

Fédération Internationale de Football Association (FIFA)

FIFA-Strasse 20
8044 Zurich
Switzerland

FIFAE Continental Championship 2026 Asia – Rocket League

Tournament Rules

1. Introduction

The FIFAE Continental Championship 2026 (the “FeCC”) taking place in Asia (the “Tournament”) is an international tournament organized under the auspices of Fédération Internationale de Football Association (FIFA) (“FIFA”), FIFA-Strasse 20 P.O. Box 8044 Zurich Switzerland, on behalf of all the invited Member Associations using the Rocket League video game on a PC (“RL”).

The FeCC format, structure, key requirements for the participation of the Member Associations (“MAs”) and the commercial rights in connection with the FeCC are detailed in these FeCC Tournament Rules and the Participation Regulations for FIFA Member Associations which have been signed by MAs willing to participate to the FeCC.

The FeCC represents the final stage of qualification towards the FIFAE World Cup 2026™ ft. Rocket League (“FeWC26ftRL”), bringing together the top-performing Participating Member Associations (PMA) within each respective region to compete for qualification to the FeWC26ftRL and to crown the FIFAE Continental Champions.

The FeWC26ftRL Regulations, as supplemented by these Tournament Rules for the FeCC (hereafter “FeCC Tournament Rules”), govern the participation of athletes (“Participating Athletes”) in the FeCC. In case of inconsistency between the FeWC26ftRL Regulations and these FeCC Tournament Rules, the FeCC Tournament Rules shall prevail.

By participating in the FeCC, each PMA accepts and agrees to abide by and comply with these FeCC Tournament Rules and that they shall be responsible for ensuring compliance with these FeCC Tournament Rules by the Participating Athletes, and by participating in the FeCC, each Athlete accepts and agrees to abide by and comply with these FeCC Tournament Rules.

For the purposes of these FeCC Tournament Rules, capitalized terms that are used and not otherwise defined herein shall have the meanings given to such terms in the FeWC26ftRL Regulations.

FIFA reserves the right to update these FeCC Tournament Rules from time to time in its sole discretion. Any revised version of these FeCC Tournament Rules will be made available via www.fifa.gg (hereafter “FIFA.GG”) and shared with each PMA via email to the email address submitted upon registration.

Headings are for interpretation only and do not affect the interpretation of these FeCC Tournament Rules.

2. Overview of the FIFAE Continental Championship

- 2.1. The FeCC is a video game Tournament where PMAs will compete against each other by playing Rocket League on a PC. (hereafter the “**Supported Platform**”). FIFA may at its sole discretion allow Participating Athletes to use a different platform to compete in the FeCC.
- 2.2. The FeCC will be held as an On-site Tournament.
 - 2.2.1. The Venue of the Tournament is the Courtyard by Marriott Kuala Lumpur South.
- 2.3. The Tournament consists of one (1) competition day, played on 23 August 2026.
 - 2.3.1. The Tournament includes the following stages:
 - A Group Stage
 - A Knockout Stage
 - Intercontinental Playoff
- 2.4. The game mode to be used in all FeCC Matchups is the ‘PRIVATE MATCH’ mode.
- 2.5. PMAs compete across these Tournament stages to qualify for the FeWC26ftRL.

2.6. The FeCC is divided into following five regions:

- Asia
- Africa
- Europe
- North & Central America
- South America

The allocation of MAs to specific regions is determined by FIFA to ensure the best possible competitive experience for all Participating Athletes in the FeCC.

2.7. The following number of PMAs will qualify to the FeWC26ftRL per FeCC region:

- Asia: 2.5 PMAs
- Africa: 2 PMAs
- Europe: 6 PMAs
- North & Central America: 2 PMA
- South America: 2 PMAs
- Oceania: 0.5 PMAs

2.7.1. The fractional (.5) qualification slots for Asia and Oceania will be decided through the Intercontinental Playoff, in which the 3rd best PMA from the FeCC Asia will compete against the best-performing Oceanian PMA from the FIFAE Nations League.

2.8. The Participating Athletes acknowledge and agree that FIFA may cancel and/or postpone any FeCC stage as a result of circumstances and/or events outside of its reasonable control (without any liability of FIFA in this respect).

