

EA SPORTS FC™ PRO MOBILE 26 OFFICIAL RULES

1. OVERVIEW

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

The EA SPORTS FC Pro Mobile 26 (“Competition”) is sponsored by Electronic Arts Inc. (“EA”), 209 Redwood Shores Parkway, Redwood City, CA 94065, USA and is governed by these Official Rules (“Official Rules”).

The Competition is a series of video game competitions (each, an “Event”) conducted using EA SPORTS FC™ Mobile (“FCM”) played on mobile smartphones (“Supported Platform”).

The following is the current list of Events in the Competition:

- EA SPORTS FC Pro Mobile Global Qualifier #1 (“Global Qualifier #1”)
- EA SPORTS FC Pro Mobile Global Qualifier #2 (“Global Qualifier #2”)
- EA SPORTS FC Pro Mobile MEA Qualifier (each, a “MEA Qualifier”)
- EA SPORTS FC Pro Mobile SEA League Qualifier (each, a “SEA League Qualifier”)
- EA SPORTS FC Pro Mobile Publisher League Qualifier (each, a “Publisher League Qualifier”)
- EA SPORTS FC Pro Mobile Mid-Season Playoffs (“Mid-Season Playoffs”)
- EA SPORTS FC Pro Mobile League (each, a “Partner League Event”)
- EA SPORTS FC Pro Mobile World Championship (“World Championship”)

Partner League Events are events run by EA’s league partners (collectively, “Partner Leagues”).

Publisher League Qualifiers are events conducted using FCM and run by EA’s local publishing partners, including Tencent Holding Ltd., Nexon Korea Corporation, and Garena Online Private Ltd. (collectively, “Local Publishers”).

Rules specific to each Event (“Event Rules”), including additional registration requirements, deadlines, gameplay rules, prizes, and other details related to individual Events, will be posted as part of the registration process for each individual Event. Event Rules are a continuation of these Official Rules.

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

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

Any third party that operates another video game competition incorporating FCM is the sponsor of such competition and will determine the applicable terms and conditions for participation. Non-EA SPORTS FC Pro Mobile competitions are governed by separate terms and conditions for participation.

2. ELIGIBILITY AND REGISTRATION

2.1. Registration Process and Deadlines

2.1.1. Registration Process

To be considered eligible for the Competition, Competitors are required to read and accept the Official Rules and complete the registration steps outlined in the Event Rules for each Event. The Official Rules can be found at <http://www.fcpromobile.com/>.

For the Global Qualifier #1 and Global Qualifier #2, Competitors are required to complete the following steps on <https://battlefy.com/fc-pro-mobile> (“Tournament Site”) by the registration dates noted in **Section 2.1.2:**

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

Certain Events may have different or additional registration requirements in order to participate; see the relevant tournament site for details.

2.1.2. Registration Deadlines

For Global Qualifier #1: June 11, 2026

Exact times for the registration deadline detailed above will be posted on the Tournament Site prior to the Event.

Registration deadlines for Global Qualifier #2 will be posted on the Tournament Site prior to each Event.

Registration deadlines for the SEA League Qualifier, MEA Qualifier, Partner League Events and Publisher League Qualifiers will be posted on the registration pages for those Events.

Invited Competitors are subject to the registration deadlines noted in their invitations. Failure to complete registration as described in **Section 2.1.1.** by the noted dates will result in the invitation being rescinded.

Certain Live Events may have additional registration requirements. Competitors who qualify for Live Events will be notified of any mandatory information requirements.

2.2. Player Eligibility and Requirements

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

- Be the minimum age required to have a full (not underage) EA account in their territory of residence.
- Meet the following minimum age requirements in their territory of residence, as of the time of registration:
 - For China, Ghana, Kenya, Nigeria and South Korea: at least 18 years old
 - For Japan: at least 17 years old
 - All other territories: at least 16 years old
- Register their valid EA Account for eligibility and accept the Official Rules and any Event Rules;
- For Competitors under the age of majority in their country/territory of residence, have a parent or legal guardian review and consent to these Official Rules and any Event Rules on their behalf and accompany them to any Live Event (as defined in **Section 1**);
- Be a resident of one of the eligible countries/territories listed in **Appendix B**;
- Have access to FCM on a Supported Platform and have connected it to their valid EA Account;
- Agree to EA's Privacy and Cookie Policy located at <https://privacy.ea.com> ("Privacy and Cookie Policy") and User Agreement located at <https://terms.ea.com> ("User Agreement");
- Have a valid Battlefy account (<https://battlefy.com>) for Global Qualifier #1 and Global Qualifier #2 Events;
- Have a valid Discord account (<https://discord.com>);
- Enable Two Factor Authentication on their EA Account;
- For Global Qualifier #1, and Global Qualifier #2 Events: attain a minimum level in-FCM of FC Champion in H2H Division at the time of Event registration.

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

2.3. Event Rules

Refer to the following documents to see registration requirements, deadlines, gameplay rules, prizes, and other details related to individual Events:

Documents will be added as Appendices as new Events are announced.

2.4. Acceptance of Official Rules; Changes to the Competition and Official Rules

Competitors must accept the Official Rules on the Tournament Site or the Event-specific registration pages to be considered for participation in the Competition.

