the Tournament.

The Organizer invites users to install security software, including anti-virus and anti-malware software, and to take all necessary measures to protect their data from possible computer attacks. The Organizer shall not be liable for any direct or indirect damage resulting from the use of the services or the Game used as support for the Tournament, or resulting from harmful or damaging behaviour attributable to a Participant or a third party.

The Organizer informs the Participants of the risks inherent in the intensive practice of video games (addiction, solitude, dependence...) and as such, the Organizer declines all liability for any, direct or indirect, damage resulting from such practice.

Any direct or indirect damage suffered by any Participant or third parties during the Tournament shall not incur the liability of the Organizer, or its commercial or media partners, except in the event of a serious breach of a security obligation.

The Organizer's liability is strictly limited to the proper organization of the tournament and information necessary to participate.

Article 24. Intellectual Property and Ownership



Trademarks, logo, software, designs, models, databases, online services, the Game, know-how, used during the Tournament are protected by intellectual property and are the property of their respective owners. Any use, reproduction or representation not authorized by the rights holder is prohibited.

Article 25. Applicable Law

These Rules are subject to French law and the exclusive jurisdiction of the French courts. If one or more provisions hereof are found to be invalid as a result of a court decision having become final, the other provisions will remain in force and shall continue to apply.



Exhibit 1 - Geographic Restrictions

To be eligible to participate in the Tournament, the Participant must have a residence address in one of the following territories:

Qualifier Europe:

- Austria
- Belgium
- Bulgaria
- Croatia
- Czech Republic
- Denmark
- Estonia
- Finland
- France
- Germany
- Greece
- Hungary
- Iceland
- Ireland
- Italy
- Luxembourg
- Malta
- Norway
- Poland
- Portugal
- Romania
- Russian Federation
- Slovakia
- Spain
- Sweden
- Switzerland
- Turkey
- Netherlands
- Ukraine
- United Kingdom

Qualifier NA/LATAM:

- Argentina
- Brazil
- Canada



- Chile
- Colombia
- Mexico
- Peru
- Puerto Rico
- United States

Qualifier Rest of the World:

- Australia
- China, including Taiwan
- Hong Kong
- Indonesia
- Israel
- Japan
- Kuwait
- Malaysia
- New Zealand
- Qatar
- Saudi Arabia
- Singapore
- South Africa
- South Korea
- Thailand
- Philippines
- United Arab Emirates

Qualifier France:

You must be able to prove that you live in Metropolitan France (including overseas departments and regions) by sending to the Organizer by email (fifa@eswc.com) a proof of address of less than three (3) month (water bill, electricity, internet, mobile phone, rent receipt, tax notice, bank statement).



Exhibit 2 - Tournaments

The Organizer reserves the right to modify the information and adapt the Tournament parameters.

Each online qualifying tournament will host a maximum of 512 players and will be played in single elimination.

PS4 Tournaments list:

1) Qualifiers NA/LATAM - 10 March 2018 (2:00PM UTC-6, GALT)

Registrations: <https://www.toornament.com/tournaments/1210606323475218432/information>

2) Qualifiers ROTW - 11 March 2018 (2:00PM UTC+8, HK)

Registrations: <https://www.toornament.com/tournaments/1210601994253713408/information>

3) Qualifiers Europe #1 - 18 March 2018 (2:00PM UTC+1, CET)

Registrations: <https://www.toornament.com/tournaments/1210581314320596992/information>

4) Qualifiers Europe #2 - 24 March 2018 (2:00PM UTC+1, CET)

Registrations: <https://www.toornament.com/tournaments/1210587631912329216/information>

5) Qualifiers Europe #3 - 25 March 2018 (2:00PM UTC+1, CET)

Registrations: <https://www.toornament.com/tournaments/1210573846256107520/information>

6) Qualifiers France - 31 March 2018 (2:00PM UTC+1, CEST)

Registrations: <https://www.toornament.com/tournaments/1210595286788104192/information>

XBOX One Tournaments list:

1) Qualifiers NA/LATAM - 10 March 2018 (2:00PM UTC-6, GALT)

Registrations: <https://www.toornament.com/tournaments/1210546426917830656/information>

2) Qualifiers ROTW - 11 March 2018 (2:00PM UTC+8, HK)

Registrations: <https://www.toornament.com/tournaments/1210522993234124800/information>

3) Qualifiers Europe #1 - 17 March 2018 (2:00PM UTC+1, CET)

Registrations: <https://www.toornament.com/tournaments/1210147349682946048/information>