3. FeCC Calendar

3.1. The FeCC and the Intercontinental Playoff will take place on the following day:

3.1.1. 23 August 2026

3.2. The FeCC will follow the structure outlined in Section 7 of these FeCC Tournament Rules.

4. PMA and Athletes' Eligibility

4.1. PMAs

4.1.1. PMAs are eligible to participate in the FeCC if they comply with the requirements set forth in Section 5.1 below.

4.1.2. PMAs fulfilling these requirements are referred to as "Eligible PMAs".

4.2. Athletes' Eligibility

4.2.1. Athletes are eligible to represent the respective PMA if they comply with the requirements set forth under Section 2.1 in the FIFAE General Terms and Conditions and are part of the National Roster of their respective PMA.

4.2.2. Athletes meeting these criteria are referred to as "Eligible Athletes".

5. Registration

5.1. PMA Registration

5.1.1. Eligible PMAs must notify FIFA about their decision to withdraw from the FeCC although they are eligible and have accepted the Regulations. Eligible PMAs not withdrawing on time and not being able to participate in the FeCC and without providing a valid reason might be disqualified or not invited to participate in future competitions held by FIFAE, at its sole discretion.

- 5.1.2. Each Eligible PMA that wishes to participate in the FeCC is required to:
 - Have qualified for the FeCC via the FIFAE Nations League;
 - Be invited by FIFA;
 - Sign up for the FeCC via FIFA.GG;
 - Nominate three (3) eligible Athletes and one (1) eligible Coach in writing to the FIFAE National Squad until July 24th, 2026, to represent them during all Matchups in the FeCC (such Athletes hereafter being referred to as “**Participating Athletes**”)
 - Accept the FIFAE General Competition Terms and Conditions, the Game Rules and these Tournament Rules on FIFA.GG and procure that each eligible Athlete composing its FIFAE National Squad accept the FIFAE General Competition Terms and Conditions, the Game Rules and these Tournament Rules on FIFA.GG until August 20.
- 5.1.3. Each Eligible PMA is expected to verify, confirm the accuracy and update, as the case may be, on FIFA.GG any and all information relating to the Participating Athletes provided on the FeCC on a daily basis until the conclusion of it.
- 5.2. Athlete Registration
 - 5.2.1. To participate, each Athlete must:
 - Accept the FIFAE General Competition Terms and Conditions, the Game Rules and these FeCC Tournament Rules on FIFA.GG and maintain an up-to-date profile;
 - Join their respective Eligible PMA Team on FIFA.GG.
 - Join the official FIFAE Competition Discord.
 - 5.2.2. FIFA may request additional information during registration and reserves the right to suspend or reject any Athlete at its sole discretion.
 - 5.2.3. Only registered Participating Athletes will receive official Tournament communications.
 - 5.2.4. Participating Athletes are responsible for verifying and updating their information on FIFA.GG.
 - 5.2.5. Participation is subject to compliance with any media rights agreements in place. Failure to register by the Eligible PMA’s deadline will result in exclusion from the FeCC.

6. Nominations

- 6.1. The three (3) Participating Athletes nominated by an Eligible PMA will represent the Eligible PMA in all Matchups of the FeCC.
 - 6.1.1. The Participating Athletes and Coach nominated by an Eligible PMA for the FeCC shall be automatically nominated for the FIFAE World Cup 2026™ ft. Rocket League, should the Eligible PMA qualify. An Eligible PMA may only nominate different Participating Athlete(s) or Coach for the FIFAE World Cup 2026™ ft. Rocket League with FIFA’s prior written approval.
 - 6.1.2. In the event that a Participating Athlete is unable to compete due to an uncontrollable situation or Force Majeure, the Eligible PMA may replace such Participating Athlete with another registered member of its Competition Delegation, subject to FIFA’s approval.

7. Tournament Format

Definitions

- "Admins" – The individuals appointed by FIFA in charge of the overall operation
- "Group" – A group of Eligible PMAs residing in the same region
- "Game Chat" – A communications channel opened on FIFA.GG during a specific Game between the Eligible PMAs, their Participating Athletes and the Admins.
- "Matchup" – The face-off between two Eligible PMAs over a single Game or multiple Games.
- "Game" or "Leg" - 1 single game of play in Rocket League played by Participating Athletes nominated by an Eligible PMA
- "LAN Match" - A Game mode within Rocket League.
- "FIFA.GG" - Central Administration Platform
- "Competition Platform" – A dedicated area on FIFA.GG, where all administrative processes are centralized
- "National Team" – the active team of the Eligible PMA composed of three (3) Participating Athletes nominated for the FeCC.