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

EA reserves the right to cancel, suspend and/or modify all or part of the Competition, or any part of it, if any fraud, technical failures, act of God, fire, flood, storm, war, public disaster, or other calamity, strike or labor difficulties, public health emergency, cessation of air travel to a Live Event, or any governmental or regulatory determination or action, regulation or order, or any other cause beyond EA's reasonable control or any other factor impairs the integrity or proper operation of the Competition, including the safety of Competitors or fairness of the Competition, as determined by EA in its sole discretion. EA reserves the right to disqualify any Competitor at any time for any reason, including without limit to, for tampering with the operation of the Competition, or acting in violation of these Official Rules. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and EA reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law.

By participating in the Competition, Competitors agree to be bound by these Official Rules and the decisions of EA, Competition officials, and Competition administrators.

2.5. Proof of Residency

Competitors may be required to provide proof of residency in an eligible country/territory to compete in the Competition. The sufficiency of any such proof or documentation will be determined by EA (or its agent) in its sole discretion. The list of eligible countries/territories can be found in **Appendix B**.

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

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

Competitors may also be required to provide a recent invoice from a utility company (e.g., energy, telephone, or cable) with the Competitor's name and physical address in an eligible country/territory.

2.6. EA Account Check

Upon registration, the vetting procedure will take place at EA's sole discretion prior to being eligible to play to ensure that Competitors are not breaking the Code of Conduct and not violating EA's User Agreement.

Any Competitors that are deemed as not eligible to play due to this vetting procedure will be notified via email.

2.7. Employees and Conflict of Interest

Employees of EA and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, vendors, Battlefy Technologies Inc., Nexon Korea Corporation, Garena Online Private Limited, and Tencent Holding Ltd., former employees of EA who participated in the development of FCM, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the Competition.

2.8. Registration Data and Leaderboard

As part of the registration process, Competitors will be asked to provide optional information, such as chosen Team of Representation within FCM. This information may be used in any leaderboard data created as part of the Competition. The leaderboard will be published on <http://www.fcpromobile.com/> and updated with point totals on a regular basis, as determined by EA in its sole discretion.

3. ORGANIZATIONS

Competitors may represent an organization in the Competition.

Fourteen (14) days before a Live Event, qualified Competitors must provide the following by emailing easportsfcproasia@ea.com:

- Name of organization, club or team the Competitor will be representing and authorization for use;
- Organization logo and authorization for use;
- Contact information for the officer or representative of the organization;
- Competitor's real name and display name; and
- Photo of Competitor and authorization for use.

EA will inform qualified Competitors of any other applicable deadlines and required information. This information may be incorporated into the broadcast and web coverage of the event.

4. COMPETITION STRUCTURE

4.1. Regional Play

The Mid-Season Playoff and World Championship Events will include all regions set out in **Appendix B** (each, a "Region").

The SEA League will cover the following countries/territories:

- Indonesia
- Singapore
- Malaysia
- Thailand

The Global Qualifier #1 Events will be divided by the following Regions:

- APAC South
- Europe
- Americas
- APAC North & Oceania

The MEA Qualifier Events will include the countries/territories in the MEA Region listed in **Appendix B**.

Partner League Events and Publisher League Qualifier Events will include Regions as set forth in those Event Rules.

See **Appendix B** for the full list of countries/territories in each Region.

4.2. EA SPORTS FC Pro Mobile Global Qualifiers

4.2.1. EA SPORTS FC Pro Mobile Global Qualifier #1- Ladder Phase

Competitors will compete in an online ladder tournament for their Region. Competitors will begin the Ladder Phase unranked. All matches will be one (1) game. The winner of the match is the Competitor with the higher score at the end of the game. If a game is at a tied state, extra time will be used, followed by the penalty shootout, if needed, to find the outright winner of the game.

Each Global Qualifier #1 Ladder Phase will feature a maximum number of Competitors per Region, as follows:

- APAC South: 8,000
- Europe: 7,000
- Americas: 8,000
- APAC North & Oceania: 2,000

For Global Qualifier #1, the Ladder Phase for all Regions will be open from 11 June 2026 through 14 June 2026.

The top Competitors with the highest peak placement (i.e., highest placement achieved at any point during the tournament) during the Ladder Phase for their Region will qualify for the Global Qualifier #1 Playoffs Phase as follow:

- APAC South: 256 Competitors Qualified
- Europe: 128 Competitors Qualified
- Americas: 256 Competitors Qualified
- APAC North & Oceania: 64 Competitors Qualified

4.2.2. EA SPORTS FC Pro Mobile Global Qualifier #1 - Playoffs Phase

The Global Qualifier Playoffs Phase will take place on the following dates:

- Global Qualifier #1: 20 June 2026 through 21 June 2026

The Playoffs Phase will run across two (2) days. Day 1 will run as a Swiss format tournament. Day 2 will be a Double Elimination bracket.

The top Competitors from the Global Qualifier #1 Playoffs Phase with the highest finishing placement per Region will qualify for the Mid-Season Playoffs as follows:

- APAC South: 4 Competitors Qualified
- Europe: 3 Competitors Qualified
- Americas: 5 Competitors Qualified
- APAC North & Oceania: 1 Competitor Qualified

Additional information on Global Qualifier #1 will be provided in the Event Rules.

4.2.3. EA SPORTS FC Pro Mobile Global Qualifier #2

Information on Global Qualifier #2, including competition structure, shall be provided in the Event Rules.

