Fédération Internationale de Football Association (FIFA)

FIFA-Strasse 20
8044 Zurich
Switzerland

FIFAe General Competition

Terms & Conditions

1. Definitions and Interpretation

1.1. The following definitions will apply in the FIFAe General Competition Terms and Conditions, the Game Rules and the individual Tournament Rules (together the "**Agreement**"):

(a) "**Coach**" means the coach of the Participating Athlete.
(b) "**Competition Delegation**" has its meaning in Section 2.2.1.
(c) **"FIFAe Competition"** means any FIFA esports competition, tournament or event held under the auspices of FIFA.
(d) "**Force Majeure**" means an act of God, insurrection, fire, explosion, strike, labor dispute, labor strike (provided that this does not include strikes, labor disputes and labor strikes that are specific to the Service Provider, its affiliates or third party partners), viruses, epidemic, pandemic, casualty accident, flood, war, civil commotion, delays by regulatory or governmental authorities including high risk travel advisories, or any law, order or decree of any government or subdivision thereof or any other cause beyond its reasonable control.
(e) "**Video Game**" means the interactive entertainment product as set out in the Tournament Rules.
(f) "**Video Game Publisher**" means the publisher of the Video Game as set out in the Tournament Rules.
(g) "**Lock-In Date**" means the date the Participating Athletes Registration must be completed as set out in the Tournament Rules.
(h) "**Manager**" means the manager of the Participating Athlete.
(i) "**Member Associations**" means the domestic football organisations who are members of FIFA.
(j) "**Football Clubs**" means the partnered clubs with football leagues across the world.
(k) "**Esports Teams**" means the established organisations that are recognised globally.
(l) **"Event"** means the specific competition instance within the Tournament for which a game room must be created, as defined in the Game Rules and specified in the Tournament Rules.
(m) **"Event Settings"** means the required game configuration for the Event as specified in the Game Rules.
(n) "**Game Room**" means the match instance where Participating Athletes connect to compete in a Game.
(o) "**Naming Requirements**" has its meaning in Section 2.1.2.
(p) "**Online Tournament**" means the Tournament where the Participating Athletes compete at the Video Game online.
(q) "**On-Site Tournament**" means the Tournament where the Participating Athletes compete at the Video Game at the Venue, but not online.
(r) "**Participating Athletes**" means the players who are participating in the Tournament.
(s) "**Platform**" means the hardware which the Video Game will be played on during the Tournament, as set out in the Tournament Rules.
(t) "**Prizes**" means the prizes awarded to winning Participating Athletes as set out in the Tournament Rules.
(u) "**Team**" means the entity of two (2) or more Participating Athletes representing a Member Association, or other organisations.
(v) "**Team Media**" means the team media representative of the Participating Athlete, Member Association, Football Club, or an Esports Team.
(w) "**Tournament**" means the Tournament where the Participating Athletes compete at the Video Game as set out in the Tournament Rules.
(x) "**Tournament Date**" means the date the Tournament runs, as set out in the Tournament Rules.
(y) "**Tournament Structure**" means the format of the Tournament, as set out in the Tournament Rules.
(z) "**Venue**" means the location where the On-Site Tournament will be held, as set out in the Tournament Rules.

1.1.1. If there is any discrepancy, conflict or dispute between these FIFAe General Competition Terms and Conditions, Game Rules and Tournament Rules, the documents will have the following order of priority: Tournament Rules, Game Rules and FIFAe General Competition Terms and Conditions.

1.1.2. The FIFAe General Competition Terms and Conditions, Game Rules and Tournament Rules are subject to change, as notified to you by FIFA from time to time.

2. Eligibility and Registration

2.1. Participating Athletes Eligibility

2.1.1. Participating Athletes Rules. The Participating Athletes shall comply at all times during their participation in the Tournament with the following eligibility requirements:

(a) Participating Athletes must:

i. be natural persons;
ii. have a valid passport of the country they wish to represent in the Tournament;
iii. not have represented a different Member Association in a previous FIFAe Competition (only applicable for FIFAe Competitions featuring Member Associations);
iv. have a valid FIFA.GG account; and
v. be at least 16 years old at the date of registration

(b) Participating Athletes must not be in breach of this Agreement or any other rules or regulations governing any FIFA esports competition or event held under the auspices of FIFA or its partners (as determined by FIFA acting reasonably).

(c) Participating Athletes must not

i. be the subject of any U.S. sanctions and/or embargoes which prohibit or restrict the use of the Video Game by that Participating Athlete (and/or any of its officials or other representatives) and/or participation in the Tournament;
ii. be formed, incorporated and/or located in any country in which the use of the Video Game is restricted by any such U.S. sanctions and/or embargoes; or
iii. listed on any other applicable government list of sanctioned persons or entities with which FIFA is prohibited from transacting, including but not limited to UN, EU and Swiss sanctions laws.

(d) Participating Athlete acknowledges and agrees that:

i. they may be required by FIFA to provide proof of residency in an eligible country to compete in the Tournament, the sufficiency of any such evidence or documentation will be determined by FIFA (or its agent) in its sole discretion; and
ii. they may be required to enter into additional agreements with the Video Game Publisher and/or the Member Associations, and/or Football Clubs and/or Esports Teams in order to participate in the Tournament.

(e) Once a Participating Athlete has appointed his/her Coach, Manager and/or Team Media, the Participating Athlete may not substitute and/or appoint a different individual during the Tournament. FIFA may, at its sole discretion, deny or revoke the Participating Athlete's appointment of any individual to his/her Competition Delegation.

(f) Participating Athletes and their Competition Delegation agree to conform with any health and safety protocol as communicated prior to and/or during the Tournament and updated from time to time by FIFA. Participating Athletes or any member of their Competition Delegation not complying with these rules might be sanctioned as outlined in Appendix 3.

2.1.2. Naming Requirements. The name of each Participating Athlete must comply with the following requirements ("**Naming Requirements**"):

(a) The inclusion of the name, branding or other intellectual property of any third party in the name of any Participating Athlete is at FIFA's sole discretion and FIFA reserves the right to require any

Participating Athlete to compete under a neutral and commercially unbranded name/logo in its discretion at any time;

(b) Participating Athletes are strictly prohibited from using FIFA, Member Association, Football Clubs, Esports Teams or Video Game Publisher's intellectual property rights in their name for the Tournament;

(c) The name chosen by any Participating Athlete must be original and distinct from other Participating Athletes' names and must not be deemed vulgar by FIFA and its affiliates. Names must not infringe on a third party's intellectual property, privacy or publicity rights, or violate the law;

(d) Participating Athletes shall provide FIFA with an English translation of their name if requested by FIFA; and

(e) Participating Athletes acknowledge and understand that they may be required to modify their Gamertags if FIFA determines in its sole discretion that such Gamertag are inappropriate, offensive or violate any third-party right, where two or more Athletes participate to the Tournament with the same name or where such Gamertags do not comply with any Naming Requirement as set forth above.

2.2. Competition Delegation Eligibility

2.2.1. This section shall only apply to On-Site Tournaments.

2.2.2. Where FIFA permits the Participating Athlete to appoint: (a) one person as his/her Coach; (b) one person as his/her Manager; and (c) one person to be his/her Team Media, (together, the Participating Athlete's "**Competition Delegation**"), such persons must comply at all times during the Tournament with the following eligibility requirements (as applicable).