7.1. Group Stage format

- 7.1.1. All Matchups in the Group Stage will be played as a Best of 2.
- 7.1.2. The Group Stage will be played in a Single Round Robin format.
- 7.1.3. Eligible PMAs will play against the other Eligible PMAs within their Group on the Supported Platform using the 'PRIVATE MATCH' mode as a LAN Match following the settings outlined in the FIFAE Rocket League Game Rules.
- 7.1.4. There will be no tactical timeouts available in the Group Stage.
- 7.1.5. If an Eligible PMA wins both of their Games in a Matchup, they will be awarded three (3) points.
- 7.1.6. If both Eligible PMAs win one (1) Game each in a Matchup, the Matchup will result in a draw, awarding one (1) point each to the Eligible PMAs.
- 7.1.7. If an Eligible PMA loses both their Games in a Matchup, they will not be awarded any points.
- 7.1.8. The top 6 ranked Eligible PMAs from the Group Stage will advance to the Knockout Stage.
- 7.1.9. If two or more Eligible PMAs have the same number of points after all Matchups during the Group Stage have been played, the following tiebreakers may be considered at FIFA's discretion:
 - 7.1.9.1. First, only the Games between the PMAs with the same points are considered.
 - a. First evaluated based on the points achieved in the Games between the PMAs tied.
 - b. Second evaluated based on the goal difference in the Games between the PMAs tied.
 - c. Third evaluated based on the goals scored in the Games between the PMAs tied.
 - 7.1.9.2. Second, if the PMAs are still tied, their overall performance within the Group is being considered.
 - d. First evaluated based on the goal difference in the Group Stage.
 - e. Second evaluated based on the goals scored in the Group Stage.
 - 7.1.9.3. Lastly, PMAs might be asked to play additional Games to determine their Group position.
 - f. Alternatively, FIFA can decide to do a coinflip.

7.2. Knockout Stage format

- 7.2.1. All Matchups in the Knockout Stage will be played as a Best of 7
- 7.2.2. The Knockout Stage will be played in a Single Elimination format with a Second Chance Final.
- 7.2.3. The top 2 ranked Eligible PMAs from the Group Stage will be automatically seeded into the Semifinals.
- 7.2.4. The 3rd – 6th ranked Eligible PMAs from the Group Stage will compete in the Quarterfinals.
- 7.2.5. The two Eligible PMAs losing the Semifinals will compete in the Second Chance Final.
- 7.2.6. The two Eligible PMAs winning the Semifinals, as well as the Eligible PMA winning the Second Chance Final, will qualify for the FIFAE World Cup 2026™ featuring Rocket League.
- 7.2.7. The Eligible PMA winning the Finals will be crowned as the FIFAE Continental Championship Asia – Winner.
- 7.2.8. Eligible PMAs will play against their opponents using the 'PRIVATE MATCH' mode as a LAN Match following the settings outlined in the FIFAE Rocket League Game Rules.

7.3. Intercontinental Playoff

- 7.3.1. The Eligible PMA winning the Second Chance Final will play against the best nation from Oceania from the FIFAE Nations League in a Best of 7. The winner of this Matchup will qualify for the FIFAE World Cup 2026™ featuring Rocket League.

8. Preparation

- 8.1. The Eligible PMAs must play all their opponents using the Video Game, and the in-game mode as communicated by FIFA.
 - 8.1.1. In-game modes are subject to change, and changes may be posted without notice. It is each Eligible PMAs responsibility to acknowledge and understand the in-game modes, as they exist on the day of the FeCC and as communicated to the Eligible PMA by email and via Discord.
 - 8.1.2. Participating Athletes have to use their own accounts for all Matchups.
- 8.2. On each day of the Tournament, Eligible PMAs must be available throughout the day to play their Matchups. Participating Teams will be informed that they will need to be ready to play.
- 8.3. The creation of the in-game match lobby is determined as follows:
 - 8.3.1. All Games will be hosted by Admins in the 'PRIVATE MATCH' mode a LAN Match.
- 8.4. Participating Athletes may use their Eligible PMA's in-game items.
 - 8.4.1. Equipping any in-game items belonging to any other PMA or an Esports Team or a Football Club might result in sanctions at the discretion of the Referee.