4.3. FC Pro Publisher League Qualifier

Information on Publisher League Qualifier events will be available on the applicable Local Publisher websites. Eligibility and details will vary from publisher to publisher. Please refer to the applicable publisher's websites for more information. Non-registered Competitors can compete in Publisher League Qualifier events.

Competitors cannot under any circumstances compete in multiple Publisher League Qualifier events. This includes any qualifiers for the Publisher League Qualifier event(s). Competitors are required to be residents of the country/territory where the Publisher League Qualifier event is played unless they have a signed contract with a team endemic to that league, prior to the Publisher League Qualifier's commencement, including any and all qualifiers for the event, as well as express permission from EA before taking part in the respective Publisher League Qualifiers event.

Competitors in these Publisher League Qualifier events will compete for a place in the Mid-Season Playoffs or the World Championship. The number of seats awarded from each Publisher League Qualifier event will be detailed in the Event Rules.

A Competitor can qualify for the Mid-Season Playoffs or World Championship through one (1) qualification method only. If a Competitor who has already qualified finishes in a subsequent Event with a placement that awards qualification to the Mid-Season Playoffs or World Championship, that qualification will be awarded to another Competitor according to the Event Rules.

4.4. EA SPORTS FC Pro Mobile SEA League Qualifier

The SEA League Qualifier will be open to Competitors in the APAC South Region.

Information regarding the SEA League Qualifier events will be made available on the official SEA League websites. Please refer to the applicable SEA League website for more information.

Competitors in the SEA League Qualifier events will compete for a place in the Mid-Season Playoffs or the World Championship. The number of seats awarded from each SEA League Qualifier event will be detailed in the Event Rules.

A Competitor can qualify for the Mid-Season Playoffs or World Championship through one (1) qualification method only. If a Competitor who has already qualified finishes in a subsequent Event with a placement that awards qualification to the Mid-Season Playoffs or World Championship, that qualification will be awarded to another Competitor according to the Event Rules.

4.5. EA SPORTS FC Pro Mobile MEA Qualifier

The MEA Qualifier will be open to Competitors in the MEA Region.

Competitors in the MEA Qualifier events will compete for a place in the Mid-Season Playoffs or the World Championship. The number of seats awarded from each MEA Qualifier event will be detailed in the Event Rules.

A Competitor can qualify for the Mid-Season Playoffs or World Championship through one (1) qualification method only. If a Competitor who has already qualified finishes in a subsequent Event with a placement that awards qualification to the Mid-Season Playoffs or World Championship, that qualification will be awarded to another Competitor according to the Event Rules.

4.6. Partner League Events

Information on Partner League Events will be available on the applicable league websites. Eligibility and details will vary from league to league. Please refer to the applicable league websites for more information. Non-registered Competitors can compete in Partner League Events.

Competitors cannot under any circumstances compete in multiple domestic Partner League Events. This includes any qualifiers for the Partner League Event(s). Competitors are required to be residents of the country/territory where the Partner League Event is played unless they have a signed contract with a team endemic to that league, prior to the league's commencement, including any and all qualifiers for the event, as well as expressed permission from EA before taking part in the respective Partner League Event.

Competitors in these Partner League Events will compete for a place in the Mid-Season Playoffs or the World Championship. The number of seats awarded from each Partner League Event will be detailed in the Event Rules.

A Competitor can qualify for the Mid-Season Playoffs or the World Championship through one qualification method only. If a Competitor who has already qualified finishes in a subsequent Event with a placement that awards qualification to the Mid-Season Playoffs or the World Championship, that qualification will be awarded to another Competitor according to the Event Rules.

4.7. EA SPORTS FC Pro Mobile Mid-Season Playoffs

The Mid-Season Playoffs is an in-person Live Event.

The top eight (8) Competitors will qualify for the World Championship.

Details on the Mid-Season Playoffs, including competition structure, will be in the Mid-Season Playoffs Event Rules.

4.8. EA SPORTS FC Pro Mobile World Championship

The World Championship is the pinnacle event in the Competition.

Details on the World Championship will be in the World Championship Event Rules.

5. PLATFORMS AND EQUIPMENT

In connection with the Mid-Season Playoffs and World Championship Events, Competitors will be provided with a designated practice device (“Practice Device”) and Competition device (“Competition Device”) installed with a specific competition build (“Live Event Build”) at a set time, designated by referees, officials, staff, or tournament administrators (“Event Officials”), in order to train and prepare for the Competition. Competitors must only use the Practice Devices and Competition Devices under the guidance and allowed time period by Event Officials.

Information about the devices and the Live Event Build are deemed confidential. Any mentions to the public or externally, including the SNS platforms, Competitor fan groups or communities, and Competitor personal live streaming, are strictly forbidden.

6. ADDITIONAL COMPETITOR REQUIREMENTS FOR LIVE EVENTS

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

- Be available to the media during each Live Event.
- Attend Media Day prior to each Live Event.
- Competitors will be informed of any pre-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.
- Competitors are required to join the relevant Discord server for certain tournaments.
- Be available for an interview with the Competition broadcast crew for at least thirty (30) minutes following the end of each Live Event day.
- Winners from a Live Event may also be required to participate in a media session for up to one (1) hour following the end of the competition.