2.2.3. Coaches and Managers. The Coach and Manager shall comply at all times during their participation in the Tournament with the following eligibility requirements:

(a) The Coach and Manager must:
   i. be natural persons;
   ii. have a valid FIFA.GG account;
   iii. be at least 18 years old at the date of their registration to the Tournament.

(b) The Coach and Manager must not be in breach of this Agreement or any other rules or regulations governing any FIFA esports competition or event held under the auspices of FIFA or the Video Game Publisher (as determined by FIFA acting reasonably).

(c) The Coach and Manager must not be subject to any sanctions or embargoes as outlined in section 2.1.1.(c) above.

(d) The Coach and Manager must only be appointed prior to the first Game of the Tournament and for the whole duration of the Tournament.

(e) The Coach and Manager may not be part of the Competition Delegation, in the same or another role, for other Participating Athletes.

The Coach and Manager may be required to enter into additional agreements with the Video Game Publisher and/or Member Associations, Football Clubs or Esports Teams in order to participate in the Tournament. The Coaches that comply with these eligibility requirements shall hereafter be referred to as "**Eligible Coaches**", and the Managers that comply with all these eligibility requirements shall hereafter be referred to as "**Eligible Managers**".

2.2.4. Team Media. The Team Media shall comply at all times during their participation in the Tournament with the following eligibility requirements:

(a) Team Media must be:

i. natural persons; and
ii. be at least 18 years old at the date of their registration to the Tournament.

(b) The Team Media must not be subject to any sanctions or embargoes as outlined in section 2.1.1.(c) above.
(c) Team Media can only be appointed prior to the first Game of the Tournament and for the whole duration of the Tournament.
(d) Team Media may not be part of the Competition Delegation, in the same or another role, for other Participating Athletes.

Team Media may be required to enter into additional agreements with the Video Game Publisher and/or Member Associations, and/or Football Clubs and/or Esports Teams in order to participate in the Tournament. The Team Media that comply with these eligibility requirements shall hereafter be referred to as "**Eligible Team Media**".

3. Tournament Requirements

3.1. Tournament Rules

3.1.1. The Participating Athlete, Coach, Manager and Team Media at all times will comply with:
i. the Tournament Rules and Game Rules, which are either linked in the applicable Cover Sheet or will be provided by FIFA; and
ii. the Universal Rules as contained in Appendix 1, each as updated from time to time.

3.1.2. Employees of FIFA and their respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such individuals are not eligible to participate in the Tournament.

3.1.3. Breach of the Tournament Rules by any of the Competition Delegation may lead to FIFA applying the sanctions set forth in Appendix 3 of this Agreement and/or other sanctions as set out in the Tournament Rules (which may include, without limitation, termination of this Agreement, disqualification from the Tournament and the loss of any right to receive (in whole or in part) the Prizes).

3.2. Anti-Doping Regulations

3.2.1. Use of drugs and alcohol is prohibited on the premises of, or during the attendance of, live events or tournaments, for the duration of the Tournament, including at the Venue.
3.2.2. Participating Athletes, Coaches or any other members of the Participating Athlete's Competition Delegation must not be under the influence of drugs and alcohol while attending the Tournament, including at the Venue.
3.2.3. Smoking (including e-cigarettes) at the venue is prohibited except in designated areas.
3.2.4. Smoking (including e-cigarettes) in hotel rooms is strictly prohibited unless the Participating Athlete has a smoking room.
3.2.5. FIFA reserves the right in its sole discretion to conduct doping controls throughout the Tournament with a random or targeted selection of Participating Athletes before, during or after the tournament under the principles of the FIFA Anti-Doping Regulations and the World Anti-Doping Code (WADC).
3.2.6. Participating Athletes acknowledge and agree that, by participating in the Tournament, they are governed and bound by the FIFA Anti-Doping Regulations available at Appendix 2 of these Terms and Conditions on the application of the FIFA Anti-Doping Regulations for the Tournament.
3.2.7. Taking into consideration the specifics of the Tournament, FIFA bases any decisions related to its Anti-Doping programme on the FIFA Anti-Doping Regulations, on the principles and guidelines

contained in FIFA Disciplinary Code, as well as the WADC published by the World Anti-Doping Agency (WADA), WADC International Standard Prohibited List 2026, the International Standards and guidelines published by WADA.

3.2.8. Failure of Participating Athletes to comply with this section may lead FIFA in its sole discretion to apply the sanctions set forth in Appendix 3 of this Agreement.

3.3. Conduct Rules

3.3.1. All Participating Athletes and their Competition Delegation shall refrain from engaging in conduct contrary to the integrity and sporting ethics of the Tournament and shall be bound by the principles contained in the applicable FIFA regulations (including the FIFA Disciplinary Code, FIFA Code of Ethics and the FIFA Code of Conduct). If any Participating Athlete or member of their Competition Delegation is found unlawfully influencing or attempting to unlawfully influence the result, progress or any other aspect of any Game of the Tournament in a manner contrary to integrity and sporting ethics, such Participating Athlete may be immediately disqualified.

3.3.2. All Participating Athletes and their Competition Delegation shall refrain from entering, directly or indirectly, in any betting-related activity in relation to the result, progress, conduct or any other aspect of any Game of the Tournament on the basis of the principles contained in the applicable FIFA regulations.

3.3.3. All Participating Athletes and their Competition Delegation must refrain from using and/or disclosing any inside information related to the Tournament for betting purposes contrary to integrity and sporting ethics.

3.3.4. In the event any Participating Athlete and/or member of their Competition Delegation is approached by any person who offers, promises or provides any type of personal or undue pecuniary or other advantages, including but not limited to money, benefits or gifts for the Participating Athletes, and/or their Competition Delegation to

i. unlawfully influence the result, progress or any other aspect of any Game of the Tournament, or
ii. provide inside information, it shall be the Participating Athletes and/or their Competition Delegation's obligation to immediately report such incident to the FIFA Integrity Department.

3.3.5. For such purposes, all Participating Athletes and their Competition Delegation have available the following reporting mechanisms to comply with their duty to report any integrity incident as well as any other matter contrary to sporting ethics:

Confidential reporting mechanism: https://www.fifa.com/BKMS;

Email: integrity@fifa.org; and

FIFA Integrity app (App Store and Google play).

3.4. Changes to the Tournament

3.4.1. FIFA (or its Member Associations, Football Clubs or Esports Teams) may cancel, postpone, relocate and/or organize a replacement version of any Tournament stage as a result of circumstances and/or events outside of its reasonable control for reasons of Force Majeure (including as a result of a COVID-19 outbreak) without any liability of FIFA, the Video Game Publisher or its Member Associations, Football Clubs or Esports Teams in this respect.

3.4.2. Notwithstanding the Tournament Rules, FIFA reserves the right to further invite additional Participating Athletes either by way of feeder tournaments or otherwise. FIFA also reserves the right

to invite substitute Participating Athletes in the event that any of the invited or qualifying Participating Athletes are unable to participate in the Tournament.

4. Tournament Prizes and Expenses

4.1. Prizes

4.1.1. The Prizes for the Tournament are set out in the Tournament Rules and represent the consideration for the participation of Participating Athletes and their Competition Delegation during the Tournament.

