

Subway Presents - GUILD FIFA 22 Cup **Tournament Ruleset and T+C's**

Quick rules:

- 1v1 FIFA 22 Tournament
- 3 online qualifying events
- 8 Qualified players compete in the Live Finals onsite in London (December 4th)
- Qualifiers hosted on challengermode
- Open to residents of UK/IRE only
- Players must be 16 years of age by 28th October 2021

Quick settings:

- Console: PS4 (It must be played on the PS4 version of the game. This can be on PS5, but must use the PS4 Ultimate edition game version)
- Game Mode: FIFA Ultimate Team
- Stadium: FeWC Stadium (Day)
- Half Length: 6 Minutes
- Difficulty: World Class
- Quick Subs: On
- Game Speed: Normal
- Overtime: On
- Overtime Type: Golden Goal
- Injuries: Off
- Handball: Off
- Bookings: On
- Offsides: On

Terms and conditions -

1. General understanding of the Rulebook

The following rulebook is valid for all stages of the tournament. Admins reserve the rights to make amendments to the rulebook with or without prior notice to the players. Admins are the decision makers for all cases and disputes which may occur and are not written in this Rulebook.

2. Tournament Rules

2.1. Player names

Promod Esports reserves the right to edit Nicknames and/or URL aliases. Player names that are too similar to that of another player are subject to be changed by Promod Esports.

2.2. Player Eligibility

Only players currently residing within the UK and Ireland are eligible for participation in this tournament. In order to compete in this event, players must be over the age of 16 by 28th October 2021.

Players must not be already affiliated to any esports organisation.

Employees of EA and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, vendors, Game. Subway brand or marketing team, Challengermode, Promod Esports, Guild Esports, Sony Interactive Entertainment, FIFA, former employees of EA who participated in the development of the Game, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the Competition.

2.3. Game version

All players must install the newest version of the game in order to participate in the tournaments. Updates must be installed before the tournament starts, any delay to the tournament will result in a forfeit.

It must be played on the PS4 version of the game. This can be on PS5, but must use the PS4 Ultimate edition game version.

2.4. Tournament Details

All participants must be registered to the tournament through the Guild Esports website which can be accessed here: <https://guildfifa22cup.com/>. All prospective players must also be registered the Challengermode Subway GUILD hub in order to compete, those not registered to compete in the tournament will be removed.

2.4.1 Tournament Format

Players will have the opportunity to participate in three online qualifiers. For Qualifier 1 and 2, the top three players will win qualification to the live finals whilst the top two players from Qualifier 3 will win qualification. The finals of the tournament will take place on December 4th 2021, the eight qualified players will need to make sure they are available for the full day to compete at the live finals in London. The live finals tournament will host an 8-player double elimination bracket, best-of-three series.

2.4.2 Prize Money

The prize pool for the live finals will be as follows:

1st - Bespoke Golden Sub Trophy, £1,000

2nd - £500

3rd - £200

4th - £100

4. General Rules

4.1. Game Chat

Game chat will not be available throughout the event, therefore all attempts to contact an admin, including support or protests, must be made through the Challengermode platform and dedicated Discord server.

4.2. No show

Players have 15 minutes to show up to their match in the qualifiers otherwise they will be given a default loss and be disqualified from the tournament.

For the finals, if players aren't contactable 24 hours prior to the tournament taking place, they will be assumed as though they will not be attending and will be disqualified and the invitation to the finals will be revoked.

4.3. Protests

Protests must be made as soon as possible, or they may be ignored depending on the circumstances. A replay file or screenshot needs to be provided to the administration team for them to come to a decision.

4.4. Decisions outside of the Rulebook

Admins have the right to decide outside or even against the rulebook in certain instances to guarantee fair play

4.5. Severability

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect: a) the validity or enforceability in that jurisdiction of any other provision of this Agreement; or b) the validity or enforceability in other jurisdictions of that or any other provision of this Agreement.

4.6. Names, Symbols and Sponsors

Promod Esports reserves the right to forbid the use of unwanted or occupied names and symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives the permission. No advertisement or

promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products is allowed in connection to Promod Esports.

4.7. Confidentiality

All communication between participants and administration are confidential and must not be made public by the participant without prior permission by Promod Esports. If any participant links information through communication with the administration, this will lead to instant disqualification.

4.8. Unsportsmanlike Behaviour

Any offensive, disrespectful or unsportsmanlike behaviour (including but not limited to flaming, insults, threats of physical violence) connected to Promod Esports or the event can lead to disqualification.

4.9. Mandatory registration on Challengermode

Every player that takes part in the tournament must be registered on Challengermode. Participants will not be allowed to play without registering for the tournament.

5. Rules during the qualifier and finals tournament

5.1. Player disconnects

Each player is entitled to a rehost once per series if any disconnects occur within 2 minutes of the game starting. If after 2 minutes has passed in the game, any disconnects will be considered a win for their opponent.

5.1.1. Re-hosted Lobby

In a re-hosted game each player has to choose the same settings as they picked at the start of the game.

6. Game media

All game media (screenshots, replays, etc) must be kept for at least 14 days. Faking or manipulating game media is of course forbidden and will result in severe penalties. Game media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad game media naming. However, if an admin is hindered in their work because of bad game media names then it can be punished for.

7. General Conditions

7.1. Cancellation

If cheating, a virus, bug, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled affects the fairness and/or integrity of this Tournament, Sponsors reserve the right to cancel, change or suspend this Tournament. This right is reserved whether the event is due to human or technical error.

7.2. Publicity

By accepting a prize, Player agrees that Sponsors may use their proper name and country of residence online and in print, or in any other media, in connection with this Tournament, without payment or compensation, except where prohibited by law.