Competitors will be expected to be ready to begin match play at the scheduled times. If a hardware or software failure or other unexpected incident occurs in the game, both Competitors in the affected match are responsible for alerting an Event Official of the incident immediately.

7. PARTICIPATION IN LIVE EVENTS

7.1. Travel to Live Events

EA may cover certain travel and accommodation costs incurred by Competitors during their participation in the Competition. EA or third parties may provide travel accommodations for some invited or qualified Competitors to a Live Event at EA’s or such third party’s expense. For Competitors with travel expenses paid by EA, the selection of transportation carriers, hotels, and/or related transfers will be in EA’s sole discretion. EA reserves the right to provide ground transportation instead of airfare based on a Competitor’s travel distance from a Live Event. If a Competitor requests special travel or accommodation plans, such as different travel dates, different carriers, or departure/arrival cities other than the designated city for the tournament, and if the cost of the special travel request exceeds that of the standard tournament travel plans, EA may require the Competitor to cover the difference in cost.

Receiving travel accommodations is contingent upon compliance with these Official Rules. If a Competitor is disqualified or travel is forfeited for any reason, EA may award that Competitor’s travel and accommodations to an alternate Competitor, who may assume that Competitor’s place in the Competition.

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

other travel documentation may be required, which is the responsibility of each Competitor. Additional restrictions may apply.

7.2. Declaration of Eligibility

Competitors must sign a Declaration of Eligibility to Travel prior to accepting travel accommodations to the Live Event. The Declaration of Eligibility to Travel will be provided to Competitors via email to the email address. If a Competitor does not complete the Declaration of Eligibility to Travel within seven (7) calendar days of attempted notification, fails to sign and/or return the Declaration of Eligibility to Travel within the required time period, refuses travel, is ineligible to accept travel, or is unavailable to travel on dates appropriate to the Live Event, the Competitor forfeits travel accommodations, as well as their place in the Competition.

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

7.3. Background Checks

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

8. ENFORCEMENT

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

- using any cheats, hacks or other third-party "helper" applications in playing FCM matches;
- intentionally disconnecting from the Internet during any FCM match;
- colluding with other Competitors in playing FCM matches;
- selectively matching up against the same opponent repeatedly;
- taking advantage of known exploits in FCM (it is the responsibility of Competitors to understand and avoid all current illegal exploits); or
- abusive or disorderly behavior, including any use of harassing, negative, or profane language online.

EA, in its sole discretion, reserves the right to disqualify any Competitor 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. EA's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

9. PRIZES

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

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

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

return the Prize Winner Declaration and Release, refuses the prize, or is ineligible to accept the prize, the potential winner forfeits the prize.

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

In the event EA cancels or suspends the Competition pursuant to **Section 2.4** above, prizes will be awarded for all Events prior to such cancellation or suspension.

10. GENERAL TERMS

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

10.1. Personal Information

By participating in the Competition, Competitors acknowledge that EA will process their personal information (including name, address, date of birth, EA Account Name, email address, Local Publisher Account Username, country of residence) in accordance with the Privacy and Cookie Policy for the purposes listed therein. If Personal information has been collected from Competitors by an organizing or local processing entity, Competitors agree to such entity transferring the relevant information to EA.

Personal information will be used and processed as described in the Privacy and Cookie Policy, including for the purposes of:

- Organizing, running, and monitoring the Competition and prize fulfillment, including for Competitors that win a prize, publishing Competitor names and countries of residence online or in any other media in connection with the Competition, as described further below; and
- Any additional processing activities to which Competitors consent and/or acknowledge as applicable, such as sharing information with designated Competition operators and/or administrators, including for booking travel and soliciting feedback on the Competition, or gameplay and features of EA game titles.

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

Competitors have the right to access, withdraw, and correct their personal information. Competitors may request such action by visiting our Privacy Portal, <https://www.ea.com/privacy-portal>.

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

The organizing or local processing entity for the Competition, if applicable, may be considered a data controller for the Personal information submitted by Competitors. If such an entity is a data controller, their privacy policy will be provided to Competitors in accordance with applicable law. Please refer to such privacy policy for details regarding how Competitor personal information data is processed and Competitor rights with respect to it.

Applicability of User Agreement and Privacy and Cookie Policy: Competitor's participation in the Competition is also governed by the User Agreement. If there is any conflict between these Official Rules and the Privacy and Cookie Policy and User Agreement, then the Privacy and Cookie Policy or User Agreement, as applicable, will control.

10.2. Release and Publication of Competitor Information

10.2.1. Winner's List

EA will post a winner's list online after all winners are confirmed two (2) weeks after the end of each Event on <http://www.fcpromobile.com/>. This list will remain posted for three (3) months after the end of the Competition.