4.1.2. The granting of prizes is subject to the full compliance of the Participating Athlete, the Coach and other members of the Participating Athlete's Competition Delegation with this Agreement. In case of breach of any provision of this Agreement by the Participating Athlete, the Coach and/or other members of the Participating Athlete's Competition Delegation, infringing Participating Athletes and/or their Competition Delegation shall be subject to the Sanctions set out in Appendix 3 (which may include the loss of any right to receive (in whole or in part) the Prizes indicated above).

4.1.3. Participating Athletes and their Competition Delegation will be responsible for their own charges, fees and taxes in relation to any Prizes.

4.2. Expenses

4.2.1. FIFA shall cover certain travel and accommodation costs ("**Costs**") for Participating Athletes nominated to compete in On-Site Tournaments organised and hosted by FIFA directly.

4.2.2. Specifically, Costs shall cover:

(a) the cost of the domestic or international travel to commute from his/her actual residence address to the Venue;
    a. one Economy class return airfare from the major airport nearest to the residence of the Participating Athlete to the Venue city, or closest major airport (excluding transport between such airport and the Participating Athlete's place of residence);
    b. airport taxes relating to the above flights.

(b) one accommodation in a room for the Participating Athlete at a hotel of FIFA's election in or near the Venue for a minimum of three (3) nights which shall be subject to change to reduce or increase number of nights as per FIFA confirmation; and

(c) For the avoidance of doubt, all costs and expenses not explicitly stated above to be borne by FIFA shall be the sole responsibility of the Participating Athlete.

4.2.3. Each Participating Athlete shall, in particular, cover the costs of (without limitation): visa charges and taxes, travel to and from any airport, spending money, meals and any hotel incidentals (e.g. phone, laundry, mini bar). Each Participating Athlete (and where applicable, also on behalf of any person accompanying them) waives any and all claims (if any) for relief (including restitution) against FIFA, Video Game Publisher and their respective bodies, officers, agents, employees, volunteers, sponsors and any other entity or person acting on their behalf should the purpose of such ancillary expenses be or become in whole or in part frustrated for any reason whatsoever.

4.2.4. Each Participating Athlete is responsible for any and all insurance covering the Participating Athlete's participation in the Tournament, including appropriate travel insurance cover for the duration of their trip.

4.2.5. FIFA reserves the right in its sole discretion to hold a Participating Athlete responsible for all costs incurred by FIFA as set out in this Section in the event that such Participating Athlete takes any flight to the Tournament (or takes advantage of any other travel arrangements funded by FIFA) but, without a valid reason (in FIFA's reasonable opinion), fails to attend the Tournament and/or its award ceremonies (if applicable).

4.2.6. All Participating Athletes (and any person accompanying a Participating Athlete (if applicable)) are responsible for securing their own visas or any other legal permission which is necessary under local

regulations to attend the Tournament. If a Participating Athlete is unable to secure a visa or any such legal permission for any reason, the Participating Athlete will be disqualified from the Tournament and FIFA may hold the Participating Athlete responsible for any costs incurred by FIFA in accordance with this Section.

4.2.7. Where a Participating Athlete in the Tournament is a minor under local regulations (a "Minor"), FIFA may at its absolute discretion (but without any obligation) cover those travel and accommodation costs listed under this Section above for a legal guardian of such Minor so that the legal guardian may also attend the Tournament.

5. Sanctions

5.1. Breach of this Agreement (or any part thereof) by any Participating Athlete and/or their Competition Delegation may, at FIFA's sole discretion, result in one or more sanction(s) against such Participating Athlete and/or Competition Delegation, as determined by FIFA acting reasonably.

5.2. Without limitation to the above, FIFA may apply one or more of the following sanctions in case of any breach to this Agreement as determined by FIFA acting reasonably and without prior warning:

(a) Warning(s);
(b) Forfeiture of a single Game in the Tournament;
(c) Suspension or disqualification in the Tournament;
(d) Loss of awards (including Prizes);
(e) Exclusion of any Participating Athlete;
(f) Disqualification from any other FIFA competition in the future; and/or
(g) Loss of winner status of the Participating Athlete.

5.3. Sanctions can be imposed and communicated by FIFA, its Member Associations, Football Clubs or the Esports Teams as well as by any Referees or other individuals appointed by FIFA. For the avoidance of doubt:

(a) the full list of sanctions related to participation in the Tournament is set out in the Tournament Rules; and
(b) a list of minimum penalties outlined in Appendix 3 of these Terms and Conditions, in each case it shall not limit FIFA's right to impose any sanctions in its reasonable discretion (as outlined above).

5.4. FIFA and/or its Member Associations, Football Clubs or Esports Teams also reserve the right to determine the consequences on the Tournament of the disqualification, suspension and/or expulsion of any Participating Athlete and/or member of their Competition Delegation in its sole discretion.

6. General

6.1. Indemnity

Participating Athletes and each member of their Competition Delegation shall indemnify, defend and hold FIFA, the Video Game Publisher and the Member Associations and their affiliates, Football Clubs or Esports Teams as well as their officers, employees, representatives, and agents harmless against any and all liabilities, obligations, losses, damages, actions, fines and expenses (including reasonable legal expenses) resulting from, arising out of, or attributable to any breach or alleged breach of this Agreement by such Participating Athletes and/or members of their Competition Delegation.

6.2. Limitation of Liability

The maximum and total aggregate liability of FIFA, the Video Game Publisher and the Member Associations, and their affiliates, and/or Football Clubs or Esports Teams in connection with this Agreement or any collateral contract will in no circumstances exceed an amount equal to €10,000. In no event will FIFA, the Video Game Publisher or the Member Associations (and their affiliates), and/or Football Clubs and/or Esports Teams be liable to the other party for any loss of profits, charges or expenses, loss of data or any corruption or loss of information, or any loss of business opportunity, or any special, indirect or consequential loss or damage or disruption of any kind, in any case, whether based on breach of contract, tort (including negligence or breach of statutory duty), misrepresentation, restitution or otherwise whether or not the relevant party has been advised of the possibility of such damage. Nothing in this Section 6.2. purports to limit or exclude either party's liability for fraud, fraudulent misrepresentation or wilful misconduct or exclude or limit liability for death or personal injury caused by that party's negligence or to the extent otherwise not permitted by law. Except as expressly provided in this Agreement, no party makes any representation, conditions or warranties of any kind and all implied representations, conditions or warranties are excluded to the maximum extent permissible by law.

6.3. Data Protection

FIFA will process personal data in strict compliance with applicable data protection laws. The Participating Athletes and each member of their Competition Delegation read, understand and accept the data processing privacy policy as set forth in Appendix 3 of the Tournament Rules.

6.4. Anti-corruption and bribery

Participating Athletes and each member of their Competition Delegation acknowledge that giving and taking bribes can lead to criminal proceedings, amongst others under the principles of art. 4a of the Swiss Federal Law on Unfair Competition (art. 102 of the Swiss Criminal Code) and art. 322octies and art. 322novies of the Swiss Criminal Code and any other applicable anti-bribery or anti-corruption legislation.

