



Snapdragon
PRO SERIES
—  **ESL** —

SNAPDRAGON PRO SERIES

EA SPORTS FC™ MOBILE

REGION SPECIFIC RULES LATAM

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Pro Series competition. Failure to adhere to these rules may be penalized as outlined.

It is imperative to acknowledge that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at EFG Group hope that you as a participant, spectator, or press will have an enjoyable competition to partake in. We are committed to ensuring that we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,

EFG Group

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1. INTRODUCTION

The tournament Snapdragon Pro Series - EA SPORTS FC Mobile™ (the “Competition”) is operated by the EFG FACEIT GROUP (alternatively “EFG” or “Tournament Organizer”).

The competition will consist of 5 Open Qualifiers, which are online competitions. These will grant 12 players a spot in the LATAM Snapdragon Mobile Challenge Finals 2024, an offline event held in São Paulo, Brazil.

If you have a question regarding the Competition, including the registration process and how to participate, we recommend you to visit the official [Discord Server of the Competition](#). In that space, you’ll be able to find the necessary information to resolve your inquiries and receive assistance from the administration team.

2. ELIGIBILITY AND REGISTRATION

Eligibility Requirements

Only eligible individuals can participate in the Competition. Individuals who wish to participate must meet the following eligibility requirements:

- a. be residents of a participating jurisdiction as outlined in Appendix A: Countries/Areas & Age.
- b. be at least 16 years of age when registering for the competition.
- c. have, at all time, a valid EA SPORTS FC Mobile™ account that is correctly linked to the participating FACEIT account.
- d. be able to join Leagues inside the game.
- e. have a minimum rank of Legendary in the Head To Head game mode.
- f. have the ability to travel to Brazil, possessing a valid passport or any official travel document that permits entry into the country.

Individuals who meet all of the eligibility requirements listed above are referred to hereafter as “Players”.

If at any point during the Tournament, the Tournament Organiser becomes aware that an individual does not meet any one of the eligibility requirements they will be removed from participating in the Tournament and/or prevented from winning a prize.

Ineligible Players

The employees of EFG FACEIT Group, EA and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the competition.

Open Qualifier Restriction

Players that qualify for the LATAM Snapdragon Mobile Challenge Finals 2024 won't be able to participate in future Open Qualifiers.

Registration Procedure

This Competition is operated on FACEIT and managed on both FACEIT and Discord. All participants must:

1. register an account on FACEIT.
2. connect their EA SPORTS FC Mobile™ User ID to their FACEIT account.
3. signup for the tournament.
4. in addition, join the [Competition's Discord server](#), and Submit your Rank to be approved into each tournament.

Devices

During stages of the Tournament which take place online (played from the Players own country and residence) Players are free to use their own mobile devices. Playing with any kind of emulator is strictly forbidden. Players are required to ensure that their devices are well-prepared and tested for the Competition, including (but not limited to) a fully charged phone battery and stable internet connection.

During the Live Event (Played from the venue provided by the Tournament Administration), EFG will provide the devices that the Participants will use. EFG reserves the sole authority to determine the devices used by Participants at the Live Event.

3. COMPETITION DATES

The administration reserves the right to change the dates established in this rulebook. To stay up to date, please check the EA SPORTS FC Mobile™ FACEIT Organizer page and join the [competition's Discord server](#).

Open Qualifiers Competition Dates

LAN

| Qualifier | Registration End Date | Day 1 |
|-------------|----------------------------|------------------------------|
| Qualifier 1 | Tuesday 12th November 2024 | Wednesday 13th November 2024 |

LAS

| Qualifier | Registration End Date | Day 1 |
|-------------|------------------------------|---------------------------|
| Qualifier 1 | Thursday 7th November 2024 | Friday 8th November 2024 |
| Qualifier 2 | Thursday 14 th November 2024 | Friday 15th November 2024 |

BR

| Qualifier | Registration End Date | Day 1 |
|-------------|---------------------------|-----------------------------|
| Qualifier 1 | Friday 8th November 2024 | Saturday 9th November 2024 |
| Qualifier 2 | Friday 15th November 2024 | Saturday 16th November 2024 |