10.2.2. Grant of Rights

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

By accepting a prize, Competitor grants to EA the right to use their personal information and any other information provided by Competitor, without further consent or compensation to Competitor, for the administration, marketing, and promotion of the Competition, EA, and/or FCM, unless otherwise noted below:

- Background Information: Full name, country of residency, age, FC Mobile account username and UID
- Social Media Information: X handle, YouTube channel, Twitch account, Instagram username
- Photos: Any photos provided by Competitor to EA or photos of Competitor taken onsite at a Live Event
- Other Information for Competition Administration Only: shirt size, dietary restrictions, mobile phone number
- Any other biographical information provided by Competitor (e.g., favorite professional sports teams players)

10.2.3. EA Account Information

Competitors acknowledge and agree that EA may provide Competitor's EA account information (name, Online ID, age, country, game play stats and scores, and email address) to our partners and agencies, and these parties may use the account information for the purposes of administering the Competition and related events, including without limitation that our agencies may contact Competitor by email and/or other means

10.3. GOVERNING LAW; RELEASE OF LIABILITY

10.3.1. EA's Decisions

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

10.3.2. Governing Law

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

10.3.3. Release

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

10.3.4. For Residents of Austria, Germany and Poland

Notwithstanding any other provision herein, nothing in these Official Rules shall have the effect to deprive a Competitor of the consumer protection rights granted by the laws of your residence that cannot be derogated from by agreement. With respect to the Prize and any other products or services given by EA and its affiliates free of charge, EA shall only be liable for intent and gross negligence. In case of slight negligence, however, EA is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which EA can be made responsible for. The liability in the event of breach of such an essential contractual obligation is limited to the typical contractual damage, whose occurrence could be expected by the EA upon conclusion of the contract on account of the circumstances known at that time. "Essential contractual obligations" are those obligations whose fulfilment is essential to enable the proper implementation of the contract and the achievement of its purpose and

whose observation you as an end consumer may rely upon. The foregoing limitations of liability shall not apply in the case of explicit guarantees by the EA, in cases of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.

10.3.5. For Residents of the United Kingdom and France

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

10.3.6. For Residents of Australia

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

11. COMMERCIAL RIGHTS

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

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

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

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

12. LIMITATION OF LIABILITY

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

APPENDIX A: CODE OF CONDUCT

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

A1. COMPETITOR BEHAVIOR

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

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

Competitors must maintain an appropriate level of respect, in EA's sole judgment, towards other Competitors, and Event Officials. Threatening or inappropriate behavior towards Event Officials and/or other Competitors, will not be tolerated. Competitors must follow the instructions of Event Officials at all times.

Prohibited conduct includes, but is not limited to:

- Violating any law, rule or regulation, as determined by EA in its sole discretion;
- Using any software or program that damages, interferes with or disrupts the Competition or another's computer or property;
- Using any external software designed to give the competitor an unfair advantage;
- Interfering with or disrupting another Competitor's participation in the Competition;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, including making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Using vulgar or offensive language;
- Abusive behavior, including harassment and verbal threats;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that EA (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;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA account, any personal access to EA services, or any EA content associated with an EA account, including EA virtual currency and other entitlements, either within an EA service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by EA;
- Playing on behalf of another Competitor, or allowing someone else to play on Competitor's behalf, in any competitive game mode;
- Gambling, including betting on the outcome of Competition matches;
- Disclosing any confidential information provided by EA 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 Competitors with sponsors who pay them based on their performance);
- Causing or contributing to scandal, reputational harm or risk to the integrity and reputation of the Competition or EA;
- Engaging in any other activity that disturbs the professional, fair, and respectful gaming environment of the Competition;

- Playing on behalf of another Competitor, or allowing someone else to play on Competitor's one's behalf, in any competitive game mode; and
- Promoting, encouraging or taking part in any prohibited activity described above.

A2. LIVE EVENT CONDUCT

Competitors must maintain an appropriate level of respect, in EA's sole judgment, towards other Competitors, referees, officials, event staff, and tournament administrators. Threatening or inappropriate behavior towards the referees and the other Competitors will not be tolerated. Incidents and punishment will be identified at the sole discretion of Competition officials or EA. Competitors must follow the instructions of Competition officials or EA 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 Competitor, 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;
- Playing any game other than the copy of FCM provided for use in the tournament; and
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of the Live Event or Online Tournament, as well as any promotional activities reasonably requested by EA or other sponsors.

A3. LIVE EVENT DRUG & ALCOHOL POLICY

Competitor use of alcohol or drugs is prohibited on any Live Event premises, and Competitors may not be under the influence of drugs or alcohol while participating.

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

A4. LIVE EVENT DRESS CODE

Competitors must wear attire appropriate to the circumstances (as determined by EA). Competitors shall not wear, carry, or bear any items of a political nature, or which in EA's opinion cause controversy or reflect unfavorably upon EA, its partners, or the Competition.

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

A5. COLLUSION AND MATCH-FIXING POLICY

Any action or agreement to disadvantage other Competitors, 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 Competitors determined by EA to be violating this rule at any phase in the Competition may be removed from the Competition. Such Competitors may be forced to forfeit or return any compensation and/or prizes and may have their EA and/or FCM accounts suspended.

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 Competitor, including using a secondary account, at any time during the Competition;

- Any form of match-fixing;
- “Soft play,” defined as a Competitor not giving their best effort or not taking reasonable and fair actions to gain advantage against their opponent(s) in a match;
- Agreeing to split prize money among two or more Competitors; and
- Allowing an opponent to score more or less goals than they normally would.

A6. PENALTIES

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

- Warning
- Final Warning
- Forfeiture of single match
- Forfeiture of all matches
- Reduction in match score
- Loss of awards (including prize money and paid travel expenses)
- Suspension from the Competition
- Disqualification from the Competition and future competitions
- A deduction of points scored during a group stage
- Automatic game loss

When a forfeit is declared, the game shall be declared over with a score of 0:3 based on the forfeited Competitor's defeat, regardless of the score up to that point.