9. Communication

- 9.1. Participating Teams shall direct any questions to the Referee. During the competition, only the Participating Athletes or the Coach shall address the issues with the Referee.
- 9.2. Participating Teams must direct all their questions and issues relating to the FeCC directly to FIFA via Discord, or via email prior to the FeCC to the following email address: FIFAE@FIFA.org.
- 9.3. Other means of communication and messages sent to different channels will not be reviewed as part of administrative decisions.
- 9.4. During a Game, no contact whatsoever between any Participating Athletes of opposing teams is permitted.
- 9.5. Communication with all involved parties must take place in English and must be respectful at all times.
- 9.6. The Participating Athletes are responsible for following the instructions of the Referees at all times and must be responsive at all times.
- 9.7. Failure of the Participating Athletes to comply with these rules may lead FIFA to apply the sanctions as set forth in the FIFAE General Competition Terms and Conditions – Appendix 3.

10. Prizes

- 10.1. FIFA does not provide any prizes or prize money for the FeCC.
- 10.2. Any distribution of prizes or prize money is solely at the discretion of the PMAs. FIFA is not responsible for any prize agreements made between PMAs and Participating Athletes.

11. Equipment Regulations

- 11.1. Only pre-approved equipment in accordance with the FIFA Equipment Regulations may be worn.
- 11.2. Once the Participating Athlete or a PMAs Competition Delegation is in the FIFAE controlled event space during and leading up to the official days of the competition, she/he is to only wear the approved team equipment.

- 11.2.1. Approved hoodies or long sleeve inners can be worn as the base layer with the PMA jersey being always the top layer during the competition games so long as the hood does not cover the name on the back of the jersey.

11.3. Mandatory PMA Jersey Shirt

- 11.3.1. Athlete Gamertag from FIFA.GG (only on the back, without the inclusion of any team affiliation).
- 11.3.2. At least one PMA identification element ("Logo")
- 11.3.3. The shirt may also include the manufacturer identification and certain additional PMA symbols in accordance with FIFA Equipment Regulations, the below restrictions and the event specific terms and conditions.
- 11.3.4. PMAs that have won a FIFAe World Cup in any Game Title may be permitted to display a star above their Logo on their official competition jerseys, subject to FIFA approval (championship star(s)).
- 11.3.5. Only PMAs specifically approved by FIFA may display championship star(s) above their Logo. Jerseys displaying unauthorized stars will not be approved.
- 11.3.6. In cases where a PMA's existing official logo already contains stars, the PMA must notify FIFA in advance so that a solution can be agreed upon prior to the approval of the competition equipment.

12. Sanctions

- 12.1. Sanctions set forth in Appendix 3 of the FIFAe General Competition Terms and Conditions might be applied for the Tournament for any Game or Matchup as FIFA referees deem appropriate, in its sole and absolute discretion.

13. Promotions and Marketing

- 13.1. You agree to the Media and Marketing licenses and requirements and the Image Release Waiver set out in Appendix 2 as updated from time to time.
- 13.2. You may be required to participate in:
 - 13.2.1. Tournament promotional activities (e.g. content production activities, interviews);
 - 13.2.2. Tournament briefing sessions (e.g., competition briefings),
 - 13.2.3. in each case as notified by FIFA from time to time.
- 13.3. Sanctions for non-compliance with promotional activities and briefing sessions are set out in Appendix 3 of the FIFAe General Competition Terms and Conditions.
- 13.4. FIFA may at its discretion require you to be included in promotional activities of the next FIFAe season. Such promotional activities shall include, but are not limited to, video shoots and on-site marketing activations.
- 13.5. Any promotional activities shall not require more than three (3) days' participation from you.
- 13.6. Additional travel expenses will be granted and paid for by FIFA, if they are required for such additional promotional activities.

14. Prohibited Sponsors

- 14.1. Any restrictions, prohibitions, or requirements regarding sponsorships stated in the Participation Agreement shall apply in full to the FeCC.
- 14.2. The following sponsors are expressly prohibited from the Tournament, including without limitation on the Playing Apparel (as defined in Appendix 2):
- 14.3. Pornography or any sexually explicit materials, contraceptive products or services, or online dating products or services;
- 14.4. Alcohol;
- 14.5. Tobacco, cigarettes or similar products;
- 14.6. Other restricted drugs or drug paraphernalia;

