

## The 2024 Esports FAI Cup Code

### of Conduct Definitions

#### 1. In this Code:

- 1.1 “Club” means an association football club in membership of the eLeague Of Ireland (Esports FAI Cup);
- 1.2 “Game Day” means the competition game days to be held online, taking place between the 15th of Jan and 26th of Jan 2024;
- 1.3 “Code” means the 2024 Esports FAI Cup Code of Conduct;
- 1.4 “Competition” means the 2024 Esports FAI Cup comprising of the Game Days and the Live Game Day Final;
- 1.5 “EA FC24” means the EA FC24 video game published by EA;
- 1.6 “First Team Players” means competitors entering the Competition representing the Club that they are registered with and play for in the Esports FAI Cup;
- 1.7 “Game” means a game of EA FC24 played as part of the Competition;
- 1.8 “Inside Information” means any information relating to any aspect of a Game, Match or the Competition that a Player possesses, by virtue of his or her position as a Player in the Esports FAI Cup, which is not publicly available at the relevant time;
- 1.9 “League” means the League of Ireland;
- 1.10 “League Partner” means the tournament operator (Epic Global) and any other entity of which the League has granted rights to the Competition;
- 1.11 “Live Finals” means the finals event hosted at a physical venue
- 1.12 “Match” means any Game of EA FC24 played between two Players.
- 1.13 “Match Rules” means the Rules that Players must comply with when playing Matches and participating in the Competition
- 1.14 “Tournament Official” means an individual appointed by the League to either referee/officiate Matches, provide administrative support and/or liaise with Players during the Competition.

2. The Esports FAI Cup places significant importance on the integrity of the Esports FAI Cup, and the aim of this Code is to clearly outline for each Player the standards expected of them when competing

3. By entering and/or participating in the Competition, each Player acknowledges and agrees to be bound by and to comply with the Code. Players should be aware that if they are found to be in breach of the Code, there is a possibility that sanctions will apply to them, and it is therefore the responsibility of all Players to ensure they have read and fully understood the Rules and the Code before participating. Citing a failure to have read or understood the Rules and/or the Code will not be deemed a mitigating circumstance in any instances where a suspected breach has occurred.

4. The Esports FAI Cup reserves the right at its sole discretion to amend the Code at any time before or during the Competition. Any such amendment will become effective and binding on each Player upon publication.

### **Player Behaviour**

#### **General**

5. At all times (which includes all stages of the Competition) each Player shall behave towards each other Player, Tournament Official, the League and its Clubs with the utmost good faith.

6. No Player shall:

6.1 conduct themselves in an abusive, insulting, intimidating or offensive manner towards any other Player, Tournament Official, the League or any of its Clubs;

6.2 commit any act or make any statement that is discriminatory by means of race, religion, gender, sexuality, disability, colour or national or ethnic origin; or

6.3 commit any act or make any statement that brings the League, any of its Clubs, the Competition, League Partners or EA into disrepute.

6.4 for the avoidance of doubt, 6.1, 6.2 and 6.3 include the publishing, posting, uploading or distribution of content online via social media or any other method of online publication.

#### **Game- related**

7. No Player shall:

7.1 breach any Rule, as determined by the League or a Tournament Official;

7.2 use any software or program that damages, interferes with or disrupts any aspect of a Game, Match or the Competition or another's computer or property;

7.3 interfere with or disrupt another Player's participation in the Competition;

7.4 use exploits, cheats, undocumented features, design errors or bugs during the Competition;

7.5 engage in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the Competition; or

7.6 promote or encourage another Player to take part in any of the prohibited conduct described above.

#### **Live Finals**

8. Where applicable, at no time during the Live Finals shall a Player:

8.1 damage and/or abuse game consoles, controllers, League equipment, or the facility/venue;

8.2 interfere with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a Match, refusing to play, or abuse of in-game pausing;

8.3 fail to cooperate with safety and security requirements, such as metal detectors and bag searches;

- 8.4** fail to follow instructions given by the League, Tournament Officials or any security personnel;
- 8.5** log in to the provided consoles with a personal account or play any version of the game other than the copy of EA FC24 provided for use in the Live Events; or
- 8.6** fail to be available for any awards ceremonies, interviews, and the entirety of the Live Finals, as well as any promotional activities reasonably requested by the League or any League Partner.