6.5. Miscellaneous

6.5.1. Headings are for interpretation only and do not affect the interpretation of the Agreement.

6.5.2. At its own expense, each party will, and will use all reasonable endeavours to procure that any necessary third party will, promptly execute and deliver such documents and perform such acts as may be required for the purpose of giving full effect to this Agreement.

6.5.3. No failure or delay by a party to exercise any right or remedy provided under this Agreement or by law will constitute a waiver of that or any other right or remedy, nor will it preclude or restrict the further exercise of that or any other right or remedy. No single or partial exercise of such right or remedy will preclude or restrict the further exercise of that or any other right or remedy.

6.5.4. This Agreement may be enforced by FIFA or the applicable Member Association or Football Clubs or Esports Teams.

6.5.5. Sections necessary for the interpretation and enforcement of this Agreement will survive the Agreement. Notwithstanding the foregoing, the following Sections expressly survive the expiry or termination of this Agreement: Section 6.1 (Indemnity), Section 6.2 (Limitation of Liability), Section 6.3 (Data Protection), Section 6.5 (Miscellaneous), Section 6.6 (Governing Law and Jurisdiction) and Appendix 3 (Sanctions).

6.6. Governing Law and Jurisdiction

This Agreement shall be governed by and interpreted in accordance with the laws of Switzerland, the Vienna Convention on the International Sale of Goods being excluded. All disputes in connection with this Agreement, including disputes as to its conclusion, binding effect, amendment and termination, are to be promptly settled between the parties by negotiation. If no solution can be reached, such disputes shall be exclusively resolved by ordinary courts of law in Zurich, Switzerland or (if required by FIFA) by an arbitral tribunal consisting of one (1) arbitrator under the auspices of, and pursuant to, the Swiss Rules of International Arbitration of the Swiss Arbitration Centre. The seat of the arbitration shall be Zurich, Switzerland and the language of the proceedings shall be English. For the avoidance of any doubt, any determination made by the arbitral tribunal shall be final and binding on the parties.

Participating Athletes and each member of their Competition Delegation acknowledge and agree that they have read and understood this Agreement and that they are fully aware of the rights and obligations arising therefrom.

APPENDIX 1 – UNIVERSAL RULES

For the purposes of this Appendix:

"**Referee**" means the official individual who watches the Game, ensures the Game Rules and Tournament Rules are adhered to by Participating Athletes and arbitrates on matters and disputes arising from the Video Game.

"**Head Referee**" means the supervisor of all Referees who takes the final decisions based on the Game Rules and Tournament Rules.

"**Matchup**" means the face-off between Participating Athletes over multiple Games.

"**Game**" means one (1) single session of gameplay, a round or a match during a Matchup in the Video Game as applicable, often played between two (2) Participating Athletes or two (2) Teams.

1. Communication

1.1. Communication at Online Tournaments

1.1.1. Participating Athletes shall direct any in-game-related questions to the Referee via FIFA.GG.

1.1.2. FIFA might require Participating Athletes to join a dedicated Discord server. In this case, in-game related questions must be directed to the FIFAe Competition Team via Discord or the Referee via FIFA.GG.

1.1.3. Other means of communication and messages sent to different channels will not be reviewed as part of administrative decisions.

1.2. Communication at On-Site Tournaments

1.2.1. Participating Athletes shall direct any in-game-related questions to the Referee.

1.2.2. FIFA might require Participating Athletes to join a dedicated Discord server. In this case, in-game related questions can also be directed to the FIFAe Competition Team via Discord.

1.2.3. Other means of communication and messages sent to different channels will not be reviewed as part of administrative decisions.

1.2.4. During a Game, no contact whatsoever between any member of the audience and Participating Athletes is permitted (other than between the Participating Athletes and their Coaches). *Other members of the Competition Delegation might be interacted with if they are also sitting within the designated gaming station.*

1.2.5. FIFA only permits coaching during Gameplay by the Participating Athlete's Coach (as appointed in accordance with these FIFAe General Competition Terms and Conditions) and only in the marked areas. Coaching shall be permitted only in the designated areas marked for each respective Participating Athlete as "Gaming Station".

1.2.6. Before, during and after each Game, the Referee will help Participating Athletes message their opponent to set up their Game and solve any issues.

2. Referees

2.1. Referees at Online Tournaments

2.1.1. Referees will monitor the Games played at Online Tournaments, if possible.

2.1.2. Participating Athletes can contact the Referees via FIFA.GG, or other channels communicated prior to the Tournament.

2.1.3. Participating Athletes hereby agree and acknowledge that any decision taken by a Referee in the Online Tournament is binding.

2.1.4. If a Participating Athlete has an issue that he/she feels is creating an unfair advantage for the opponent, he/she must pause the Game (or request their opponent to pause the Game) and bring the issue to the attention of the Referee. The Referee will address the issue. If they feel the Referee has not addressed

the issue properly, he/she may request the Head Referee to also address the issue. Rulings by the Head Referee and FIFA are binding and final.

a. Referees might request Participating Athletes to provide visual proof (screenshots and/or video recordings) of the situation to assess the situation.
b. All in-game situations that took place before the pause, including the score, shall remain valid and in force after the Referee has decided the issue in question and play resumes.
c. Deviations from this rule can only be determined by the Head Referee.

2.2. Referees at On-Site Tournaments

2.2.1. Referees will be present at On-Site Tournaments to monitor all Games. Referees will begin play and shall record scores, line-ups and in-game events for each Game.

2.2.2. Referees will inform Participating Athletes when to begin to play before kick-off and after half-time as determined by the Head Referee.

2.2.3. Referees will assist during the in-game lobby creation of each Game.

2.2.4. The Referees will be identified by a special ID tag or by any other form as indicated by FIFA.

2.2.5. Participating Athletes hereby agree and acknowledge that any decision taken by a Referee in the On-Site Tournament is binding.

2.2.6. If a Participating Athlete has an issue that he/she feels is creating an unfair advantage for the opponent, he/she must pause the Game (or request their opponent to pause the Game) and bring the issue to the attention of the Referee. The Referee will address the issue, if they feel the Referee has not addressed the issue properly, he/she may request the Head Referee to also address the issue. Rulings by the Head Referee and FIFA are binding and final.

a. All in-game situations that took place before the pause, including the score, shall remain valid and in force after the Referee has decided the issue in question and play resumes.
b. Deviations from this rule can only be determined by the Head Referee.

2.2.7. Participating Athletes shall raise their hands at the end of each Game so a Referee can record the final score. Only scores reported to the Referee and duly recorded are official.

3. **Equipment use**

3.1. Equipment use at Online Tournaments

3.1.1. Participating Athletes must use their own equipment to participate in Online Tournaments.

3.1.2. Participating Athletes are responsible for ensuring that external hardware used during their Game functions without problems. If a problem with external hardware affects the Participating Athlete's gameplay, the Participating Athlete is obligated to fix it and inform the Referee. The Game will continue as scheduled.

3.1.3. FIFA takes no responsibility for possible disadvantages resulting from these hardware problems.

3.2. Equipment use at On-Site Tournaments

3.2.1. All computers, consoles, screens, standard peripherals and headsets used are supplied by FIFA.

3.2.2. All Participating Athletes, Member Associations, Football Clubs and Esports Teams will be given an 'Equipment Checklist' to confirm that the gaming equipment provided to the Participating Athletes is in good and working condition.