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

A7. COMPETITOR SPONSORSHIP

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

Subject to these Official Rules and EA's right in its sole discretion to prohibit, reject, remove, blur, or obscure any mark, logo or signage, Competitors in the Competition may include the display of promotional sponsors. Competitors may not display or promote any products or services in conjunction with EA, its partners, or the Competition that offer or are associated with:

- Gambling, wagering, or lottery products or services including but not limited to sports betting, fantasy sites gambling or similar websites or services;
- Alcohol, tobacco, prescription drugs, restricted drugs and/or similar products or paraphernalia;
- Firearms or any type of weapons;
- Pornographic or any sexually explicit or adult material;
- High fat, salt or sugar foods and drinks;
- Energy drinks, powders or similar products;
- Dietary supplements;
- Medical devices, services, or treatments;
- Political ads or otherwise promoting a political agenda;
- Illegal products or services, or content that otherwise violates any applicable laws in the territories where FCM is available;
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands;
- Cryptocurrencies and/or websites promoting/relating to the trade of cryptocurrency;
- Direct competitors of Competition official marketing partners;
- Anything that is detrimental to EA's business (e.g., hacking, gold services, account/coin selling, etc.).

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

A8. NAMES

Competitors will be asked to select a unique name (“Display Name”) to identify themselves.

This Display Name will be used to identify Competitors during the live broadcastings, promotion of the Competition and other Competition-related activities. It shall be the same as their Display Names in the Publisher League Qualifier, Partner League Events, or a new one, if EA and Event Officials determines it does not comply with the following requirements:

- The inclusion of the name, branding or other intellectual property of any third party in the Competitor name is at EA’s sole discretion and EA reserves the right to require any Competitor to compete under a neutral and commercially unbranded name/logo in its discretion at any time;
- Competitors are strictly prohibited from using EA or any EA’s intellectual property rights in their names;
- Competitors must receive prior written approval from EA to use a nation or country name in their Display Names;
- Must be original and distinct from other Competitors and must not be deemed vulgar by EA and its affiliates. Names must not infringe on a third party’s intellectual property, privacy or publicity rights, or violate the law or EA’s User Agreement. In the event of two or more Competitors registering for the Competition with the same name, EA reserves the right to require any and/or all relevant Competitors to register under a new name in its discretion (provided that EA shall consider any reasonable representations of the relevant Competitors in this regard); and
- Competitors shall provide EA with an English translation of their player names, as the case may be.

APPENDIX B: ELIGIBLE COUNTRIES/TERRITORIES

Countries/territories are divided into Regions as follows:

APAC South	Europe	Americas	APAC North & Oceania	MEA
Indonesia Singapore Malaysia Thailand India Philippines	Austria Bosnia and Herzegovina Bulgaria Croatia Cyprus Czech Republic Denmark Estonia Finland Germany Greece Hungary Israel Italy Latvia Lithuania Malta Norway Poland Romania Serbia Slovakia (Slovak Republic) Sweden Switzerland Türkiye Ukraine Belgium France Iceland Ireland Luxembourg Netherlands Portugal Spain United Kingdom	Colombia Costa Rica Dominican Republic Ecuador El Salvador French Guiana Guadeloupe Honduras Martinique Mexico Netherlands Antilles Panama Puerto Rico Saint Martin Trinidad and Tobago Venezuela Argentina Bolivia Brazil Chile Paraguay Peru Uruguay Canada United States of America	Australia New Zealand Chinese Taipei Hong Kong Japan Macau Mongolia	Bahrain Georgia Jordan Kazakhstan Kuwait Lebanon Libya Oman Qatar Saudi Arabia United Arab Emirates Egypt Ghana Kenya Morocco Nigeria South Africa

The above list is subject to changes or modifications provided by EA at any moment and for any reason.

Competitors participating in Publisher Leagues that are residents of South Korea, Vietnam, and China will be invited to participate in the Mid-Season Playoffs and World Championship Events.

APPENDIX C: PRIZING

All amounts are in United States Dollars (USD).

C1. GLOBAL QUALIFIER #1

All Competitors who register and participate in at least one (1) match in the Event, subject to eligibility and verification, will be awarded an exclusive FC Pro Mobile User Logo for use in FCM.

Competitors who advance to the Global Qualifier #1 Playoffs Phase, subject to eligibility and verification, will be awarded an upgraded animated FC Pro Mobile User Logo for use in FCM.

Competitors who advance to the Mid-Season Playoffs, subject to eligibility and verification, will be awarded an exclusive FC Pro Mobile Lobby Background for use in FCM.

C2. GLOBAL QUALIFIER #1, SEA LEAGUE QUALIFIER, MEA QUALIFIER, PUBLISHER LEAGUE QUALIFIER, AND PARTNER LEAGUE QUALIFIER

For the Mid-Season Playoffs, up to 24 Competitors that qualified through Global Qualifier #1, SEA League Qualifier, MEA Qualifier, Publisher League Qualifier or a Partner League Qualifier, will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor's residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA's discretion), hotel accommodations for up to six (6) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an approximate retail value ("ARV") of USD \$2,100. Actual value may vary based on travel fare fluctuations and the distance between departure and destination. Winners will not receive the difference between actual value and ARV.