4) Qualifiers Europe #2 - 18 March 2018 (2:00PM UTC+1, CET)



Registrations: <https://www.toornament.com/tournaments/1210506605566541824/information>

5) Qualifiers Europe #3 - 24 March 2018 (2:00PM UTC+1, CET)

Registrations: <https://www.toornament.com/tournaments/1210515869131350016/information>

6) Qualifiers France- 31 March 2018 (2:00PM UTC+1, CEST)

Registrations: <https://www.toornament.com/tournaments/1210562724670332928/information>

Offline Final Phase Tournament:

For each platform, the 14 Qualified Participants in the Qualifying Tournaments (as listed above) will be selected to participate in the Offline Final Phase which will take place on April 7th and 8th at the eSport Arena - 2 rue Paul Vaillant Couturier - 92300 Levallois -Perret FRANCE.

For each platform, 2 players will be directly selected by the Organizer to participate directly in the Offline Final Phase Tournament. These 4 players will be selected at the discretion of the Organizer according to their performances during the last tournaments played on the game FIFA18 and will be announced on the website of the Organizer.

The Offline Final Phase will be played according to the format indicated below.

Article 26. Tournament Format

The platforms Xbox One and PS4 will be used during this tournament through two competitions with exactly the same format.

1. FORMAT - Qualifiers

The competition is divided into two phases:

- 6 qualifiers will be organized by platform: 6 on Xbox One and 6 on PS4
- Number of participants maximum: 512
- Matches are played in BO1 with half-time of 6 minutes
- Tournament Format: Single elimination bracket
- A minimum of 16 players will be selected as seeded among the entrants. All other participants will be randomly placed.

2. FORMAT - Offline Final Stage

Maximum number of participants: 16 participants on each platform.

The qualifying slots will be distributed as follows for each platform:

- 2 qualified from NA / LATAM qualification
- 2 qualified from the Rest of the World qualification
- 2 qualified from the FR qualification
- 8 qualified EU Qualifiers (3 to 2 per qualifier)



Qualified automatically:

- Two finalists from the PGW

Offline Final Stage tournament format

Group stage then single elimination bracket

The group stage will be as follows: 4 pools of 4 players, the first two of each group will have access the single elimination bracket of the tournament.

1) Round-Robin:

Participants are divided into 4 groups, each consisting of 4 players.

The matches of this phase are played in BO1.

During the round-robin, the points are distributed as follows:

- A victory gives 3 points to the winner of the match;
- A draw gives 1 point to each player;
- A defeat gives 0 to the loser.

At the end of the group stage, the Participants are ranked according to their points earned. If two or more Participants were equal on points on completion of the round-robin matches, the following criteria are applied to determine the rankings:

1. Higher number of points obtained in round-robin matches played among them;
e.g: player A has 6 points, player B has 3 points, player C has 0 point
2. Higher goal difference obtained in the round-robin matches played among them;
e.g: player A will have a goal difference of +5 and player B will have a goal difference of +2
3. Higher number of goals scored in the round-robin matches played among them;
e.g: player A scored a total of 8 goals and player B scored a total of 4 goals
4. Higher goal difference obtained in all the round-robin matches played by the players still tied;
5. Higher number of goals scored in all the round-robin matches played by the players still tied;
6. If two Participants are still tied a new BO1 match is played between them.

2) Single elimination bracket:

The Participants, qualified during the previous round-robin stage, will compete in a single elimination bracket starting with quarterfinals. Matches will be played in “home and away” format.

The single elimination bracket will be draw in order to not have two participants from the same group in the same side of the single elimination bracket and with the following matches order:



The quarter final matches will be played with the following order and between the players:

- Quarter final 1: Group 1 winner vs Group 4 second
- Quarter final 2: Group 2 winner vs Group 3 second
- Quarter final 3: Group 3 winner vs Group 2 second
- Quarter final 4: Group 4 winner vs Group 1 second

The semi final matches will be played with the following order and between the players:

- Semi final 1: quarter final 1 winner vs Quarter final 2 winner
- Semi final 2: quarter final 3 winner vs Quarter final 4 winner

A “home and away” match is played in two games of 6 minutes. The winner of the match is the Participant who scored the most goals at the end of the two games. In case of a tie at the end of the two games a new game of 6 minutes is played with golden goal rule. If at the end of the new game the two Participants are still tied, a penalty kick session is played to determine the winner of the match.

The losers of the semifinals will play a match for third place in “home and away” match format.