3.2.3. No memory cards or saved Games are permitted.

3.2.4. In the event that FIFA provides Participating Athletes with gaming equipment to be used during the On-Site Tournament, Participating Athletes are required to solely use such provided equipment. Participating Athletes are not allowed to use any personal devices (such as phones, headphones, tablets, etc.) during their Games unless express written permission has been granted by FIFA.

3.2.5. Participating Athletes are permitted to use personal peripherals on the Platform to play in the On-Site Tournament provided that FIFA takes no responsibility for correct operation and interoperability of such personal peripherals with FIFA's gaming equipment.

3.2.6. Participating Athletes may provide their own peripherals so long as the peripherals do not provide an unfair competitive advantage to the Participating Athlete, do not interfere with the operations of any Matchup, Game or tournament, do not require any special configuration, cabling or adapters to

function and are designed to work natively on the Platform on which the Participating Athlete competes on. FIFA may, at its sole discretion, disallow any peripherals and require the Participating Athlete to use only approved peripherals.

3.2.7. Participating Athletes that intend to use their own peripherals are only allowed to use such peripherals after completing the approval process as set out by FIFA. Participating Athletes must approach the Referees to inform about their intention to use such peripherals and need to wait for the Referee's and FIFA's approval of the usage.

3.2.8. In the case of a peripheral malfunction, FIFA may provide the Participating Athlete with standard peripherals as a replacement. FIFA takes no responsibility for the correct operation of replacement peripherals.

3.2.9. If the Participating Athlete discovers that the peripheral is defective, the Participating Athlete must immediately pause the Game at the next opportunity and notify the Referee. If the Participating Athlete continues to play despite a defective peripheral, all results of such Game are to be recognized as binding. If the Participating Athlete is unable to pause the Game due to a controller problem, the Participating Athlete must indicate this accordingly.

a. All results taking place before the issue was raised with the Referee shall be deemed valid unless otherwise determined by the Referee.
b. The Referee decides on the further procedure in each individual case.

4. In-Game Pauses and Game Interruptions

4.1. In-Game pauses are governed by the mechanics of the Video Game, unless otherwise stated in the Game Rules or the Tournament Rules.

4.2. FIFA might consider a Game interruption to be one of the following situations which might require a restart of the Game, but is not limited to the following:

a. Disconnection due to an electrical or hardware problem.
b. Inconsistent/irregular Gameplay due to instability in the Video Game or the supported Platform used for the Video Game.
c. Inconsistent/irregular Gameplay – an occasion of lag caused by a bug issue or hardware malfunction, network instability or server malfunction.
d. Disconnection due to the Video Game's bugs.

4.3. Participating Athletes shall be responsible for keeping track of the Game so that if a Game is disrupted, it can be restored to the same extent as possible.

4.4. Participating Athletes must pause the Game and notify the Referee if bugs are encountered. If the Game has been disrupted for none of the reasons described here above, the Referee may take any decision of how to progress in its discretion.

4.5. If a Game that had already started has to be restarted because of a Game interruption, both Participating Athletes must use the exact same settings as when they previously started the Game.

4.6. The Participating Athlete is responsible for verifying that the opponent has made the correct adjustments and, in the event of any violations, must immediately contact the Referee. Reports must happen immediately, as otherwise, they will not be considered.

4.7. The Referee decides about the further procedure in each individual case, following the standards mentioned under this section where possible.

4.8. The Referee can advise both Participating Athletes to undertake the following – but not limited to these – steps: (i) Restart the supported Platform; (ii) Restart the Video Game; (iii) Change the Participating Athlete assigned with the in-game lobby creation; and/or (iv) Change the connecting server.

5. Connection Issues

5.1. When experiencing connection issues, Participating Athletes have to immediately pause the Game and bring this issue to the attention of the Referee.

5.2. Leaving an ongoing Game due to connection issues without pausing the Game and informing the Referee is prohibited and will lead to sanctions set forth in Appendix 3.
5.3. The Referee decides about the further procedure in each individual case, following the standards mentioned under this section where possible.
5.4. The Referee can advise both Participating Athletes to undertake the following – but not limited to these – steps: (i) Restart the supported Platform; (ii) Restart the Game; (iii) Change the Participating Athlete assigned with the in-game lobby creation; and/or (iv) Change the connecting server
5.5. When experiencing connection issues, Participating Athletes are required to follow the instructions given by the Referee at all times. Unless possible, Games will not be paused and Game states will not be reinstated.
5.6. The Referee can furthermore advise both Participating Athletes to continue the Game if he/she does not verify any connection issues. Not following the instructions of the Referee can lead to sanctions as set forth in Appendix 3.
5.7. FIFA may at its sole discretion change the tournament format accordingly if the circumstances require a change. Any changes will be communicated to the Participating Athletes in due time and the Participating Athletes are obliged to play all their Games in the format communicated by FIFA.
5.8. Connection Issues at Online Tournaments
5.8.1. Participating Athletes are required to document connection issues accordingly. In all cases of connection issues, the Referee is entitled to request visual evidence that clearly shows the connection issues. The Referee reserves the right to make decisions on an individual basis if no clear proof can be provided by the Participating Athletes.
5.8.2. Participating Athletes should check their NAT Type before competing.
5.8.2.1. Participating Athletes should compete on NAT TYPE 1 (OPEN) or NAT TYPE 2 (MODERATE).
5.8.2.2. If Participating Athletes are using NAT TYPE 3 (STRICT), Participating Athletes may be unable to connect to opponents and/or fail to hold a strong connection for a competitive Game, leading to an automatic Game and/or Matchup loss or disqualification from the Tournament.
5.8.2.3. Participating Athletes may be asked by Referees to provide proof of their NAT Type in the case of a connection failure. Failing to do so will result in a sanction, as more particularly described in the Appendix.

6. **In-Game Problem**

6.1. The Participating Athlete shall immediately pause the Game (when the Video Game mechanics allow to pause) and inform the Referee and opponent, if an In-Game problem arises which, in the opinion of the Participating Athlete, results in an advantage or disadvantage to the Participating Athlete. In-Game problems include, without limitation, In-Game glitches or bugs, AI-controlled In-Game players not behaving properly or Video Game mechanics not working properly.
6.2. If a Participating Athlete cannot pause the Game anymore (e.g. because all In-Game pauses have already been used), the Participating Athlete shall indicate this immediately to the Referee.
6.3. The Referee will assess the situation and decides on a case-by-case basis on the further procedure and whether further play is reasonable.
6.4. All results taking place before the issue was raised with the Referee shall be deemed valid, unless otherwise determined by the Referee. Leaving an ongoing Game without pausing and addressing the problem with the Referee is generally prohibited and may result in sanctions listed in Appendix 3.
6.5. Deviations from this rule can only be determined by the Referee, the Head Referee and FIFA.

7. **Obligation to play**

7.1. Each Participating Athlete is required to play all the Games over the full length and may not intentionally forfeit or fail to start a Game. Intentional forfeits or failures to start playing a Game may lead FIFA to take sanctions against Participating Athletes as more particularly set forth in Appendix 3.