C3. EA SPORTS FC PRO MOBILE MID-SEASON PLAYOFFS

Prizing totaling USD \$100,000 is awarded based on finishing placement in the Mid-Season Playoffs as follows:

EA SPORTS FC Pro Mobile Mid-Season Playoffs		
Finishing placement	Number of Winners	Prizes (USD)
1st	1	\$30,000
2nd	1	\$20,000
3rd-4th	2	\$8,000
5th-8th	4	\$4,500
Joint 9th	16	\$1,000
	Total	\$100,000

C4. GLOBAL QUALIFIER #2, SEA LEAGUE QUALIFIER, MEA QUALIFIER, PUBLISHER LEAGUE QUALIFIER, AND PARTNER LEAGUE QUALIFIER

For the World Championship, up to 32 Competitors that qualified through Global Qualifier #2, SEA League Qualifier, MEA Qualifier, Publisher League Qualifier, or a Partner League Qualifier, will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor's residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA's discretion), hotel accommodations for up to seven (7) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an ARV of USD \$2,450. Actual value may vary based on travel fare fluctuations and the distance between departure and destination. Winners will not receive the difference between actual value and ARV.

C5. EA SPORTS FC PRO MOBILE WORLD CHAMPIONSHIP

Prizing totaling USD \$250,000 is awarded based on finishing placement in the World Championship as follows:

EA SPORTS FC Pro Mobile World Championship		
Finishing Placement	Number of Winners	Prizes (USD)
1st	1	\$60,000
2nd	1	\$40,000
Joint 3rd	2	\$20,000
Joint 5th	4	\$10,000
Joint 9th	8	\$4,750
Joint 17th	16	\$2,000
	Total	\$250,000

APPENDIX D: FC PRO MOBILE GLOBAL QUALIFIER #1 EVENT RULES

D1. OVERVIEW

These Event Rules will govern the Global Qualifier #1 Event.

These Event Rules are hereby incorporated by reference into, and shall be read together with, the Official Rules.

In the event of any conflict, inconsistency, or ambiguity between the Official Rules and the Event Rules, the provisions of these Event Rules shall supersede and control.

D2. DEFINITIONS

For purposes of these Event Rules, the following terms shall have the meanings set forth below:

- D2.1. Swiss Format:** A tournament structure in which Competitors are paired against others with similar match records in each round, with all Competitors playing the same predetermined number of rounds.
- D2.2. Double Elimination Bracket:** A double-elimination tournament is a type of elimination tournament in which a Competitor is eliminated from the tournament upon having lost two (2) matches. Once the Competitor loses the matchup, the losing Competitor will proceed into the losers bracket and the winning Competitor proceed into the winners bracket.
- D2.3. Tiebreaker:** A procedure established by Event Officials to resolve a tie in Match results, standings, or seeding when Competitors' records are identical.
- D2.4. Game:** A competitive fixture consisting of one (1) leg of gameplay, with two (2) halves, extra time will be used if needed, followed by the penalty shootout, played within the Game.
- D2.5. Match:** A single instance of two Competitors facing off, with victory determined by the number of games won in the course of the matchup (e.g. 2 games won in a Best-of-3-game matchup)

D3. EVENT FORMAT

D3.1. GAMEPLAY SETTINGS

Information on gameplay settings will be provided on the Tournament Site.

D3.2. GENERAL EVENT RULES

The following rules apply to all stages of the Event unless otherwise specified.

D3.2.1. Score Reporting

Score reporting must be accurate at all times. Any discrepancy in reported scores must be raised with Event Officials immediately via the Report Match Issue button on the Battlefy Match Page.

D3.2.2. Communication

The official communication channels for the Event are Battlefy Match Chat and the official Discord channels designated by Event Officials. Communications made through other channels will not be monitored or reviewed for the purposes of administrative decision-making.

Competitors are required to join and remain in the Event Discord server for the duration of their Matches so that Event Officials may reach them at all times. Competitors must set their Discord nickname to match the FC Mobile in-game username used during registration on the Tournament Site.

Once paired for a Match, Competitors are required to communicate via Battlefy Match Chat to exchange lobby codes and invites. Competitors must link their Discord and Battlefy accounts to receive Discord support.

Communication with all involved parties must take place in English and must adhere to the Code of Conduct in **Appendix A**. All contents of communications with Event Officials on the Battlefy & Discord channels, and via email are confidential. Any publication of such communications requires EA's prior written approval.

D3.2.3. Disputes

Competitors must use the "Report Match Issue" button on the Battlefy Match Page to report any issue. Competitors must immediately contact an Event Official to report any violations of the Official Rules.

A Match's final score will stand if a Match is played beyond the first half with incorrect settings before an Event Official is contacted. Event Officials reserve the right to dismiss any claims that could have been raised prior to the start of the second half.

Should Event Officials determine that a Competitor has violated the Official Rules, an automatic Match loss may be applied. In such cases, the Competitor's opponent will be awarded a win with a three (3) goal differential, or the goal differential at the time the ruling was made if the opponent was leading, whichever is greater.

D3.2.4. Connection

If after being paired neither Competitor can successfully invite the other, Competitors must contact Event Officials by clicking the Report Match Issue button on their Match Page and immediately taking the following steps:

- Ensure they have a stable internet connection, switching between Wi-Fi and mobile data if necessary;
- Close and restart the FC Mobile application;
- Disable any active VPN or proxy connections; and
- Close all background applications consuming bandwidth.