- 14.7. Firearms, explosives, or other weapons;
- 14.8. Tattoos or body branding services;
- 14.9. Gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services;
- 14.10. Unauthorized game key selling websites or companies;
- 14.11. Political ads or otherwise promoting a political agenda;
- 14.12. Illegal products or services, or content that otherwise violates any applicable laws;
- 14.13. Content that is obscene, slanderous, misleading, inaccurate, or discriminatory;
- 14.14. Pharmaceutical products or services, dietary supplements, or medical devices;
- 14.15. Products or services that compete with the Game Publisher's business (e.g. games, online game sites, or competing esports events);
- 14.16. Anything that is detrimental to the Game Publisher's business (hacking, gold services, account selling, coin selling);
- 14.17. Cryptocurrency, cryptocurrency companies and/or websites promoting/relating to the trade of cryptocurrency;
- 14.18. Any competitive platform manufacturer outside of the Platform set out in the Player Participation Agreement;
- 14.19. Any other products or services reasonably required by FIFA from time to time (including any products or services that are inconsistent with the applicable age rating of the Video Game or that are inappropriate or offensive).
- 14.20. The list is illustrative and non-exhaustive. FIFA reserves the right to add or remove any product or service from the list at any time without notice.
- 14.21. PMAs shall ensure that its Competition Delegation does not participate in any activities promoting Prohibited Sponsors.

APPENDIX 1 – PARTICIPATING MEMBER ASSOCIATIONS

The following Participating Member Associations have qualified for the FeCC in the Asia region:

- Australia
- India
- Indonesia
- Jordan
- Malaysia
- Maldives
- Oman
- Qatar

The following Participating Member Association has qualified for the Intercontinental Playoff:

- New Zealand

APPENDIX 2 – MEDIA AND MARKETING RIGHTS

For the purposes of this Appendix:

“Game Marks” means any representative symbol, emblem, logo, slogan, mark or designation which is used, owned and/or used under licence (or similar) by the Game Publisher, including any foreign translation and any permutation thereof, whether or not registered or capable of registration.

“FIFA Marks” means any representative symbol, emblem, logo, slogan, mark or designation which is used, owned and/or used under licence (or similar) by FIFA, including any foreign translation and any permutation thereof, whether or not registered or capable of registration.

“Intellectual Property Rights” means all intellectual property and other proprietary rights of whatsoever nature, howsoever arising and in whatever media, whether or not registered or capable of registration, including trademarks, service marks, trade names, trade dress, registered designs, copyrights, moral rights, domain names and any applications for the protection or registration of such rights and all renewals and extensions thereof and goodwill throughout the world.

“Marketing Rights” means, in any and all media, any and all advertising rights, promotional rights, rights of endorsement, rights of association, premium and giveaway rights, marketing rights, merchandising and licensing rights, concession rights, sponsorship rights, hospitality rights, travel and tourism rights, ticketing rights, accommodation rights, publishing rights, betting/gaming rights, retail and merchandising rights, music rights and any other rights and/or associated commercial opportunities relating to the Tournament to the extent that such rights are not Media Rights.

“Media Rights” means the right to report upon, record, transmit or otherwise exploit any still or moving visual-only images, any audio-only material, any audio-visual material, any text and any data by any means whatsoever (whether now known or hereafter devised, developed or invented), any aspect or element of the Tournament taking place within any site on a live and/or delayed basis in any media and by any means of delivery whether now known (including successor technologies) or hereafter invented. The Media Rights include the right to record, create and exploit the official film of the Tournament and/or similar audio-visual products and programming.

“Participating Athlete Marks” means any representative symbol, emblem, logo, slogan, mark or designation which is used, owned and/or used under licence (or similar) by you, including any foreign translation and any permutation thereof, whether or not registered or capable of registration.

“Playing Apparel” means any official apparel worn by the relevant Participating Athlete (and his/her Coach, as the case may be) during and/or in connection with the Tournament (such as uniforms, tracksuits or jerseys).

“Tournament Marks” means the official name “FIFAE Continental Championship Asia”, “FIFAE World Cup 2026™”, “FIFAE World Cup 2026™ featuring Rocket League” and/or any other official marks, visual assets, symbol, emblem, logo, slogan, mark or designation associated with the Tournament (including any official emblem, mascot and/or trophy).

Ownership on Media Rights, Marketing Rights and Tournament Marks

FIFA solely owns and has the exclusive right to exploit on a worldwide basis all commercial rights (including all Marketing Rights and Media Rights) and all other rights and opportunities (whether currently existing or created in the future) to the Tournament as the founder of the Tournament and the world governing body of association

football as well as based on FIFA's organisational, logistical and financial contributions, roles and responsibilities in relation to the Tournament.