8. Glitches, Cheating & Manipulation

8.1. Each Participating Athlete is responsible to play in a fair and competitive manner. For example: If any Participating Athlete is trailing without a chance to win and decides to leave the Game (i.e. quitting an ongoing Game), such Participating Athlete will be sanctioned as set forth in Appendix 3.
8.2. Any attempt to cause or abuse a glitch in any Game in order to gain an advantage is prohibited;
8.3. Any use of cheat software in order to gain an advantage is prohibited;
8.4. Manipulating scores or fixing the result of a Game in order to assist other Participating Athletes with their ranking is prohibited;
8.5. If a Participating Athlete claims that his/her opponent is abusing a glitch, cheating or manipulating, he/she must provide proof of such violation. If a Participating Athlete falsefully accuses his/her opponent or does not provide adequate proof of the violation, FIFA might take sanctions against the accusing Participating Athletes as more particularly set forth in Appendix 3.
8.6. In the event that FIFA determines that an action, goal, move, penalty or any other In-Game action was caused by an unauthorized glitch, FIFA will decide in its sole discretion to return the Game to a fair state depending on the result of the play;
8.7. Participating Athletes cannot use any other external program besides official drivers for peripheral hardware usage;
8.8. FIFA shall determine in its sole discretion whether a violation is a glitch, cheating or manipulation.

9. Behaviour

9.1. Participating Athletes, their Competition Delegation and any of their guests attending the Tournament must behave in an appropriate manner throughout the entire duration of the Tournament. The following behaviour is expressly prohibited on all of FIFA's communication channels, including social networks, and might be sanctioned as outlined in Appendix 3:

(a) Insulting and/or aggressive behaviour or language;
(b) Expression of statements of commercial, religious or political nature or that incite or promote hatred and discriminatory conduct;
(c) Disobeying the instructions of Referees;
(d) Excessive arguing with the Referee (including attempts to overrule or influence decision-making);
(e) Offending opponents/staff members/Referees;
(f) Threatening other Participating Athletes;
(g) Accusing an opponent of abusing a glitch, cheating or manipulating without providing adequate proof of the violation.
(h) Not attending one or more stages of the Tournament or arriving late to any of such stages;
(i) The use of drugs and alcohol or any other performance-enhancing substance;
(j) Gambling and betting on the outcome of any stage of the Tournament;
(k) Incorrect declaration of personal information; and/or
(l) Equipment/transmission/internet manipulation.

10. Dress Code

10.1. Participating Athletes and their Competition Delegation shall wear uniform attire appropriate to the circumstances and compliant with the Equipment Regulations set out in the Tournament Rules or as specified by FIFA during the whole Tournament, including the award ceremony at which the Tournament winner may be asked to wear formal attire.

10.2. All attire items that will potentially be worn at the Tournament by the Participating Athletes and their Competition Delegation have to be submitted to FIFA prior to the Tournament start date. Only items that were pre-approved by FIFA in writing can be worn during the Tournament.

10.2.1. This includes, without limitation, items such as towels, handwarmers, facemasks and celebratory flags.

10.3. Participating Athletes and their Competition Delegation shall wear the official uniform of their affiliated, official Member Associations, or Football Clubs and/or Esports Teams throughout the Tournament, when applicable.

10.4. All attire must not feature a Prohibited Sponsor, as set out in the applicable Tournament Rules.

10.5. Participating Athletes and their Competition Delegation are not allowed to wear attire/accessories that disturb the broadcast of the Tournament (as determined by FIFA in its sole discretion). If any Participating Athlete's or any member of their Competition Delegation's attire/accessories is deemed inappropriate, such Participating Athlete or Competition Delegation member must change attire/accessories immediately to be entitled to continue their participation in the Tournament.

10.6. Participating Athletes shall not wear, carry or bear any items of a commercial, religious or political nature or which, in FIFA's opinion, reflect unfavourably upon the Tournament, FIFA, any FIFA event, or any other FIFA partner nor carry out any promotional activity in connection with the Tournament unless otherwise approved in writing by FIFA.

10.7. Each Participating Athlete's Competition Delegation and team members shall only be permitted to wear either unbranded, non-commercial attire or the same attire as the Participating Athlete.

10.8. Failure of Participating Athletes and their Competition Delegation to comply with this section may lead FIFA to apply the sanctions as set forth in Appendix 3.

10.9. The full Equipment Regulations can be accessed through this hyperlink: click here.

APPENDIX 2 – ON THE APPLICATION OF THE FIFA ANTI-DOPING REGULATION TO THE TOURNAMENT

Art. 1 - Acceptance of FIFA Anti-Doping Regulations

1. FIFA has jurisdiction to test all applicants and participating athletes ("**Participants**") in any esports tournament hosted by FIFA (hereafter "**Tournament**") for the prohibited substances included in the WADC International Standard Prohibited List (available at: https://www.wada-ama.org/en/resources/science-medicine/prohibited-list-documents). Each Participant of the Tournament acknowledges and agrees to be bound by the FIFA Anti-Doping Regulations (available at: https://digitalhub.fifa.com/m/ed5f1ae5d0d28f62/original/brfeg8c6j9wpn8gykakh-pdf.pdf), which shall apply mutatis mutandis.
2. Reference within the FIFA Anti-Doping Regulations to the defined term of "Player" shall also include the athlete participating in the Tournament (in particular, see definition n° 62 of the FIFA Anti-Doping Regulations).
3. Reference within the FIFA Anti-Doping Regulations to the defined term of "Matchup" shall also include Games played during the Tournament (in particular, see definition n°44 of the FIFA Anti-Doping Regulations).

Art. 2 - Acceptance of FIFA Disciplinary Code

The Participants of the Tournament agree to bound by the principles set out in the FIFA Disciplinary Code (available at:
http://resources.fifa.com/mm/document/affederation/administration/50/02/75/fifadisciplinarycode2017en_neutral.pdf),
which applies *mutatis mutandis* with regards to infringements of the FIFA Anti-Doping Regulations.

Art. 3 - Communication of decisions and other documents with Players

1. Decisions and other documents intended for the Participants of the Tournament shall be sent to them by e-mail or registered airmail using the contact details they have provided to FIFA. Any such decisions or documents shall be considered received if sent to the respective contact details.
2. It is the responsibility of the Participants of the Tournament to ensure that they provide FIFA with accurate and up-to-date contact details.

Art. 4 – Possible consequences of Anti-Doping Rule Violations

1. By accepting the terms and conditions of the Tournament, the Participants understand their obligation to undergo Testing as set forth in the FIFA Anti-Doping Regulations and to regularly verify the WADC International Standard Prohibited List of substances.
2. In addition, the Participants of the Tournament understand that doping is strictly forbidden, that they are strictly responsible for the substances that enter their body and that any breach of the FIFA Anti-Doping Regulations may lead to disciplinary sanctions under the principles contained in the FIFA Disciplinary Code and these Terms and Conditions.

Art. 5 – Jurisdiction of the Court of Arbitration for Sports (CAS)

1. Under the principles of the FIFA Anti-Doping Regulations and the FIFA Disciplinary Code, players may not take doping-related disputes to an ordinary court of law but are subject to the exclusive jurisdiction of FIFA.
2. The Participants of the Tournament recognize the Court of Arbitration for Sports (hereinafter also referred to as CAS) and accept that CAS has jurisdiction to hear appeals in doping-related cases under the principles of arts 76 ff. of the FIFA Anti-Doping Regulations and arts 57 ff. of the FIFA Statutes (see below), which shall apply mutatis mutandis.

