

Fédération Internationale de Football Association (FIFA)

FIFA-Strasse 20
8044 Zurich
Switzerland

FIFAE Nations League 2026 featuring eFootball™ Console

Tournament Rules

1. Introduction

The FIFAE Nations League 2026 featuring eFootball™ Console (hereafter "Nations League") 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 eFootball™ game on Console. ("eFC").

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

The Nations League is designed to provide consistent, high-quality national team competition across regions and serves as part of the qualification pathway to the FIFAE Continental Championships and ultimately the FIFAE World Cup 2026™.

The FeWC26feFC Regulations, as supplemented by these Tournament Rules for the Nations League (hereafter "Nations League Tournament Rules"), govern the participation of athletes ("Participating Athletes") in the Nations League. In case of inconsistency between the FeWC26feFC Regulations and these Nations League Tournament Rules, the Nations League Tournament Rules shall prevail.

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

For the purposes of these Nations League Tournament Rules, capitalized terms that are used and not otherwise defined herein shall have the meanings given to such terms in the FeWC26feFC - Regulations.

FIFA reserves the right to update these Nations League Tournament Rules from time to time in its sole discretion. Any revised version of these Nations League 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 Nations League Tournament Rules.

2. Overview of the FIFAE Nations League

- 2.1. The Nations League is a video game tournament where PMAs will compete against each other by playing eFootball™ on a Playstation 4 or Playstation 5. (hereafter the "**Supported Platform**"). FIFA may at its sole discretion allow Participating Athletes to use a different platform to compete in the Nations League.
- 2.2. The game mode to be used in all Nations League Matchups is the 'Tournament' mode.
 - 2.2.1. Participating Athletes have to follow the game settings and rules as set out in the FIFAE eFootball™ Console Game Rules according to the game mode.
- 2.3. The tournament consists of three (3) competition weeks, played between April and July 2026.
 - 2.3.1. Each qualifying-week (hereafter "Week") includes:

- (a) A Group Stage
 - (b) A Knockout Stage
- 2.4. Participating Member Associations compete across these three Weeks to accumulate Consistency Points, which contribute to the overall ranking and qualification pathway to the FIFAE Continental Championships.
- 2.5. The Nations League is divided into following six regions:
- (a) Asia East & Oceania
 - (b) Asia West
 - (c) Africa
 - (d) Europe
 - (e) North & Central America
 - (f) 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 Nations League.
- 2.6. The Participating Athletes acknowledge and agree that FIFA may cancel and/or postpone any Nations League stage as a result of circumstances and/or events outside of its reasonable control (without any liability of FIFA in this respect).

3. FIFAE Nations League Calendar

- 3.1. The Nations League will take place over three Weeks.
- (a) Week 1: 14th – 16th April 2026
 - (b) Week 2: 12th – 14th May 2026
 - (c) Week 3: 30th June – 02nd July 2026
- 3.2. Each Week will follow the structure outlined in Section 7 of these Tournament Rules.

4. PMA and Athletes' Eligibility

- 4.1. PMAs
- 4.1.1. PMAs are eligible to participate in the Nations League 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.
 - 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 Nations League although they are eligible and have accepted the Regulations. Eligible PMAs not withdrawing on time and not being able to participate in the Nations League 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 Nations League is required to:

- (a) Be invited by FIFA;
- (b) Sign up for the Nations League via FIFA.GG;
- (c) Accept the FIFAE General Competition Terms and Conditions 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 and these Tournament Rules on FIFA.GG.
- (d) Select a minimum of two (2) and maximum of six (6) eligible Athletes on FIFA.GG to the FIFAE National Squad one (1) week prior to each competition week; and,
- (e) Nominate two (2) eligible Athletes on FIFA.GG from the National Squad to represent its National Team in a respective Matchup in the Nations League (such Athletes hereafter being referred to as **"Participating Athletes"**).

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 Nations League on a daily basis until the conclusion of it.

5.1.4. The starting position of each Eligible PMA in a Nations League Week will be determined based on the FIFAE World Ranking. Where applicable, Eligible PMAs will be allocated to different Groups in the snake format (e.g. Seed 1 -> A1; Seed 2 -> B1; Seed 3 -> C1; Seed 4 -> D1; Seed 5 -> D2; Seed 6 -> C2; Seed 7 -> B2; Seed 8 -> A2; etc.)