### **Match-Fixing and Collusion**

**9.** No Player shall fix or contrive in any way or otherwise influence improperly or be party to any agreement or effort to fix or contrive in any way or otherwise influence improperly, the result, progress, conduct or any other aspect of any Game, Match or the Competition, including (without limitation) by deliberately underperforming during a Game or Match.

**10.** No Player shall take part in any form of Collusion. "Collusion" means an agreement between Players and/or other individuals to alter the outcome or other components of a Match. For the avoidance of doubt, this includes but is not limited to:

- 10.1** purporting to be someone else by way of using another Player's or individual's account to compete or the use of a secondary account;
- 10.2** intentionally losing a Game or Match for any reason; or
- 10.3** allowing an opponent to score more or fewer goals than they normally would in order to impact goal difference.

### **Betting/Gambling**

**11.** No Player shall:

- 11.1** directly or indirectly place a bet of any kind or instruct an individual to place a bet of any kind on any aspect of any Game, Match or the Competition;
- 11.2** disclose Inside Information to any other person (and it shall be a breach of this Code should any Inside Information be disclosed and used by another person for or in relation to a bet); or
- 11.3** accept or offer any form of bribe including but not limited to any payment, hospitality, gift or any other benefit (whether it has a monetary value attached or otherwise) in respect of any aspect of the Competition or any Game or Match in the Competition.

### **Alcohol Policy**

**12.** No player may ingest alcohol or prohibited drugs whilst participating in the competition

### **Live Event and Broadcasted Game Day Dress Code**

**13.** Players must wear attire appropriate to the circumstances and location at which the Live Finals or Broadcasted Gamed Days are taking place. Players must wear the shirt of the club they are representing.

**14.** Players shall not wear, carry or bear any items of a political nature, or which in the League's opinion reflect unfavorably upon the Competition or any League Partner.

## **Player Sponsorship**

**15.** During the Competition and/or when promoting the Competition, no Player shall have any involvement whatsoever (this includes sponsorship tied to any live streaming accounts) in sponsorship that relates to any of the below:

- 15.1** gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services;
- 15.2** alcohol, tobacco or cigarettes;
- 15.3** other restricted drugs or drug paraphernalia;
- 15.4** firearms, explosives, or other weapons;
- 15.5** pornography or any sexually explicit materials;
- 15.6** political ads or otherwise promoting a political agenda;
- 15.7** illegal products or services, or content that otherwise violates any applicable laws in the Rep. of Ireland (including piracy and/or hacking products or services);
- 15.8** any product or service that dishonestly or unfairly: (i) damages; or (ii) takes advantage of EA products, such as EA FC account selling or EA FC coin selling; or
- 15.9** anything that breaches the Video Standards Council or applicable rating(s) of the game in the given territory.

## **Disciplinary**

### Breaches and Sanctions

**16.** Any suspected breach of the Code (or any other provisions contained within the Rules) by a Player will be determined by either a Tournament Official or the League. All decisions and rulings of the Tournament Officials and the League relating to the Competition and this Code are final and binding and there shall be no right of appeal. The League reserves the right to sanction any Player in the Competition at any level, at any time and for any reason. The following sanctions may be applied:

- 16.1** a warning;
- 16.2** a reprimand;
- 16.3** forfeiture of a Game or Match;
- 16.4** disqualification from the Competition (which includes loss of 'winner' status and/or any prize money and/or direct seats in further EA Sports EA FC24 Competitions; and/or
- 16.5** a ban from participation in any future Esports FAI Cup competitions, for a specified time period to be determined by the League.

**17.** The League reserves the right to report any sanctions applied to Players to EA for the EA Sports EA FC Global Series Disciplinary Committee to consider. The League also reserves the right to publicise any sanctions that have been applied to Players, and such Players hereby waive any right of legal action against the League, EA, and any of their affiliates.