3. Players acknowledge and accept that, once all internal channels have been exhausted at FIFA, their sole recourse shall be to the Court of Arbitration for Sport (CAS) in Lausanne, Switzerland, unless the decision is declared as final and binding and not subject to appeal. Any arbitration proceedings at CAS shall be governed by the CAS Code of Sports-related Arbitration.

Art. 57 ff. of the FIFA Statutes

57 Court of Arbitration for Sport (CAS)

1. FIFA recognises the independent Court of Arbitration for Sport (CAS) with headquarters in Lausanne (Switzerland) to resolve disputes between FIFA, member associations, confederations, leagues, clubs, players, officials, intermediaries and licensed match agents.
2. The provisions of the CAS Code of Sports-related Arbitration shall apply to the proceedings. CAS shall primarily apply the various regulations of FIFA and, additionally, Swiss law.

58 Jurisdiction of CAS

1. Appeals against final decisions passed by FIFA's legal bodies and against decisions passed by confederations, member associations or leagues shall be lodged with CAS within 21 days of receipt of the decision in question.
2. Recourse may only be made to CAS after all other internal channels have been exhausted.
3. CAS, however, does not deal with appeals arising from:
   (a) violations of the Laws of the Game;
   (b) suspensions of up to four matches or up to three months (with the exception of doping decisions);
   (c) decisions against which an appeal to an independent and duly constituted arbitration tribunal recognised under the rules of an association or confederation may be made.
4. The appeal shall not have a suspensive effect. The appropriate FIFA body or, alternatively, CAS may order the appeal to have a suspensive effect.
5. FIFA is entitled to appeal to CAS against any internally final and binding doping-related decision passed in particular by the confederations, member associations or leagues in accordance with the provisions set out in the FIFA Anti-Doping Regulations.
6. The World Anti-Doping Agency (WADA) is entitled to appeal to CAS against any internally final and binding doping-related decision passed in particular by FIFA, the confederations, member associations or leagues in accordance with the provisions set out in the FIFA Anti-Doping Regulations.

59 Obligations relating to dispute resolution

1. The confederations, member associations and leagues shall agree to recognise CAS as an independent judicial authority and to ensure that their members, affiliated players and officials comply with the decisions passed by CAS. The same obligation shall apply to intermediaries and licensed match agents.
2. Recourse to ordinary courts of law is prohibited unless specifically provided for in the FIFA regulations. Recourse to ordinary courts of law for all types of provisional measures is also prohibited.
3. The associations shall insert a clause in their statutes or regulations, stipulating that it is prohibited to take disputes in the association or disputes affecting leagues, members of leagues, clubs, members of clubs, players, officials and other association officials to ordinary courts of law, unless the FIFA regulations or binding legal provisions specifically provide for or stipulate recourse to ordinary courts of law. Instead of recourse to ordinary courts of law, provision shall be made for arbitration. Such disputes shall be taken to an independent and duly constituted arbitration tribunal recognised under the rules of the association or confederation or to CAS.

The associations shall also ensure that this stipulation is implemented in the association, if necessary by imposing a binding obligation on its members. The associations shall impose sanctions on any party that fails to respect this obligation and ensure that any appeal against such sanctions shall likewise be strictly submitted to arbitration, and not to ordinary courts of law.

APPENDIX 3 – SANCTIONS AND PENALTIES

This Appendix outlines the minimum penalties which may be imposed due to specific violations of the FIFAe General Competition Terms and Conditions, the Tournament Rules or the Game Rules. This list contains the most common violations and the applicable sanctions, including the minimum financial penalties. Notwithstanding the foregoing, this list may be amended from time to time by FIFA without notice and shall not limit FIFA's right to impose any sanctions (or combination of sanctions) in its reasonable discretion. All financial penalties will be charged in US Dollars (or equivalent value in the local currency of the Tournament host country).

1. Sanctions

1.1. Violation of the FIFAe General Competition Terms and Conditions, the Tournament Rules or the Game Rules (or any part thereof) by any Participating Athlete and/or their Competition Delegation may, at FIFA's discretion, result in one or more sanction(s) against such Participating Athlete and/or Competition Delegation as determined by FIFA acting reasonably.

1.2. Without limitation to the above, FIFA may apply one of the following sanctions in case of any breach to the FIFAe General Competition Terms and Conditions, the Tournament Rules or the Game Rules as determined by FIFA acting reasonably and without prior warning:

(a) Warning(s);
(b) Forfeiture of a single Game;
(c) Forfeiture of a Matchup;
(d) Forfeiture of all Matchups;
(e) Loss of awards (including prize money);
(f) Exclusion of any Participating Athlete;
(g) Suspension from the Tournament;
(h) Disqualification from the Tournament or any other FIFA competition in the future; and/or
(i) Loss of winner status of the Participating Athlete.

1.3. Sanctions can be imposed and communicated by FIFA as well as by the Referees. A more specific list of minimum penalties, outlined in this Appendix, shall serve as a framework for such sanctions but shall not limit FIFA's right to impose any sanctions in its reasonable discretion (as outlined above). Additional and/or alternative sanctions may also be set out in the Tournament Rules.

1.4. FIFA also reserves the right to determine the consequences on the Tournament of the disqualification, suspension and/or expulsion of any Participating Athlete and/or member of their Competition Delegation in its sole discretion.

2. Travel & Accommodation

2.1. Bookings/Flights/Shuttles

2.1.1. If a Participating Athlete fails to attend or misses a tournament-related travel or accommodation booking without promptly notifying FIFA of any valid reasons (as determined by FIFA acting reasonably), FIFA will charge the Participating Athlete for all travel and accommodation expenses incurred by or on behalf of FIFA (or deduct them from the prize money) as outlined in paragraph 2.3 below.

2.2. Accommodation

2.2.1. Any misconduct of the Participating Athlete in the place of accommodation will be sanctioned.

2.2.2. Damage caused by the Participating Athlete in the place of accommodation will be charged to the Participating Athlete or deducted from the prize money.

2.2.3. Misconduct in the place of accommodation may result in loss of prize money and exclusion from the tournament at FIFA's sole discretion. FIFA shall determine the amount of the financial sanction based on the minimum penalties set out in paragraph 2.3 below.

2.3. Minimum penalties

Violation	Minimum sanction	Additional optional sanctions
Not using hotel/accommodation booked by FIFA for each night, or modifications to the hotel/accommodation arrangements less than 48 hours prior to arrival.	$140 or the actual cost of the booked accommodation (whichever is greater) per day	See Section 1 "Sanctions"
Not using or missing arranged travel (flights, shuttles, etc.)	Amount incurred by FIFA Travel Department	• Additional consequential costs (e.g. media pre-production); • See Section 1 "Sanctions"
Loss, damage or destruction of accommodation property	Amount corresponding to the damage incurred by the accommodation	See Section 1 "Sanctions"

3. Activities

3.1. Attendance at promotional activities

3.1.1. Participating Athletes may be required to participate in promotional activities (e.g. content production activities, interviews) as notified by FIFA from time to time.