5.2. Athlete Registration

5.2.1. To participate, each Athlete must:

- (f) Accept the FIFAE General Competition Terms and Conditions and these Nations League Tournament Rules on FIFA.GG and maintain an up-to-date profile;
- (g) Join their respective Eligible PMA Team on FIFA.GG.
- (h) 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 Nations League.

6. Nominations

- 6.1. Before the start of each Game, the Eligible PMA shall select two (2) Eligible Athletes to represent the Eligible PMA during the Game. The Referee might communicate individual deadlines for every individual Game until which a nomination must be submitted. The Participating Athletes shall not be substituted during a Game. Once the nomination has been submitted through FIFA.GG, such nomination cannot be changed afterwards.

7. Tournament Format

Definitions

- (a) "Admins" – The individuals appointed by FIFA in charge of the overall operation
- (b) "Group" – A group of Eligible PMAs residing in the same region
- (c) "Game Chat" – A communications channel opened on FIFA.GG during a specific Game between the Eligible PMAs, their Participating Athletes and the Admins.
- (d) "Matchup" – The face-off between two Eligible PMAs over a single Game or multiple Games
- (e) "Game" or "Leg" - 1 single game of play in eFootball™ played by Participating Athletes in an Eligible PMA
- (f) "Tournament" - A Game mode within eFootball™
- (g) "FIFA.GG" - Central Administration Platform
- (h) "Competition Platform" – A dedicated area on FIFA.GG, where all administrative processes are centralized
- (i) "National Team" – the active team of the Eligible PMA composed of up to six (6) Participating Athletes nominated for a Nations League Week.

7.1. Group Stage format

- 7.1.1. All Matchups in the Group Stage in Week 1, 2 and 3 will be played as a Best of 1.
- 7.1.2. The Group Stage in Week 1, 2 and 3 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 TOURNAMENT mode (2vs2) following the settings outlined in the FIFAe eFootball™ Console Game Rules.
- 7.1.4. A dedicated TOURNAMENT mode event room will be created that has to be used for all Games of the Group Stage.
- 7.1.5. For each Matchup of the Group Stage, PMAs will earn zero (0) points for a loss, one (1) point for a draw and three (3) points for a win.
- 7.1.6. If two or more 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:
 - 7.1.6.1. 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.
 - 7.1.6.2. 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.
 - 7.1.6.3. Lastly, PMAs might be asked to play additional Games to determine their Group position.
 - f. Alternatively, FIFA can decide to do a coinflip.
- 7.1.7. Group Stage placements in Week 1, 2 and 3 contribute to Consistency Points as outlined in section 8.

7.2. Knockout Stage format

- 7.2.1. All Matchups in the Knockout Stage in Week 1, 2, and 3 will be played as a Best of 2 with aggregate score. If a Matchup is tied after both Games have finished, a Golden Goal Game will be played.
- 7.2.2. The Knockout Stage in Week 1 and 2 will be played in a Single Elimination format.
- 7.2.3. The Knockout Stage in Week 3 will be played in a Double Elimination format.
- 7.2.4. For regular Games of the Knockout Stage, meaning Game 1 and Game 2, Eligible PMAs will play against their opponent using the 'TOURNAMENT' mode following the settings outlined in the eFootball™ Console Game Rules.
- 7.2.5. A dedicated TOURNAMENT mode event room will be created that has to be used for Game 1 and Game 2 of a Knockout Stage Matchup.
- 7.2.6. For Golden Goal Games in the Knockout Stage, which will only be played if a Matchup is tied on aggregate after Game 1 and Game 2 have finished, Eligible PMAs will play against their opponent

using the 'TOURNAMENT' mode following the settings outlined in the eFootball™ Console Game Rules.

7.2.7. A dedicated TOURNAMENT mode event room will be created that has to be used for Golden Goal Games of a Knockout Stage matchup.

7.2.8. Final placements in the Knockout Stage in Week 1, 2 and 3 contribute to Consistency Points as outlined in section 8. Additionally, final placements in the Knockout Stage of Week 3 determine direct qualification to the FIFAE Continental Championships.