Open Finals Competition Dates

LAN

| Open Finals | Date |
|---------------|-----------------------------|
| Open Finals 1 | Thursday 14th November 2024 |

LAS

| Open Finals | Date |
|---------------|---------------------------|
| Open Finals 1 | Sunday 10th November 2024 |
| Open Finals 2 | Sunday 17th November 2024 |

BR

| Open Finals | Date |
|---------------|---------------------------|
| Open Finals 1 | Sunday 10th November 2024 |
| Open Finals 2 | Sunday 17th November 2024 |

4. COMPETITION STRUCTURE

Regions

The Competition is exclusive for Players with legal residency in one of the following eligible countries:

- LATAM North (LAN): Belize, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Honduras, Nicaragua, Panama, Suriname, Venezuela.
- LATAM South (LAS): Argentina, Bolivia, Chile, French Guiana, Paraguay, Peru, Uruguay
- Brazil

Leagues

Once registration ends, the administration will randomly assign Players to a League. A document with the League name and the Players that should join said League will be shared a day before the start of the Qualifier via the discord server and the competition's chat in FACEIT.

Players will need to send applications to their corresponding League. If a player sends an application to a mistaken League, the player will be rejected. Players need to be inside their League before the start of the tournament.

Game Validity

Only games played inside the Leagues will be taken into the actual score of the tournament, if a match is played outside of the League, the hosting player will be penalized with a default loss with a 0 - 3 score against the offending player for that game.

For a game to be valid, the hosting player should create a match under the "League Match" menu inside of the League, if a match is hosted inside of the League but the opponent is incorrect, the opponent will be penalized with a default loss with a 0 - 1 score against the offending player for that game.

Open Qualifiers Stage

Registration

All Eligible Players can participate in the Open Qualifiers.

Competition Format Details

Qualifiers will be split into two (2) days: Open Qualifiers and Open Finals

Open Qualifiers Format

- Mode: Head 2 Head.
- Stage structure:
 - Swiss.
 - No elimination.

- Players will play 2 games, each player will host one game using the “Play match” button inside of their respective league. The 1st game will be hosted by the player on the left side of the FACEIT match room. The 2nd game will be hosted by the player on the right side of the FACEIT match room.
- The winner will be the player who scores the most goals at the end of the two matches.
- In case of a tie in the overall score, the winner will be decided by a golden goal. The player on the left side of the match room will be the host.
- In case of a tie in a golden goal match, the winner will be decided by coin flip.
- If less than or equal to 120 players register:
 - Players will be divided evenly into 4 groups (Leagues).
 - Top 4 players from each group will qualify to the Open Finals.
- If more than 120 players register:
 - Players will be divided evenly into 8 groups (Leagues).
 - Top 1 players from each group qualify to the Open Finals.

Open Finals Format

- Mode: Head 2 Head.
- Stage structure:
 - Double Elimination Bracket.
 - Players will play 2 games, each player will host one game using the “Play match” button inside of their respective league. The winner will be the player who scores the most goals at the end of the two matches.
 - In case of a tie in the overall score the winner will be decided by a golden goal. The host of that third match will be decided by coin flip.
 - In case of a tie in a golden goal match, the winner will be decided by coin flip.

BR

- To determine the seeding for the LATAM Snapdragon Mobile Challenge Finals 2024, the following criteria will be used:
 - BR Seeding #1: Winner of the Upper Bracket Finals.
 - BR Seeding #2: Loser of the Upper Bracket Finals.
 - BR Seeding #3: Winner of the Lower Bracket Semi-Finals.

- Seeding will be awarded in qualifying order starting with the Open Finals #1.

LAN & LAS

- To determine the seeding for the LATAM Snapdragon Mobile Challenge Finals 2024, the following criteria will be used:
 - LAN/LAS Seeding #1: Winner of the Upper Bracket Finals.
 - LAN/LAS Seeding #2: Winner of the Lower Bracket Finals.
- Seeding will be awarded in qualifying order starting with the Open Finals #1.