FIFA is, and remains, the sole owner of all of the Tournament Marks and FIFA Marks, and retains the sole right to, on a global basis, develop any marks, logos and symbols for and/or in connection with the Tournament.

You are not entitled:

- to associate yourself with the Tournament, nor directly or indirectly exploit or in any manner use any Media Rights, Marketing Rights, Intellectual Property Rights of FIFA (including without limitation any image or other reproduction of the Tournament trophy and/or any other FIFA trophy), and/or any other commercial or other rights and opportunities whether currently existing or created in the future save as expressly permitted by FIFA under the principles of the Agreement; or
- to use or exploit the FIFA Marks, Tournament Marks or Game Publisher Marks.

You shall not challenge by any means: (a) FIFA's ownership of any Media Rights, Marketing Rights, FIFA Marks, Tournament Marks or Intellectual Property Rights of FIFA and all other commercial or other rights and opportunities (including any title and interest in, and to, the Tournament or the respective part thereof) whether currently existing or created in the future; (b) any Game Publisher Marks.

To the extent you have entered into a media rights agreement with FIFA which regulates the exploitation of certain media rights in relation to the Tournament, your participation in the Tournament is contingent upon full compliance with the terms thereof (notably in relation to the provisions on broadcast sponsorship and commercial airtime). Your failure to comply with the terms of such media rights agreement may lead FIFA to apply the sanctions as set forth in the FIFAE General Competition Terms and Conditions.

You undertake not to oppose any of the trademark or copyright applications filed by FIFA, or other affiliates authorised by FIFA, nominees or licensees in respect of the Tournament Marks, or seek to cancel any such registrations held by FIFA. You may not in any way challenge, or apply for any copyright, trademark or patent protection, or domain name registration in respect of the Tournament Marks which would adversely affect FIFA's proprietary interests in the Tournament Marks.

Licence of Participating Athlete Marks

Subject to the terms and conditions set forth below, you hereby assign to FIFA the right to use and/or the right to sub-license the right to use, in perpetuity and free of any charge, any Participating Athlete Marks as well as the visual representations of any relevant Playing Apparel.

FIFA's right to use and/or sub-license such Participating Athlete Marks and the visual representations of any relevant Playing Apparel shall be exclusive in respect of, or in connection with, the filming, recording and broadcasting of the Tournament in any media.

FIFA's right to use and/or sub-license such Participating Athlete Marks and the visual representations of any relevant Playing Apparel shall be non-exclusive in respect of all other uses, whether it be in connection with the promotion of the Tournament, or use in electronic or print publications, electronic software games, media-related products and services, merchandising, products or otherwise.

In any case, FIFA shall not apply any variations or modifications to the official version of the Participating Athlete Marks as determined by you and shall not use any Participating Athlete Marks in any manner which:

- a. Would imply that you endorse a product or brand of any commercial entity, including any commercial affiliate of FIFA;

- b. Compromises or reflects unfavourably upon your good name, goodwill, reputation, political or religious impartiality and image; or
- c. Might jeopardise or limit your proprietary interests with the Participating Athlete Marks.

Unless FIFA's use of the Participating Athlete Marks is solely for editorial purposes (in any form), FIFA shall:

- d. Not use the Participating Athlete Marks on a stand-alone basis, and must always use any Participating Athlete Marks with either the marks/logos of a minimum of two (2) other Participating Athlete Marks or a Tournament Mark; and
- e. Ensure that no single Participating Athlete Mark receives prominence over any other Participating Athlete Mark on any single item of merchandise or promotional material.

Promotional Rights of Participating Athletes and their Competition Delegation

You shall not carry out or facilitate any commercial or marketing activities whatsoever with respect to the Tournament without the prior written consent of FIFA.

Without prejudice to the foregoing, you are entitled to grant promotional rights to third parties in connection with their Playing Apparels, subject to this Appendix and the wider FIFAE General Competition Terms and Conditions and provided always that:

- i. the scope of such rights is reasonable and does not materially detract from the viewing experience of the Tournament;
- ii. the grant and exercise of such promotional rights shall comply with all applicable laws at all times;
- iii. in no circumstances shall the exercise of any such promotional rights create any association (whether direct or indirect) between any third party (including, for the avoidance of doubt, any sponsor of any Participating Athlete) and FIFA and/or the Tournament (in whole and/or part); and
- iv. such promotional rights must not be used to sell or promote any products and/or services related to any of the listed products, services or brands listed in the "Prohibited Sponsors" list above.

