

# 1.COMPETITION STRUCTURE

The BLAZE ESPORTS FIFA 19 Tournament will be a free for all, Offline Live Events (“Playoffs”).

## 1.2 OFFLINE PLAYOFFS

The BLAZE ESPORTS FIFA 19 Tournament (“**Playoffs**”) will be broken down into 20 Grass Root Knock-out events, 5 Regional events spread over the months of August to December that will take place at separate times. Each Grass Root Knock-out event will have a minimum of 64 seats for competitors who will have registered for the tournament, each Regional event will have a minimum of 8 competitors who will have qualified from the tournament.

Playoffs for the BLAZE ESPORTS FIFA 19 Tournament is scheduled to begin on or about August 29<sup>th</sup>, 2019 and run weekly to end on Dec, 2019 (BLAZE reserves the right to amend this start date in its sole discretion).

Each Region will have four Grass Root Knock-out stops. The top 2 players from each Grass Root Knock-out event will meet at the Regional finals.

Periodically, match data is audited for malicious behavior and cheating. Any Player may be disqualified immediately from the BLAZE ESPORTS FIFA 19 Tournament and further competitions, at the discretion of BLAZE, for any reason, including for any failure to comply with the BLAZE User Agreement, Privacy & Cookie Policy, or Code of Conduct, which may include but is not limited to:

- Using any cheats, hacks or other third party "helper" applications in playing games;
- Intentionally disconnecting from the Internet during any game;
- Colluding with other players in playing games;
- Taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits); or
- Selectively matching up against the same opponent repeatedly.

Abusive or disorderly behavior, including any use of harassing, negative, or profane language online, will not be tolerated and will also constitute grounds for immediate disqualification.

# 1.3 BLAZE ESPORTS FIFA19 TOURNAMENT

## **Travel to the Live Events**

Advancing Competitors will be provided with travel accommodations to the Live Events, at the sole discretion of BLAZE as to airlines, hotels and related transfers. Competitors must sign a Declaration of Eligibility to Travel prior to accepting travel accommodations to the Live Events. Declaration of Eligibility to travel will be provided to Competitor. If a Competitor does not complete the Declaration of Eligibility to Travel within three (3) calendar days of attempted notification, fails to sign and/or return the Declaration of Eligibility to Travel within the required time period, refuses travel, is ineligible to accept travel, or is unavailable to travel between dates of the Live Events, the Competitor forfeits travel accommodations as well as their place in the Competition.

If a Competitor is a minor, the Competitor's parent or legal guardian will be required to sign all necessary documents to accept travel and must accompany the Competitor to the Live Events. In these instances, travel accommodations will include an additional airfare for one (1) parent or legal guardian. Competitor and parent/legal guardian must travel together on the same itinerary and will share hotel accommodations.

Receiving travel accommodations is contingent upon compliance with these Official Rules. In the event that a Competitor is disqualified or travel is forfeited for any reason, BLAZE will award that Competitor's slot to an alternate Player who will assume that Competitor's spot according to the entry format described above in these Official Rules.

Incidentals for travel, including, without limitation: telephone calls, facsimile charges, Internet charges, spa/beauty salon services, laundry, tours/excursions, gift shop purchases, hotel processing fees, airline service charges and any other expenses not mentioned in these Official Rules are as well at the sole responsibility of the Competitor and his or her guest, and the Competitor may be asked to reserve for any such incidental charges by providing the applicable hotel with a credit/debit card. Travel and accommodations are subject to availability and certain restrictions.

# 2. LIVE EVENTS: MATCH RULES & TOURNAMENT FORMAT

## 2.1 MATCH RULES

All BLAZE Offline Live Events are played using the FIFA 19 Friendly and Kickoff modes respectively, on a version of FIFA19 provided by BLAZE.

Additional rules that apply to all Live Events matches:

- Players shall not receive coaching during a tournament match. Communications of any kind, audible or visible, between a player and a coach may be construed as coaching.
- Players are not allowed to plug any devices, other than controllers, into any console.
- All videogame consoles, televisions and headsets are supplied by BLAZE.
- Competitors may provide their own controller so long as the controller does not provide an unfair competitive advantage to the competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling or adapters to function and is designed to work natively on the console the competitor competes on. BLAZE, at its sole discretion, disallow any controller and require the competitor to use an approved controller.
- Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.
- At each tournament, players will need to be available throughout the day to play their matches. Players will be given a reasonable warning that they will need to be ready to play, and players leaving the location of the event will be responsible for returning in time for their matches.
- Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 score.
- Players will be shown their designated station, shall set up the game, and begin play only when instructed to do so by a tournament official.
- Each Player will have 2-3 minutes to configure controls, adjust line-ups and settings in accordance with the rules described in the rule set for each Live Event. Custom lineups cannot be used, nor can anything else that is not available in the in-game pause menu.
- In all situations possible, tournament referees will monitor the game situation so that it may be restored in the event of game interruptions.
  - Example: A player disconnects at the 50<sup>th</sup>. The score of the game was 2-1. BLAZE will instruct the game to resume in 1<sup>st</sup> half with the implied score to be 2-1 and the implied half to be the 2nd. The competitors will play until halftime to determine the winner.
- If a Player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the game, (or request their opponent pause the game) and bring the issue to the attention of the referee. The referee will address the issue, if they feel the

referee hasn't addressed the issue properly, they may request the head referee also address the issue. Rulings by the head referee and BLAZE are binding.