3.1.1.1. If a Participating Athlete is late for (or does not attend) a promotional activity, FIFA may sanction the Participating Athlete with the deduction of prize money as outlined in paragraph 3.3 below.

3.1.1.2. If Participating Athletes appear in non-approved equipment, additional penalties may apply.

3.1.2. These penalties may be increased if the Participating Athlete does not notify FIFA of their delay/non-attendance prior to the relevant promotional activity.

3.2. Attendance to briefing sessions

3.2.1. Participating Athletes are required to participate in briefing sessions (e.g., competition briefings, walk-in/broadcast briefings) as notified by FIFA from time to time.

3.2.1.1. If a Participating Athlete is late for one of the appointments or does not attend an appointment, FIFA may sanction the Participating Athlete with the deduction of prize money as outlined in paragraph 3.3 below.

3.2.1.2. These penalties may be increased if the Participating Athlete does not notify FIFA of their delay/non-attendance prior to the briefing.

3.3. Minimum penalties

Violation	Minimum sanction	Additional optional sanctions
Not appearing for 5 to 30 minutes	$50	If such violations are repeated more than twice, a Participating Athlete may be excluded from the Tournament
Not appearing for up to 60 minutes	$75	
Not appearing at all	$150	

4. Equipment

4.1. **Non-returning of FIFA equipment**

4.1.1. Not returning items that are property of FIFA or of its partners is prohibited. FIFA is entitled to hold the Participating Athlete liable for reimbursement of the non-returned item(s).

4.1.1.1. The reference values of the non-returned item will be taken into account and charged to the Participating Athlete or deducted from the prize money as outlined in paragraph 4.3 below.

4.2. Damage to FIFA equipment

4.2.1. If Participating Athletes through their own fault damage equipment or fixed installations provided to them so that its functionality is permanently impaired, the Participating Athlete shall be liable for the cost of replacing the equipment in question.

4.2.1.1. If such damage occurred intentionally, the Participating Athlete may also be disqualified from the Tournament.

4.2.1.2. The reference values of the damaged item will be taken into account and charged to the Participating Athlete or deducted from the prize money as outlined in paragraph 4.3 below.

4.3. Reference values

Violation (non-returning or damaging)	Minimum penalty
Any equipment	Price of equipment as determined by FIFA + $50

5. Misconduct

5.1.1. Inappropriate, illegal, violent or other misconduct that is detrimental to others (each as determined by FIFA in its sole discretion) and occurs outside of the competition but during the tournament days, may be sanctioned by exclusion from the tournament and/or loss of all or part of the prize money as outlined in paragraph 5.2 below.

5.1.2. FIFA reserves the right to categorize the offence and impose a minimum penalty as listed in paragraph 5.2 below.

5.1.3. Each Participating Athlete is obliged to report misconduct immediately.

5.2. Minimum penalties

Violation	Minimum penalty	Additional optional penalties
Inappropriate behaviour (charged for each case)	$100	See Section 1 “Sanctions”
Illegal behaviour (charged for each case)	$200	
Violent behaviour (charged for each case)	$300	
Other misconduct (charged for each case)	$100	

6. Competition Areas

6.1. Designated areas

6.1.1. Leaving the areas marked for the Participating Athlete is prohibited. Participating Athletes must comply with the regulations as communicated in the Venue or their accommodation.

6.1.2. If a Participating Athlete stays permanently or enters frequently and against FIFA’s instructions in areas that are not designated for them, the Participating Athlete may be sanctioned by FIFA as outlined in paragraph 6.3 below.

6.2. Competition and warm-up area

6.2.1. The competition and warm-up area may only be used during the times designated for the intended Participating Athletes. Participating Athletes who are in such areas at times not designated for them and do not follow the instructions to leave the area may be sanctioned by FIFA as outlined in paragraph 6.3 below.

6.3. Minimum penalty

Violation	Minimum penalty	Additional optional penalties
Being in prohibited areas (charged for each case)	$100	See Section 1 "Sanctions"
Being in the competition area and/or warm-up area during times not intended for use	$100	

7. Instructions

7.1. Staff

7.1.1. Participating Athletes are obliged to follow all instructions given by persons authorized by FIFA to give instructions.

7.1.2. All violations of these instructions may be sanctioned by FIFA as outlined in paragraph 7.2 below.

7.2. Minimum penalties

Violation	Minimum penalty	Additional optional penalties
Not following instructions (charged for each case)	$100	See Section 1 "Sanctions"
Other violations of instructions (charged for each case)	$100	

8. Gaming Stations

8.1. Authorized persons

8.1.1. Only those individuals who are authorized to do so may be in the gaming stations at the time of the competition and outside the competition times.

8.1.2. Violations of the access rights and rules will be attributed to the Participating Athlete and may be sanctioned as outlined in paragraph 8.3 below.

8.2. Utilization

8.2.1. All authorized persons who have authorized access to the use of the gaming stations are obliged to handle the gaming station with care. This includes leaving it clean and handling the equipment provided with care. Prohibited items may not be used in the gaming station, as communicated by FIFA from time to time.

8.2.2. Violations of the utilization rules will be attributed to the Participating Athlete and may be sanctioned as outlined in paragraph 8.3 below.

8.3. Minimum penalties

Violation	Minimum penalty	Additional optional penalties
Access of non-authorized individual (charged for each case)	$100	See Section 1 "Sanctions"
Use of prohibited items (charged for each case)	$100	
Soiling (charged for each case)	$100	
Damaging fixed installations (charged for each case)	Reference values as outlined in 3.3. above	

9. In-Game violations

9.1. Disqualification/forfeit in the following occurrence: If a Participating Athlete intentionally scores against himself/herself or intentionally influences the score or outcome of a Game or for fixing the result of a Game.

9.2. Formal warning(s) in the following occurrences:

a. If a Participating Athlete does not follow the instructions from the Referee or FIFA;
b. If a Participating Athlete disturbs their opponent at any point during an ongoing Game;
c. If a Participating Athlete abuses in-game mechanics that violate the principles of football (e.g. repeatedly heading the ball back to the Goalkeeper in usually prohibited situations to waste time)
d. If a Participating Athlete / Coach does not sit on a chair in the Participating Athlete's / Coach's booth;
e. If a Participating Athlete disobeys the Referee's decision;
f. If a Participating Athlete / Coach uses inappropriate language or behaves inappropriately.

9.3. Tournament-related In-Game Violations will be set out in the individual Tournament Rules.

9.4. Warnings apply as below:

a. Two (2) verbal warnings will automatically result in one (1) formal warning.
b. If a Participating Athlete receives a verbal warning, these warnings can only be cumulated until the end of the Game. After the Game has ended such verbal warnings are no longer cumulative.

9.5. Accumulated formal warnings shall further have these consequences:

1st formal warning	2nd formal warning	3rd formal warning
N/A	Game forfeit	Matchup forfeit

9.6. Different Video Games might require different warning systems to be applied.

9.7. If any Game or result is forfeited or otherwise impacted as a result of a sanction imposed by FIFA arising out of a breach of the FIFAe General Competition Terms and Conditions, the Tournament Rules or the Game Rules, then FIFA reserves the right to determine whether any relevant Game(s) is/are replayed and/or to determine the result of such Game (including any relevant score if applicable).