7.3. Region Europe – Format

7.3.1. Group Stage – Week 1 and 2

- (a) The Region Europe comprises of 8 Groups, each with 5 Eligible PMAs.
- (b) The top 4 ranked Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 1 and 2 will be played on the following days:
 - i. 14.04.2026 – Week 1 Day 1
 - ii. 12.05.2026 – Week 2 Day 1

7.3.2. Knockout Stage – Week 1 and 2

- (a) The top 32 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Single Elimination Bracket.
- (b) The Knockout Stage for Week 1 and 2 will be played on the following days:
 - i. 15.04.2026 – Week 1 Day 2
 - ii. 16.04.2026 – Week 1 Day 3
 - iii. 13.05.2026 – Week 2 Day 2
 - iv. 14.05.2026 – Week 2 Day 3

7.3.3. Group Stage – Week 3

- (a) The Region Europe comprises of 8 Groups, each with 5 Eligible PMAs.
- (b) The top 2 ranked Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 3 will be played on the following day:
 - i. 30.06.2026 – Week 3 Day 1

7.3.4. Knockout Stage – Week 3

- (a) The top 16 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Double Elimination Bracket.
- (b) The Knockout Stage for Week 3 will be played on the following days:
 - ii. 01.07.2026 – Week 3 Day 2
 - iii. 02.07.2026 – Week 3 Day 3

7.4. Region Africa - Format

7.4.1. Group Stage – Week 1 and 2

- (a) The Region Africa comprises of 4 Groups, Group A and B with 6 Eligible PMAs, Group C and D with 5 Eligible PMAs.
- (b) The top 4 Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 1 and 2 will be played on the following days:
 - i. 14.04.2026 – Week 1 Day 1
 - ii. 12.05.2026 – Week 2 Day 1

7.4.2. Knockout Stage – Week 1 and 2

- (a) The top 16 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Single Elimination Bracket.
- (b) The Knockout Stage for Week 1 and 2 will be played on the following days:
 - i. 15.04.2026 – Week 1 Day 2
 - ii. 13.05.2026 – Week 2 Day 2

7.4.3. Group Stage – Week 3

- (a) The Region Africa comprises of 4 Groups, Group A and B with 6 Eligible PMAs, Group C and D with 5 Eligible PMAs.
- (b) The top 2 ranked Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 3 will be played on the following day:
 - i. 30.06.2026 – Week 3 Day 1

7.4.4. Knockout Stage – Week 3

- (a) The top 8 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Double Elimination Bracket.
- (b) The Knockout Stage for Week 3 will be played on the following days:
 - i. 01.07.2026 – Week 3 Day 2
 - ii. 02.07.2026 – Week 3 Day 3

7.5. Region Asia East & Oceania - Format

7.5.1. Group Stage – Week 1 and 2

- (a) The Region Asia East & Oceania comprises of 4 Groups, Group A and B with 6 Eligible PMAs, Group C and D with 5 Eligible PMAs.
- (b) The top 4 Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 1 and 2 will be played on the following days:
 - i. 15.04.2026 – Week 1 Day 1
 - ii. 13.05.2026 – Week 2 Day 1

7.5.2. Knockout Stage – Week 1 and 2

- (a) The top 16 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Single Elimination Bracket.
- (b) The Knockout Stage for Week 1 and 2 will be played on the following days:
 - i. 16.04.2026 – Week 1 Day 2
 - ii. 14.05.2026 – Week 2 Day 2

7.5.3. Group Stage – Week 3

- (a) The Region Asia East & Oceania comprises of 4 Groups, Group A and B with 6 Eligible PMAs, Group C and D with 5 Eligible PMAs.
- (b) The top 2 ranked Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 3 will be played on the following day:
 - i. 30.06.2026 – Week 3 Day 1

7.5.4. Knockout Stage – Week 3

- (a) The top 8 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Double Elimination Bracket.
- (b) The Knockout Stage for Week 3 will be played on the following days:
 - i. 01.07.2026 – Week 3 Day 2
 - ii. 02.07.2026 – Week 3 Day 3

7.6. Region Asia West - Format

7.6.1. Group Stage – Week 1 and 2

- (a) The Region Asia West comprises of 2 Groups, each with 5 Eligible PMAs.
- (b) The top 4 Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 1 and 2 will be played on the following days:
 - i. 14.04.2026 – Week 1 Day 1
 - ii. 12.05.2026 – Week 2 Day 1