Participating Athletes shall promptly provide reasonable details of any promotional rights granted to any third party to FIFA upon request. For the avoidance of doubt, no rights may be granted in respect of the Tournament.

Image Release Waiver

You agree to be recorded and photographed by FIFA, the Game Publisher and Member Associations as part of your participation in the Tournament.

You hereby assign to FIFA the right to use and sub-license the right to use, in perpetuity and free of any charge, any of your records, names, photographs, images (including any still and moving representation thereof) and data, which may appear or be generated in connection with the participation in any stage of the Tournament (including photographs that have been provided to FIFA by you through different communication channels and photographs of you taken or uploaded for accreditation purposes and any match-related data). FIFA may not use your records, names, photographs, images (including any still and moving representation thereof) and/or data in any manner which would imply that you endorse the products or brands of any commercial entity, including any commercial affiliate of FIFA.

FIFA's right to use and/or sub-license such records, names, photographs, images and data shall be exclusive in respect of, or in connection with, the filming, recording and broadcasting of the Tournament or any official media product relating to the Tournament or to FIFA (e.g. the Official FIFA Film etc.) in any media.

FIFA's right to use and/or sub-license such records, names, photographs, images and data shall be non-exclusive in respect of all other uses, whether it be in connection with the promotion of the Tournament or future FIFAE competitions, any editorial use in any media, irrespective of the transmission form (including, without limitation, electronic or print publications, television feeds, broadband and mobile feeds, giant screen presentations,

downloadable images), electronic software games, media-related products and services, merchandising products or otherwise, promotion of the media products and programming, save that FIFA may not exercise any such rights in any manner which would imply that you endorse the products or brands of any commercial entity, including any commercial affiliate of FIFA .

Upon request by FIFA, you agree to execute, free of charge and at their own costs, in a timely manner and in compliance with any instructions given by FIFA any and all clearances or other documents as may be required by any local, regional, national or other laws, regulations, directives or judicial acts applicable to effect such assignment, transfer and waiver of such rights to FIFA and to enable the free and unfettered, direct or indirect, exploitation of any and all Media Rights, Marketing Rights, Intellectual Property Rights of FIFA and other present or future commercial and other rights and opportunities by FIFA.

You waive any moral, economic or author rights that you may have in the above materials. You warrant that the information above is true and have the power to agree to this image release.

APPENDIX 3 – PRIVACY NOTICE

Please read this Privacy Notice ("Notice") carefully and ensure that you (referred to as the "Data Subject"), understand it.

FIFA collects and processes Personal Data relating to Participating Athletes in connection with the organisation, administration and operation of the Tournament, as further described in this Notice and in accordance with applicable data protection laws.

For the purposes of this Notice, "Personal Data" means any information relating to an identified or identifiable individual.

The categories of Personal Data processed by FIFA may include:

- identification data, such as first name, last name, date of birth, place of birth, nationality, passport number, passport expiry date and passport copy;
- contact details, such as address, email address, telephone number and country of residence;
- competition-related information, such as Gamertag, social media handles (including without limitation Twitch, X and Instagram), professional achievements, team name, team affiliation, founding date and country of origin of the Team;
- event-related and logistical information, such as travel and accommodation details, accreditation information, emergency contact details, clothing sizes and other information required for participation in the Tournament; and
- where necessary, health-related information, such as accessibility requirements, disabilities, allergies and dietary requirements.

Purpose of Processing and Use of Personal Data

FIFA, its appointed service providers and agencies (including Play To Compete GmbH, Jung von Matt/Sports GmbH, Braune Digital GmbH, Sharkfin Productions Ltd, LiveLEE Ltd, Gamesbond International Sdn. Bhd., BLAST and Psyonix LLC), may process the Personal Data for the following purposes:

- i. to organize the Tournament;
- ii. to evaluate the Participating Athletes' eligibility to take part in the Tournament;
- iii. to connect two Participating Athletes to compete in the Tournament;
- iv. to arrange the Participating Athletes' travel and accommodation for the Tournament, in case of qualification;
- v. to share Personal Data with its service providers for event operations, including accreditation, security, access control, transportation, accommodation, workforce management, guest management and other activities required for the delivery of the Tournament;
- vi. to present the qualified Athletes on FIFA's controlled sites, press releases and any Tournament-related promotions;
- vii. to present the Participating Athletes in any live show, as part of the highlights clips, the event documentation and any clipping model on any of FIFA's social media sites or FIFA.com, or those of a Member Association;
- viii. to be used in the distribution of the worldwide TV and live stream feed as part of the Participating Athletes' presentation;
- ix. to be contacted for the FIFAE ambassador programme;
- x. to be contacted for a potential participation in future editions of the FIFAE Club World Cup™ or the FIFAE World Cup™; and
- xi. to be shared with the Game Publisher.

Where required under applicable law, FIFA will obtain the Data Subject's consent before sending marketing or promotional communications.

FIFA will comply with the obligations and safeguard the applicant's rights under any Swiss law, EU or EU member state laws with respect to any Personal Data in respect of which FIFA is subject to; and any other applicable law with respect to any Personal Data in respect of which FIFA is subject to ("**Applicable Data Protection Laws**").

FIFA will process and store your Personal Data securely and for no longer than needed for the purposes of which you have been informed on in this Notice.

Sharing Personal Data with Third Parties

In this regard, you acknowledge and agree that such Personal Data may be transferred to the relevant public (government) authorities and/or authorized bodies and organizations as might be required under the applicable national laws and/or for security reasons.

FIFA may disclose Personal Data where necessary for the purposes described in this Notice, including to:

- accommodation, transportation, accreditation, security and event service providers;
- Play To Compete GmbH, Jung von Matt/Sports GmbH, Braune Digital GmbH, Sharkfin Productions Ltd, LiveLEE Ltd, KONAMI, Gamesbond International Sdn. Bhd. and other appointed service providers;
- public authorities, regulators, law enforcement agencies and other bodies where required by law or necessary for security purposes.

The Personal Data will not be used, processed, stored or transmitted by FIFA over and above the scope described herein.

Storage of Personal Data and Data Security

The Personal Data is stored and maintained in a database in Switzerland, Ireland, The Netherlands, Germany or in Denmark and is operated by FIFA or on FIFA's behalf.

Some or all of the Personal Data may be stored outside of the European Economic Area (EEA). If FIFA stores and processes Personal Data outside of the EEA, FIFA will take all reasonable steps to ensure that the Personal Data is treated as safely and securely as it would be within the EEA and under the Applicable Data Protection Laws. Such measures might include the conclusion of data transfer agreements on the basis of the relevant EU model clauses.

Data security is very important to FIFA. In order to protect the Personal Data, suitable measures to safeguard and secure the Personal Data have been put into place.

Rights

The Data Subject has the following rights in accordance with, and subject to the conditions under, the Applicable Data Protection Laws, which this Privacy Notice adheres to:

- i. the right to be informed about the collection and use of the Personal Data;
- ii. the right of access and to receive a copy of the Personal Data that FIFA holds about the Data Subject;
- iii. the right to rectification if any Personal Data that FIFA holds about the Data Subject is inaccurate or incomplete;
- iv. the right to be forgotten – i.e. the right to ask FIFA to delete any Personal Data that FIFA holds about the Data Subject and to delete it sooner than as indicated above;
- v. the right to restrict (i.e. prevent) the processing of the Personal Data;
- vi. the right to data portability (obtaining a copy of the Personal Data to re-use with another service or organization);
- vii. the right to object to FIFA using the Personal Data for particular purposes;
- viii. rights with respect to automated decision-making and profiling;

- ix. where processing is based on consent, the right to revoke that consent at any time with effect for the future; and
- x. the right to complain to the relevant data protection authority, namely the Swiss Federal Data Protection and Information Commissioner (info@edoeb.admin.ch)

The exercise of certain rights may be subject to limitations or conditions under applicable data protection laws.

Complaint and Contact

In the event of any cause for complaint about the use of the Personal Data or if you have any questions relating to this Declaration, please contact FIFA as follows: dataprotection@fifa.org, Fédération Internationale de Football Association (FIFA), FIFA Data Protection Officer, FIFA-Strasse 20, 8044 Zurich, Switzerland. FIFA shall use its best efforts to solve the problem for you. If FIFA is unable to help, you also have the right to lodge a complaint with the competent data protection supervisory authorities.