### **2.1.1 GAME INTERRUPTIONS AND PAUSES:**

- Each Player can pause the game up to five times. If a Player pauses the game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.
- Players are only allowed to pause the game when the ball is not in play, meaning it has left the field of play or a foul has been committed and it's a dead ball situation, or if the Player holds possession of their ball in their half of the field.
- If a game is paused or interrupted intentionally while the ball is in play by any Player, BLAZE has the right to immediately disqualify that Player.
- If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game shall be continued from a point determined by BLAZE.
- Notwithstanding the above, a Player can pause the game to change strategy and/or formation in the event that
  - i) a player of his team is sent off
  - ii) a player of his team is injured.

### **2.1.2 REFEREES:**

Referees will be on-site to monitor all game play. Referees will begin play, and will record scores for each game.

Referees will inform players when to begin play before kick-off and after half-time.

Referees will be clearly identified by a special ID tag or badge.

The decision of a referee is final and binding.

## **3. PRIZES**

### **3.1 LIVE EVENT PRIZES**

#### **BLAZE ESPORTS Fifa 19 Tournament**

The following prizes will be distributed to the Players based on their finishing position/point of exit from the tournament as stated below:

<b>REGIONAL GRASS ROOTS</b>	
	<b>FIFA 19</b>
1st Place	10,000
2nd Place	5,000
3rd Place	3,000
GRASSROOT WINNINGS	18,000
<b>TOTAL (x4 tournaments)</b>	<b>72,000</b>
<b>REGIONAL FINALS</b>	
	<b>FIFA 19</b>
1st Place	50,000
2nd Place	30,000
3rd Place	20,000
<b>FINALS PRIZE MATRIX</b>	<b>100,000</b>

## **2.2 TOURNAMENT TERMS AND CONDITIONS**

Prizes are not transferable. All expenses not specified above, including, without limitation, all taxes, are the sole responsibility of the individual Winner.

Potential winners will be required to complete and sign a Declaration of Eligibility and Release of Publicity and Liability, and at the end of the Live Event in order to claim the prize. If a potential winner fails to sign and/or return the Declaration of Eligibility, refuses the prize, or is ineligible to accept the prize, the potential winner forfeits the prize. If a winner is a minor, his/her parent, legal guardian, or parents/guardians (as required by law) will be required to sign all necessary documents upon verification of ID. Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, BLAZE will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 1 alternate runner-up winners will be chosen, after which BLAZE retains the discretion to do as pleased with the funds. Potential winners may be required to provide banking or any other necessary details for the disbursement of funds. Allow up to 30 days for delivery of prizes.

By accepting any of the prizes, BLAZE has the right to use the below information and any other information provided in the BLAZE ESPORTS FIFA19 Tournament in the administration,

marketing, and promotion of the BLAZE FIFA19 Championship tournament, without further consent or compensation to you, unless otherwise noted below:

- Background info: Full name, country of residency, age, platform, persona (Xbox Live Gamertag or PSN ID), position on leaderboard in the month of qualification
- Football fandom info: Favorite professional football club, favorite professional football player, favorite FUT player item
- Social Media info: Twitter handle and Twitch account (if applicable)
- Photo: A standard set of headshots following the template provided by BLAZE must be submitted by each player
- Other Information for Tournament Administration: Shirt size, dietary restrictions, mobile phone number

The Organizer reserves the sole and absolute right to withdraw, amend, omit and/or vary any part or the whole of the terms and conditions of this Tournament with a prior notice to the Participants herein stated and the Participants shall be bound to observe, perform and comply with the terms and conditions herein and any amendments thereof so notified to the Participants.

The Organizer may change any of these terms and conditions including terminating or suspending the Tournament and extending the Tournament Period (as hereinafter defined). Any such change will be announced in the website. It is your responsibility to check these terms and conditions on the website and if you do not agree to any of the changes, you must immediately cease participation in the Tournament.

Except as expressly mentioned herein, the Organizer shall not be responsible for any expenses and costs incurred by a Participant, including out-of-pocket expenses related to or as a consequence of participating in this Tournament.

## **PLAYER BEHAVIOR DURING THE TOURNAMENT:**

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

- Players will refrain from using vulgar or offensive language.
- Abusive behavior, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.
- Damage and/or abuse to game consoles, controllers, or any tournament equipment is prohibited, and the player will be liable to any damage and/or abuse to the game console, controllers or any equipment provided by BLAZE.
- Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition
- All Players must not disclose any confidential information provided by BLAZE or any of its affiliates to any other people or groups of people, including via social media.
- All Players must be available for any post-tournament awards ceremonies, interviews, and the entirety of the live event and any promotional activities reasonably requested by BLAZE. A Player who if having been invited by BLAZE fails to attend such ceremonies shall forfeit the right to any award that may be granted, or the benefit that may accompany such award.