No Show

Each player has 10 minutes to show up to a match (Match start time +10 minutes). Not showing up within 10 minutes results in a default loss in the series with a 0 - 3 score against the offending player.

Disconnections

In the event of a disconnection, regardless of the situation, both players need to notify the admin team via Discord. The player that remained inside the game will be rewarded with a default win with a 1 - 0 score for that game. It is the responsibility of all players to screenshot any error message in order to dispute any result.

Results

The results will be tracked by the administration on a document that will be shared the day of the competition.

Tiebreakers

In the case of a tie between two or more players, the following tiebreaker criteria will be used to determine the qualification to Open Finals:

1. Amount of goals scored.
2. Amount of goals scored against.
3. Sum of scores on the last game.

5. PRIZE POOL

Prize Money Payment Process

All prize money should ideally be paid out 90 days after the EFG competition in question has been completed, but it may take as long as 180 days for the payment to be completed. The prize money will be paid out in the currency in which it was announced publicly.

All prize money winners will be contacted by the tournament administration via email about 3-6 weeks after the end of the competition with a request to provide payment information. This can be either bank transfer details or PayPal. If a player fails to provide the information before the planned date of payment (90 days), the prize money will not be paid out until a reasonable time after this has been rectified.

If- despite reasonable efforts of the tournament administration- no payment could be made until the end of the third year after the competition, the prizes are forfeited.

Open Finals Prizes Per Region

LAN

| Placement | Prize |
|-----------|---|
| 1st | \$300 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 2nd | \$200 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 3rd - 4th | \$150 |
| 5th - 6th | \$100 |

LAS

| Placement | Prize |
|-----------|-------|
|-----------|-------|

| | |
|-----------|---|
| 1st | \$300 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 2nd | \$200 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 3rd - 4th | \$150 |
| 5th - 6th | \$100 |

BR

| Placement | Prize |
|-----------|---|
| 1st | \$300 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 2nd | \$200 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 3rd | \$150 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 4th | \$150 |
| 5th - 6th | \$100 |

Challenge Finals Prizes

| Placement | Prize |
|-----------|---|
| 1st | \$300 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 2nd | \$200 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |
| 3rd | \$150 + Qualify to the LATAM Snapdragon Mobile Challenge 2024 |

| | |
|-----------|-------|
| 4th | \$150 |
| 5th - 6th | \$100 |

6. LATAM Snapdragon Mobile Challenge Finals

2024

The LATAM Snapdragon Mobile Challenge Finals 2024 is a two-day tournament taking place in São Paulo, Brazil, on December 14-15. It will feature the top 12 players from the Open Qualifiers, along with 4 invited attendees

Player Seeding

The following seeding will be used for the LATAM Snapdragon Mobile Challenge Finals 2024:

| Stage | Seeding | Player |
|-----------------------|---------|----------------|
| Main Event | #1 | BR Seeding #1 |
| Main Event | #2 | LAS Seeding #1 |
| Main Event | #3 | LAN Seeding #1 |
| Main Event | #4 | BR Seeding #2 |
| Play-In | #5 | LAS Seeding #2 |
| Play-In | #6 | LAN Seeding #2 |
| Play-In | #7 | BR Seeding #3 |
| Play-In | #8 | LAS Seeding #3 |
| Last Chance Qualifier | #1 | BR Seeding #4 |
| Last Chance Qualifier | #2 | LAS Seeding #4 |
| Last Chance Qualifier | #3 | BR Seeding #5 |
| Last Chance Qualifier | #4 | BR Seeding #6 |

Challenge Finals Competition Structure

During these stages, players might be given accounts with the same lineup and items to assure equality of conditions and a more balanced competition.

Last Chance Qualifier

- Mode: Head 2 Head.
- Single Elimination Bracket.
- This round consists of 4 players that qualified via the Open Finals BR Seeding #4, LAS Seeding #4, BR Seeding #5, BR Seeding #6) plus 4 walk-in players from the event.
- Winners of each match qualify for the Play-In stage.