7.6.2. Knockout Stage – Week 1 and 2

- (a) The top 8 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Single Elimination Bracket.
- (b) The Knockout Stage for Week 1 and 2 will be played on the following days:
 - i. 15.04.2026 – Week 1 Day 2
 - ii. 13.05.2026 – Week 2 Day 2

7.6.3. Group Stage – Week 3

- (a) The Region Asia West comprises of 2 Groups, each with 5 Eligible PMAs.
- (b) The top 2 ranked Eligible PMAs from each Group will qualify for the Knockout Stage.
- (c) The Group Stage for Week 3 will be played on the following day:
 - i. 30.06.2026 – Week 3 Day 1

7.6.4. Knockout Stage – Week 3

- (a) The top 4 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Double Elimination Bracket.
- (b) The Knockout Stage for Week 3 will be played on the following day:
 - ii. 01.07.2026 – Week 3 Day 2

7.7. Region North & Central America - Format

7.7.1. Group Stage – Week 1 and 2

- (a) The Region North & Central America comprises of 2 Groups, Group A with 7 Eligible PMAs, Group B with 6 Eligible PMAs.
- (b) The top 4 ranked Eligible PMAs from each Group will advance to the Knockout Stage.
- (c) The Group Stage for Week 1 and 2 will be played on the following days:
 - i. 15.04.2026 – Week 1 Day 1
 - ii. 13.05.2026 – Week 2 Day 1

7.7.2. Knockout Stage – Week 1 and 2

- (a) The top 8 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Single Elimination Bracket.
- (b) The Knockout Stage for Week 1 and 2 will be played on the following days:
 - i. 16.04.2026 – Week 1 Day 2
 - ii. 14.05.2026 – Week 2 Day 2

7.7.3. Group Stage – Week 3

- (a) The Region North & Central America comprises of 2 Groups, Group A with 7 Eligible PMAs, Group B with 6 Eligible PMAs.
- (b) The top 4 ranked Eligible PMAs from each Group will advance to the Knockout Stage.
- (c) The Group Stage for Week 3 will be played on the following day:
 - iii. 30.06.2026 – Week 3 Day 1

7.7.4. Knockout Stage – Week 3

- (a) The top 8 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Double Elimination Bracket.
- (b) The Knockout Stage for Week 3 will be played on the following days:
 - i. 01.07.2026 – Week 3 Day 2
 - ii. 02.07.2026 – Week 3 Day 3

7.8. Region South America - Format

7.8.1. Group Stage – Week 1 and 2

- (a) The Region South America comprises of 2 Groups, each with 4 Eligible PMAs.
- (b) All Eligible PMAs will advance to the Knockout Stage.
- (c) The Group Stage for Week 1 and 2 will be played on the following days:
 - i. 15.04.2026 – Week 1 Day 1
 - ii. 13.05.2026 – Week 2 Day 1

7.8.2. Knockout Stage – Week 1 and 2

- (a) All 8 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Single Elimination Bracket.
- (b) The Knockout Stage for Week 1 and 2 will be played on the following days:
 - i. 16.04.2026 – Week 1 Day 2
 - ii. 14.05.2026 – Week 2 Day 2

7.8.3. Group Stage – Week 3

- (a) The Region South America comprises of 2 Groups, each with 4 Eligible PMAs.
- (b) The top 2 ranked Eligible PMAs from each Group will advance to the Knockout Stage.
- (c) The Group Stage for Week 3 will be played on the following day:
 - i. 30.06.2026 – Week 3 Day 1

7.8.4. Knockout Stage – Week 3

- (a) The top 4 Eligible PMAs from the Group Stage will compete over the course of the Knockout Stage in a Double Elimination Bracket.
- (b) The Knockout Stage for Week 3 will be played on the following day:
 - ii. 01.07.2026 – Week 3 Day 2

8. Consistency Points

- 8.1. PMAs earn Consistency Points based on their placements in the Group Stage and Knockout Stage respectively.