If a Competitor experiences a disconnect during a Match, they must immediately take a screenshot and notify an Event Official in the Battlefy Match Chat. The Match shall be restarted with the score and time reflecting the state of the game at the moment of the disconnect.

Competitors with repeated connection issues during the Competition may be subject to penalties, including Match loss, formal warning, loss of hosting privileges, and being locked out from matchmaking, at the discretion of Event Officials. A full list of potential penalties is set out in **Appendix A**.

D3.2.5. Game Recreation

Event Officials may instruct the recreation of a game following a recognized issue report. Competitors are responsible for keeping track of the game state so that, in the event of an interruption, the situation can be recreated. Event Officials will monitor the game state where possible.

Event Officials may determine that a game recreation is required in the following circumstances, which are illustrative and non-exhaustive:

- Recognized game lag issues;
- Disconnection due to an electricity problem at a venue;
- Inconsistent or irregular gameplay due to server instability;
- Inconsistent or irregular gameplay caused by a bug, hardware malfunction, or network instability; and
- Disturbance by the audience or environment.

Following a restart, possession of the ball will be returned to the Competitor who had possession at the time of the interruption, where possible. Event Officials will attempt to recreate the game situation as closely as possible, but the restart may begin from kick-off. Event Officials hold sole authority over all final decisions regarding game recreation.

D4. STAGE ONE: LADDER PHASE

D4.1. Format

The Ladder Phase will be conducted as an open ladder bracket in which Competitors may search for matches through the Tournament Site and play matches during a designated four (4) hour play period each day for four (4) days, from 11 June 2026 through 14 June 2026.

Competitors will begin the Ladder Phase unranked. All Matches will be a single best-of-one (Bo1) game. The winner of a Match is the Competitor with the higher score at the end of regulation. In the event of a tied score, extra time and, if necessary, a penalty shootout, shall be used to determine the winner.

To be eligible for qualification to the Playoffs Phase, Competitors must play a minimum of twenty (20) Matches during the Ladder Phase.

The qualifying play windows per Region are as follows:

Region	Qualifying Period	Hours Open
APAC South	June 11–14	7PM–11PM (UTC+8)
Europe	June 11–14	6PM–10PM (UTC+2)
Americas	June 11–14	7PM–11PM (UTC-3)
APAC North & Oceania	June 11–14	6PM–10PM (UTC+10)

D4.2. Hosting

The host, and therefore the home team, will be determined randomly by the Battlefy platform. The Competitor displayed on the left side of the Battlefy Match Page is designated as the host. The host is responsible for sharing the Match ID in the Battlefy Match Chat prior to the start of the Match.

D4.3. Tiebreakers

In the event that Competitors are tied in peak placement ranking at the conclusion of the Ladder Phase, the tiebreaker will be resolved by the following methods, in descending order of priority, for seeding purposes in the Playoffs Phase only:

- Finishing placement on the Ladder at the end of the Ladder Phase;
- Highest total number of wins in the Ladder Phase;
- Highest total number of goals scored; and
- Least total number of goals conceded.

D5. STAGE TWO: PLAYOFFS PHASE

D5.1. Format

The Playoffs Phase will be conducted over two (2) days. Day 1 will consist of a Swiss Format Tournament. Day 2 will consist of a Double-Elimination Bracket. All Matches will be played in a best-of-three (“Bo3”) format. The winner of a game is the Competitor with the higher score at the end of regulation. In the event of a tied score, extra time and, if necessary, a penalty shootout, shall apply.

Day 1 — Swiss Format Tournament

Competitors will be seeded for the initial round based primarily on their finishing placement from the Ladder Phase, with Competitors receiving the seed corresponding to their placement. In subsequent rounds, Competitors will be randomly matched against another Competitor with the same record. The number of rounds will be determined by the number of participants on Day 1. Each round will consist of a single, Bo3 Match. Competitors will be automatically eliminated after accumulating three (3) losses. All Competitors with two (2) or fewer losses at the conclusion of the Swiss Format tournament will advance to Day 2.

Day 2 — Double-Elimination Bracket

Competitors will be seeded based on their finishing placements from Day 1. The tournament will continue until all Matches are completed in the standard Double Elimination Bracket format. Each match will be played in a Bo3 format.

The Playoff start times per region are as follows:

Region	Start Time (Days 1 and 2)
APAC South	1PM (UTC+8)
Europe	1PM (UTC+2)
Americas	2PM (UTC-3)
APAC North & Oceania	1PM (UTC+10)

D5.2. Hosting

The initial host, and therefore the home team, will be the higher-seeded Competitor in both the Swiss Format and Double-Elimination Bracket stages. The higher-seeded Competitor is responsible for sharing the Match ID in the Battlefy Match Chat and setting up the first game of the Match. Hosting rights shall alternate between Competitors with each subsequent game within the Match.

D5.3. Tiebreakers

In the event that Competitors are tied during the Swiss Format tournament, the tiebreaker will be resolved by the following methods, in descending order of priority, for seeding purposes for Day 2 only:

- Competitor's Opponents' Match Win Percentage;
- Competitor's Game Win Percentage; and
- Competitor's Opponents' Opponents' Match Win Percentage.