Play-In

- Mode: Head 2 Head.
- Single Elimination Bracket.
- This round consists of 4 players that qualified via the Open Finals (LAS Seeding #2, LAN Seeding #2, BR Seeding #3, LAS Seeding #3) plus 4 players that won their qualifying match in the Last Chance Qualifier.
- Winners of each match qualify to the Upper Bracket Round 1 of the Main Event stage.

Main Event

- Mode: Head 2 Head.
- Double Elimination Bracket.
- Upper Bracket Round 1: This round consists of 4 players that qualified via the Open Finals (BR Seeding #1, LAS Seeding #1, LAN Seeding #1, BR Seeding #2) plus 4 players that won their qualifying match in the Play-In stage.

Game version, club and items

The game version used in the LATAM Snapdragon Mobile Challenge Finals 2024 may differ from the current live version. All players might use the same club and items to ensure fair competition. The administration will provide all necessary details prior to the event.

Use of Devices

All devices provided by ESL must only be used for tournament purposes. Unauthorized use of devices (browsing social media, etc...) will result in one (1) penalty point.

Controllers or any kind of peripheral won't be allowed during any of the stages of the competition.

Public Behaviour

All players shall abstain, at all times, from poor, undesirable, or negative behavior towards anybody involved with the competition in any way.

All players shall abstain, at all times, from any action or inaction that brings anybody involved with the competition in any way into public disrepute, contempt, scandal or ridicule or reduces the public relations or commercial value of any involved party. This includes derogatory comments aimed at EFG, their partners or products in interviews, statements and/or social media channels.

Punctuality in Offline Matches

We expect every player to be at the tournament area as stated in the tournament directions info mails to set up, prepare and solve any technical problems that might occur.

Interviews

For every game that is broadcast on an EFG-arranged stream, both players must be available for interviews (remotely for online matches). The players have to provide contact information to be used for the interview in that case and provide a clean camera feed for broadcast.

Video Presentation

In videos (e.g. interviews, feature videos or similar) that happen from an environment not controlled by EFG, the visible surroundings/background should be kept neutral, clean and presentable. If a player plans to showcase any sponsors, logos or advertisements (e.g. in a background banner or placed items), the planned settings need to be revised and approved by the league administration beforehand. In any case, obvious promotion of sponsor products (including consumption) is not allowed. Brand logos may never appear bigger than the players' faces on screen.

Any personnel in areas containing players or a coach must not interact with them in any way during the matches.

Media Obligations

If EFG decides that a player needs to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the player cannot deny this and must attend. Most events will have a mandatory media day, where players will be photographed, filmed and interviewed by EFG for the event presentation.

The players will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

Missing Media Obligations

Not fulfilling media obligations will result in monetary fines. Their range depends on the situation. The following monetary fines are standard punishments for the most common cases:

- Missing Player Photos: \$1,000 + 10% of the prize money winnings
- Missing Team Logo: \$1,000 + 10% of the prize money winnings
- Not showing up complete and on time for the media day: \$4,000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session: \$2,000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference: \$1,200 + 1.5% of the prize money winnings

Photo and Other Media Rights

By participating, all players and other team members grant EFG the right to use any photographic, audio or video material on their website or for any other promotional purpose.

Clothing

The players need to ensure that they are dressed in orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden.

EFG-Provided Areas

Only marketing activities that have been authorized by EFG are allowed in any EFG-provided areas (examples: tournament areas, practice rooms, hotel rooms).

Stage Matches

Each player is required to play their stage matches, if they reach them. This part is an integral component of the competition and exceptions will not be allowed.

Winners Ceremony

Players have to stay in the tournament area for the winners ceremony after the Grand Final.

Gaming Areas

Food, Drinks, Smoking and Behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in closed cups or bottles that have been provided by EFG, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden.

Players have to follow the hotel or venue rules in the practice areas.

Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

Mobile Phones, Tablets, Cameras or Similar Devices

Players are not allowed to bring any electronic devices, cameras or similar devices (examples: smart watch, vaporizer) into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to set up before the first match. Players are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies. Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a (paper) notebook).