8.1.1. Group Stage

Placement	Points
1 st	80
2 nd	70
3 rd	60
4 th	50
5 th	40
6 th	30
7 th	20

8.1.2. Knockout Stage (Week 1 & 2 – Single Elimination Bracket)

Placement	Points
Winner	120
Runner-Up	105
3 rd – 4 th	90
5 th – 8 th	75
9 th – 16 th	60
17 th +	50

8.1.3. Knockout Stage (Week 3 – Double Elimination Bracket)

Placement	Points
Winner	120
Runner-Up	105
3 rd	95
4 th	90
5 th – 6 th	80
7 th – 8 th	75
9 th – 12 th	65
13 th – 16 th	60

- 8.2. If two or more PMAs have the same number of consistency points after the conclusion of Week 3, the following tiebreakers may be considered at FIFA's discretion:
- 8.2.1. First, the performance of the PMAs in Week 3 will be considered.
 - a. First evaluated based on the consistency points achieved in the Knockout Stage of Week 3.
 - b. Second evaluated based on the consistency points achieved in the Group Stage of Week 3.
 - 8.2.2. Second, if the PMAs are still tied, the performance of the PMAs in Week 2 will be considered.
 - c. First evaluated based on the consistency points achieved in the Knockout Stage of Week 2.
 - d. Second evaluated based on the consistency points achieved in the Group Stage of Week 2.
 - 8.2.3. Third, if the PMAs are still tied, the performance of the PMAs in Week 1 will be considered.
 - e. First evaluated based on the consistency points achieved in the Knockout Stage of Week 1.
 - f. Second evaluated based on the consistency points achieved in the Group Stage of Week 1.
 - 8.2.4. Lastly, PMAs might be asked to play additional Games to determine their position in the consistency ranking.

9. Preparation

- 9.1. The Eligible PMAs must play all their opponents using the Video Game, and the in-game mode as communicated by FIFA.
 - 9.1.1. 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 FIFAE Nations League and as communicated to the Eligible PMA by email and via Discord.
 - 9.1.2. Participating Athletes have to prepare their accounts provided by FIFA according to the squad restrictions as outlined in section 10.
- 9.2. The Participating Teams must be available and online on Discord and on standby for their matchups or as communicated by FIFA via email.
 - 9.2.1. On each tournament day, 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.
- 9.3. The creation of the in-game match lobby is determined as follows:
 - 9.3.1. All Games will be self-hosted by the Participating Athletes. The Eligible PMA named on the left side of the match lobby on the Competition Platform will create the Game.
- 9.4. Participating Athletes must use their Eligible PMA as their Base Team.
 - 9.4.1. Selecting a Base Team other than their own Eligible PMA might result in sanctions at the discretion of the Referee.

10. Squad restrictions

- 10.1. The in-game squad of any Eligible PMA must adhere to any squad restrictions as communicated by FIFA from time to time;
 - 10.1.1. Since FIFA is planning on supplying all Eligible PMAs with dedicated FIFAE tournament accounts and conducting drafts for the Nations League, no additional squad restrictions might be applied.
- 10.2. The exact rules of the FIFAE Draft will be communicated by FIFA via Discord and on FIFA.GG.
- 10.3. The principles of the draft shall be based on the following:
 - 10.3.1. The draft will determine the in-game players the Eligible PMA may use throughout a Week of the Nations League and potentially limit the in-game players other Eligible PMAs within the same Group may use.
 - 10.3.2. An individual draft is conducted within each individual Group.
 - 10.3.3. Per round, an Eligible PMA is allowed to draft one in-game player.
 - 10.3.4. The draft relates to in-game players. If such in-game player is represented in multiple in-game items on the FIFAE tournament accounts, the Eligible PMA selecting such in-game player may use any version at their own discretion.
 - 10.3.4.1. Potentially, no other Eligible PMA shall select another item of such in-game player.
 - 10.3.5. The draft order for Eligible PMAs to select their in-game players is based on a draw.
 - 10.3.6. Eligible PMAs not participating at the draft might lose the opportunity to select certain in-game players and FIFA will decide on which individual in-game players they must use. This may be applicable to the entire in-game lineup.
 - 10.3.7. FIFA will communicate the date and time of the draft at least seven (7) days prior to the draft. The Eligible PMAs acknowledge that steps prior to and after the draft may be required and will require them to regularly check their email.
- 10.4. In the event that any Eligible PMA wishes to communicate the results of the draft, or the in-game players used by the Eligible PMA in a Week of the Nations League by publishing the list of in-game players' names through its social media channels, such Eligible PMA shall undertake at its own costs and under its sole responsibility the clearance of players' personality rights (including, without limitation, the right to use their names, likenesses and image as the case may be) and shall indemnify and hold FIFA harmless against any claims relating to the use of such players personality rights.
- 10.5. Eligible PMAs understand that FIFA might add or remove the mechanic of the draft at any point of the Nations League at its own discretion and without prior notice.
- 10.6. Participating Athletes are responsible for reporting any failure from the opponent to meet the squad building restrictions before the start of the Game. If the opposing Team does not meet the requirements, Participating Athletes are required to contact an Admin via the Competition Platform before the start of the Game;
 - 10.6.1. Any claims must be supported by visual evidence clearly showing the violation.
 - 10.6.2. Any use of in-game players that were not orderly drafted or are ineligible for use in the Nations League by an Eligible PMA will lead to an immediate loss of the Game to the opponent and a formal warning, as outlined in the sections below.
 - 10.6.3. Having ineligible in-game players available (e.g. having the ineligible in-game player on the in-game substitution bench), but not using them in a Game will lead to an immediate formal warning. The result of a Game will be determined by FIFA at its sole discretion in those cases.