## COLLUSION POLICY

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by BLAZE at any phase of the BLAZE CODE FIFA19 Tournament to be engaging in Collusion will be removed from the competition, be forced to return any compensation and prizes they've received from Live Events.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason, at Live Events.
- Playing on behalf of another competitor, including using a secondary account, to aid them in Live Events.
- Any form of match-fixing.
- Soft play, defined as a player not trying their hardest in an attempt to allow an opponent to run up the score and gain a Goal Differential advantage.
- Agreeing to split prize money.
- Allowing an opponent to score more or less goals than they normally would in order to impact the Goal Differential tiebreaker.

# PENALTIES

Violation of any part of these Official Rules will, at BLAZE's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow BLAZE's directions. All decisions and rulings of BLAZE are final and binding. BLAZE reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

- Warning
- Reprimand
- Forfeiture of single match
- Forfeiture of all matches

BLAZE also has the right to publically announce penalties that have been levied on Players. Players who have been penalized by BLAZE hereby waive any right of legal action against the BLAZE ESPORTS FIFA19 Tournament and/or any of its affiliates.

# MATCH RULES

Each matchup ("Match") of the BLAZE FIFA19 Championship will be one game between the same opponents.

# GAMEPLAY SETTINGS

The gameplay settings are:

- **Difficulty Level:** Legendary
- **Half Length:** 5 minutes
- **Stadium Settings**
  - Season: Summer
  - Time of Day: 8:00PM
  - Pitch Wear: None

# MANDATORY SETTINGS

The following settings will be enforced for all users and unable to be modified:

- HUD: Player Name & Indicator



- Player Indicator: Player Name
- Time/Score Display: On
- Radar: 2D
- Gamertag Indicator: Off
- Scrolling Line Ups: Off
- Commentary Volume: 0
- Stadium Ambience: 8
- Music Volume: 0

## **CAMERA SETTINGS**

- Default camera

# **TOURNAMENT FORMAT**

## **GRASS ROOT KNOCK-OUTS**

The Grass Root Knock-Out tournament section will be run with the following tournament format:

- Round 1 - 64 gamers (Single elimination)
- Round 2 - 32 gamers (Single elimination)
- Round 3 - 16 gamers (Single elimination)
- Round 4 – 8 gamers (Double elimination)

## **REGIONALS**

The Regional tournaments section will be run with the following tournament format:

- Round - 8 gamers (Double elimination)



## DRAW MATCHES

In the event the match is a draw on aggregate following the conclusion of regular time in the second game, the game will continue into extra time, if it remains a draw following the two 15 minute in-game periods of extra time, the game will conclude in a penalty shoot-out.

## SEEDING

The Regionals bracket will be seeded based on the results of the Grass root Knockout results, with those winning more matches being seediest highest in the tournament with the following rules:

The single competitor on each platform who reaches a 4-0 record in the double elimination Regional stages will be the #1 seed in their respective pools

Points – 3 points for won matches

1 point for drawn matches to each player

0 points to a loss

When records are equal, the following will be used as the tie breaker for seeding in the tournament:

Total Goals Scored (without penalties)

## TIE BREAKER RULES

In the event the match is tied on aggregate at the end of the second game, the game will proceed into Extra Time and Penalty Kicks, if needed. The Extra Time and Penalty Kicks will be played on the same platform that the second game that the match is contested on.

## **CONTROLLERS**

Competitor may provide their own controller so long as the controller does not provide an unfair competitive advantage to the Competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling or adapters to function, and is designed to work natively on the console the Competitor competes on. Sponsor may, at its sole discretion, disallow any controller and require the competitor to use an approved controller.

## **ADMINS AND REFEREES**

BLAZE will designate Referees, including a head referee, to administer the tournament during the events. Referees will be identified onsite through a special uniform, ID badge or other element. This will be identified to competitors before the tournament

The Referees will instruct players on when to setup the games and when to begin games before the game and after half-time. Additionally, referees may ask that competitors pause the game at other times throughout the tournament. Competitors are to obey the instructions of the referees throughout the tournament. Referees will record the score of games before Competitors are allowed to leave the game session or setup a new game.

## **PRE-MATCH OPTIONS**

In the event that pre-match setup options need to be adjusted, referees will ensure the correct settings are chosen.

## **DISPUTE PROCESS**

If any Competitor has an issue before, during or after a game during the tournament, they should raise their concerns to a referee. The referee will evaluate the validity of the issue, make a ruling and instruct Competitors on the next steps. The referee may consult the head referee and Sponsor at their sole discretion.

The Competitor may also request the referee consult with the head referee. The referee may choose to consult with the head referee and subsequently Sponsor at their sole discretion.

## POST GAME DISPUTES

Post-game disputes will be the hardest to rule on and it is recommended that any issue be brought up during the game rather than after the game.

The decision of the referee is final and binding.