Unused Items

Items that are not immediately necessary have to be stored out of sight as indicated by EFG. Examples: clothing that is not being worn, bags.

Breaks Between Games

After each game a player may take a maximum of three minutes to join the next game. This time may be spent watching the replay of the past game, but not to leave the station.

Completion of the Match

The match as a whole has to be finished. It is not allowed to disrupt a match between games without the permission of the tournament administration. If a player refuses to start the remaining games, they will be counted as not having shown up and receive the corresponding penalties for a no-show.

A. CODE OF CONDUCT

The following code of conduct applies to all of the Players in every moment of the Competition, unless otherwise specified. EFG reserves the right to impose penalties, sanctions or disqualify any Player at its sole discretion.

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.

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.

Gambling, including betting on the outcome of games, is prohibited.

Players must not disclose any confidential information provided by the tournament organizer or any of its affiliates to any other people or groups of people, including via social media.

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 the tournament organizer at any phase of the Competition to be engaging in collusion will be removed from the Competition, be forced to return any compensation and/or prizes they've received.

- Examples of collusion include, but are not limited to:
- Intentionally losing a match for any reason.
- Playing on behalf of another Player, including using a secondary account, to aid them.
- Any form of match-fixing.
- Agreeing to split prize money.

Penalties

Violation of any part of these Official Rules will, at the Tournament organizer's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organiser's directions. All decisions and rulings of the tournament organiser are final and binding. The Tournament organiser

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.
- Loss of awards (including prize money and other paid expenses).
- Disqualification from the Competition.

The tournament organiser also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the tournament organizer hereby waive any right of legal action against EFG, EA, and/or any of its affiliates.

Player Sponsorship

Players in the Competition have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the Competition. Tournament Organizer and its designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

- Gambling or gambling websites.
- Alcohol, Tobacco, and/or Non-“over-the-counter” Drugs.
- Firearms or any type of weapons.
- Pornographic or adult material.
- Products or services from direct competitors of PlayStation, its partners, and its other subsidiary brands.
- Direct competitors of EA.

Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

Penalty Catalog

Below is a comprehensive list of all sanctions, their respective penalties, monetary fines, and suspension periods relating to the Competition. Any Player caught committing an infraction will be subject to a monetary fine, and/or penalty points, or depending on the severity of the infraction, a sanction deemed necessary by, and at the discretion of the Tournament Administrator.

| Type of infraction | Definition | Minimum | | Maximum | |
|---|---|--|--|---------------|--|
| | | Fine | Penalty points | Fine | Penalty points |
| Showing up late for Live Matches | All participants are expected to join the lobby by the scheduled time. If a Player does not join the lobby and be ready by the scheduled time, then they will be considered late. | Warning | | | 3 penalty points |
| Missing Media Obligations | Not fulfilling the media or comparable obligations will result in monetary fines. | Refer to Section Missing Media Obligations | | | |
| Match Fixing | Shall mean any breach in rules in A. Code of Conduct | Disqualification, prize money forfeit, and banned from all EFG competitions for up to 60 months. | | | |
| Match Throwing | Match throwing may be the action of purposely avoiding competing at one's best ability outside of the cases of match fixing. Examples of match throwing include but are not limited to: losing purposely to dodge an opponent in a competition bracket, etc. | \$1000 (USD) | 5 penalty points and/or a suspension of 6 months from all of EFG competitions. | \$3,000 (USD) | 10 penalty points and/or a suspension of 12 months from all of EFG competitions. |

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|---------------------------|---|---|--|---------------|--|
| | Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout the Competition. | | | | |
| Cheating | Cheating is defined as any in-game or out-of-game technique that would provide an unfair advantage to a Player. This includes but is not limited to the use of third-party software, any form of tampering with the Game's code or servers, any gathering of information obtained from watching the match's broadcast while playing it (stream sniping) etc.. | \$2,000 (USD) | 10 penalty points and/or a suspension of 12 months from all of EFG competitions. | \$5,000 (USD) | Lifetime EFG game suspension. |
| Ringer/faker use | Usage of a ringer or faking to be a Player may be constituted by having a Player not part of the Competition playing instead of one that is registered to play on said Competition | 10 penalty points and 2 match suspension. | | | |
| Betting on matches | Placing any bet on any aspect of a Competition, whether using money, virtual currency, or anything with monetary value. This type of infraction often culminates | \$1,000 (USD) | 5 penalty points and/or a suspension of 6 months from all of EFG competitions. | \$3,000 (USD) | 10 penalty points and/or a suspension of 12 months from all of EFG competitions. |