11. Communication

- 11.1. Participating Teams shall direct any questions to the Referee. During the competition, only the Participating Athletes shall address the issues with the Referee.
- 11.2. Participating Teams must direct all their questions and issues relating to the Nations League directly to FIFA via Discord, via the Match lobby, or via email prior to the Nations League to the following email address: FIFAE@FIFA.org.

- 11.3. Other means of communication and messages sent to different channels will not be reviewed as part of administrative decisions.
- 11.4. During a Game, no contact whatsoever between any Participating Athletes of opposing teams is permitted.
- 11.5. Communication with all involved parties must take place in English and must be respectful at all times.
- 11.6. The Athletes are responsible for following the instructions of the Referees at all times and must be responsive at all times.
- 11.7. 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.

12. Prizes

- 12.1. FIFA does not provide any prizes or prize money for the Nations League.
- 12.2. 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.

13. Sanctions

- 13.1. 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 deems appropriate, in its sole and absolute discretion.

14. Promotions and Marketing

- 14.1. 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.
- 14.2. You may be required to participate in:
 - 14.2.1. Tournament promotional activities (e.g. content production activities, interviews);
 - 14.2.2. Tournament briefing sessions (e.g., competition briefings),
 - 14.2.3. in each case as notified by FIFA from time to time.
- 14.3. Sanctions for non-compliance with promotional activities and briefing sessions are set out in Appendix 3 of the FIFAE General Competition Terms and Conditions.
- 14.4. 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.
- 14.5. Any promotional activities shall not require more than three (3) days' participation from you.
- 14.6. Additional travel expenses will be granted and paid for by FIFA, if they are required for such additional promotional activities.

15. Prohibited Sponsors

- 15.1. Any restrictions, prohibitions, or requirements regarding sponsorships stated in the Participation Agreement shall apply in full to the Nations League.
- 15.2. The following sponsors are expressly prohibited from the Tournament, including without limitation on the Playing Apparel (as defined in Appendix 2):
- 15.3. Pornography or any sexually explicit materials, contraceptive products or services, or online dating products or services;
- 15.4. Alcohol;
- 15.5. Tobacco, cigarettes or similar products;
- 15.6. Other restricted drugs or drug paraphernalia;
- 15.7. Firearms, explosives, or other weapons;
- 15.8. Tattoos or body branding services;

- 15.9. Gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services;
- 15.10. Unauthorized game key selling websites or companies;
- 15.11. Political ads or otherwise promoting a political agenda;
- 15.12. Illegal products or services, or content that otherwise violates any applicable laws;
- 15.13. Content that is obscene, slanderous, misleading, inaccurate, or discriminatory;
- 15.14. Pharmaceutical products or services, dietary supplements, or medical devices;
- 15.15. Products or services that compete with the Game Publisher's business (e.g. games, online game sites, or competing esports events);
- 15.16. Anything that is detrimental to the Game Publisher's business (hacking, gold services, account selling, coin selling);
- 15.17. Cryptocurrency, cryptocurrency companies and/or websites promoting/relating to the trade of cryptocurrency;
- 15.18. Any competitive platform manufacturer outside of the Platform set out in the Player Participation Agreement;
- 15.19. 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).
- 15.20. 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.

APPENDIX 1 – PARTICIPATING MEMBER ASSOCIATIONS

The Participating Member Associations have been allocated to the respective regions:

Asia (East) & Oceania	Asia (West)	Africa	North & Central America	South America	Europe
Bangladesh	Bahrain	Botswana	British Virgin Islands	Argentina	Armenia
Bhutan	Jordan	Chad	Cayman Islands	Bolivia	Belarus
Brunei Darussalam	Lebanon	Comoros	Costa Rica	Brazil	Belgium
Cambodia	Oman	Congo DR	Dominican Republic	Chile	Bosnia and Herzegovina
Guam	Qatar	Côte d'Ivoire	El Salvador	Colombia	Bulgaria
Hong Kong, China	Saudi Arabia	Egypt	Guyana	Paraguay	Croatia
India	Syria	Ghana	Honduras	Peru	Cyprus
Indonesia	Tajikistan	Guinea	Mexico	Venezuela	Czech Republic
Japan	United Arab Emirates	Kenya	Panama		Denmark
Korea Republic	Uzbekistan	Libya	Puerto Rico		England
Kyrgyz Republic		Madagascar	Trinidad & Tobago		France
Laos		Mauritius	Turks and Caicos Islands		Georgia
Macau		Morocco	US Virgin Islands		Greece
Malaysia		Nigeria			Hungary
Maldives		Senegal			Iceland
Myanmar		Seychelles			Israel
Nepal		Somalia			Italy
New Zealand		South Africa			Kazakhstan
Pakistan		South Sudan			Latvia
Papua New Guinea		Tanzania			Liechtenstein
Thailand		Tunisia			Lithuania
Vietnam		Zimbabwe			Luxembourg
					Malta
					Moldova
					Montenegro
					Netherlands
					North Macedonia
					Norway
					Poland
					Portugal
					Romania
					San Marino
					Scotland
					Serbia
					Slovakia
					Slovenia
					Switzerland
					Türkiye
					Ukraine
					Wales

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 Nations League 2026”, “FIFAE World Cup 2026”, “FIFAE World Cup 2026 featuring eFootball™ Console” 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:

- (a) 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
- (b) 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 of 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.

By taking part in Tournament, you authorize FIFA to store, transfer and otherwise use any Personal Data, which is to be understood as any information that relates to any Participating Athlete and in particular the data provided by email at the time of Participating Athletes' registration to the Tournament ("**Personal Data**") as follows: First name, last name, address, phone number, email address, place of birth, place of residence, date of birth, nationality, passport number, passport expiry date, passport copy, Gamertag, social media handles (including without limitation Twitch, X and Instagram), professional achievements, team name, founding date, country of origin for Team and, team affiliation.

Purpose of Processing and Use of Personal Data

FIFA and their appointed agencies Play To Compete GmbH, Jung von Matt/Sports GmbH, Braune Digital GmbH, Sharkfin Productions Ltd, LiveLEE Ltd, and KONAMI may use the Personal Data as follows:

- 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 present the qualified Athletes on FIFA's controlled sites, press releases and any Tournament-related promotions;
- vi. 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;
- vii. to be used in the distribution of the worldwide TV and live stream feed as part of the Participating Athletes' presentation;
- viii. to be contacted for the FIFAE ambassador programme;
- ix. to be contacted for a potential participation in future editions of the FIFAE Club World Cup™ or the FIFAE World Cup™; and
- x. to be shared with the Game Publisher.

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. Additionally, you acknowledge and agree that Data will be shared with Play To Compete GmbH, Munich (Germany), Jung von Matt/Sports GmbH, Hamburg (Germany), Braune Digital GmbH, Kiel (Germany), Sharkfin Productions Ltd, London (UK), LiveLEE Ltd., Lancashire (UK), and KONAMI, Tokyo (Japan), in order to organize the competition and event. 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 Declaration 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. the right to revoke this consent at any time for the future processing of personal data; 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)

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.