| | | | | | |
|--|--|---------|--|---------------|--|
| | with the infraction of match-fixing. | | | | |
| Bug exploit | A bug exploit may be constituted, when a bug or in-game exploit known and flagged by Tournament Administration, or commonly known as a bug exploit, is used during the competition. | Warning | | \$1,000 (USD) | 5 penalty points and/or a suspension of 6 months from all of EFG competitions. |
| Breach of competition protocol | Breach of competition protocol is defined as any instruction given by the administration regarding a match. This may include: requesting or causing unjustified pauses or delay to a match, noncompliance with clothing policy, not sharing online competition results with admins in a timely manner when requested, etc... | Warning | | \$1,000 (USD) | 5 penalty points and/or a suspension of 6 months from all of EFG competitions. |
| Unauthorised communication during a match | Unauthorised communications may include any communication between Players and/or Team Staff outside of authorised timeframes. | Warning | | N/A | Game forfeit |
| Noncompliance with referee instructions | Self-explanatory type of infraction. | Warning | | \$1,000 (USD) | Game forfeit |
| Sponsorship violation | Act of displaying any logo, name or distinctive sign of an unauthorised brand indicated in A. CODE OF | Warning | | \$5,000 (USD) | 3 penalty points and/or a suspension of 3 months from |

| | | | | | |
|-----------------------------------|--|--|--|----------------|---|
| | CONDUCT | | | | all of EFG competitions. |
| Inability to show up to a match | Self-explanatory type of infraction. | Match forfeit | | \$5,000 (USD) | 10 penalty points and/or a suspension of 6 months from all of EFG competitions. |
| Break of eligibility requirements | Shall mean any break of Section 2 of the Rulebook. | \$5,000 (USD) | Impacted Player suspended as long as necessary | \$10,000 (USD) | Lifetime EFG game suspension. |
| Break of confidentiality | The content of email communication, match channels, discussions or any other correspondence with Tournament Administration are deemed strictly confidential. The publication of such material is prohibited without written consent from the Tournament Administration. | Depending on the nature of the confidential information shared | | | Lifetime EFG game suspension. |
| Minor misconduct | May include any of the following prohibited behaviour: <ul style="list-style-type: none">Any actions or statements which may be found offensive and related to age, physical appearance, social origin, political or other opinions.Any language or content deemed illegal, dangerous or threatening. | Warning | | \$5,000 (USD) | 10 penalty points and/or a suspension of 6 months from all of EFG competitions. |

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| | <ul style="list-style-type: none">Any conduct which interrupts the general flow of the competition, sustained disruption of discussion, or continued one-on-one communication after requests to cease.Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances.Lack of respect and provocation, including verbal insults or insulting gestures or defamation. <p>Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct or constitute a criminally prosecuted activity enforced by the local police authorities.</p> | | | | |
| Major misconduct | <p>Any of the following prohibited behaviour qualifies as Major misconduct:</p> <ul style="list-style-type: none">Any actions or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, | \$5,000 (USD) | 20 penalty points and/or a suspension of 12 months from all of EFG competitions. | Depending on the nature of the Major misconduct. | Lifetime EFG game suspension. |

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| | <p>nationality, skin colour, religion.</p> <ul style="list-style-type: none">● Impersonation of any Players, Managers, admins or EFG employee.● Theft-related crimes such as burglary, robbery or larceny● Deliberate intimidation, actual or threatened physical violence against another person● Stalking, harassment, inappropriate physical contact, unsolicited sexual attention. <p>Depending on the nature of the prohibited conduct, a Major infraction may also be considered a criminally prosecuted activity enforced by the local police authorities.</p> | | | | |
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