



INFINITY ESPORTS FC26

TOURNAMENT RULES

1. Overview

INFINITY ESPORTS FC26 ("Competition") is operated by INFINITY ESPORTS™ (alternatively "Tournament Organizer").

The INFINITY ESPORTS FC26 is a video game competition conducted using EA Sports FIFA 26 ("FIFA 26") created for the PlayStation®5 console ("PS5").

PS5 Tournaments is in no way sponsored, endorsed or administered by, or associated with, EA Sports.

If you have any questions about this competition, its registration process and how to participate, please visit <https://discord.gg/We5hNkm2RP>

1. Player Eligibility

2.1 Registration and acceptance of official rules.

Participants must sign up for INFINITY ESPORTS FC26 using our registration link <https://infinityesports.net/fifa-registration>

Players must read the Competition ruleset and relevant privacy policies and agree to these rules before entering the tournament. Once a Player has registered, they are considered for eligibility for the entire Competition.

2.2 Age

Players must be eligible to play FIFA 26 according to their local age restrictions, at the point of tournament registration, as outlined in Appendix B: Countries & Age.

Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Competition (INFINITY ESPORTS™ will not take any responsibility or complain from any parent).

2. Competition Structure

The Competition will run in the following region:

- Male City / Maldives

3.1 Tournaments

Registration

All eligible players can enter/take part/participate in the INFINITY ESPORTS FC26 Tournaments.



Tournament Format Details

- ❖ **Mode:** 1on1
- ❖ Random Player Seeding
- ❖ **Team:** Club Teams Only
- ❖ **Time:** Night

3.2 Match Rules

Match Start Time

All matches are played on the scheduled match time. To see the match schedule, access the [Tournament Announcement](#) page from [INFINITY ESPORTS™](#) discord server.

Match details

- ❖ **Game mode:** Champions League
- ❖ **Match duration:** 12 minutes (6 minutes per half)
- ❖ **Max Pause:** 3 pauses
- ❖ **Controls:** Any
- ❖ **Difficulty:** Legendry
- ❖ **Game Speed:** Normal
- ❖ **In case of draw:** Extra time and penalties if needed

Substitutions

Players are only allowed to pause the game if their team is in possession of the ball.

Forfeits

If a player does not show for the game or forfeits during the game, he/she loses the game with the maximum score of 3-0.

Standings and Tie-Breakers

It is the responsibility of the players to keep up with their team's standings. Three points will be awarded for a win, one point for a tie and zero points for a loss in the group stage. In the event of ties in point standings, the following sequence will be used to determine who advances to the elimination stage, and who wins his group:

- ❖ Points earned from matches won or tied.
- ❖ Result of head-to-head game.
- ❖ Goal difference: Total net score for tournament games. Net score = goals scored; less goals scored against.
- ❖ If two teams are still tied, a 12min (6min per half) match will be played to determine the winner.

After a tied game in knock-out stage, the game will go to overtime and then penalties to determine a winner.

Conduct and Discipline

INFINITY ESPORTS™ has the right to disqualify players from the tournament after misconduct or unethical behaviour during the Tournament. Disqualification means that the player is not allowed to play any more games in the Tournament and will automatically lose every next game with the maximum score of 3-0.

No Show

Each player has **5 minutes** to show up to a match. (scheduled match start time +5 minutes). Not showing up within 5 minutes results in a default loss.

Results

Results are automatically submitted by the system at the end of the match. Overall event results will be displayed on a leaderboard corresponding to the event period.

Match Disputes

- ❖ If any issues are encountered in a match, it's the players responsibility to create a dispute and reach out to the admin team.
- ❖ In order to create a dispute, go to [INFINITY ESPORTS™](#) discord and create a [support ticket](#).
- ❖ Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as YouTube or Twitch.

General Rules

- ❖ **Upon kick-off, a player has to pass the ball at least three times before scoring.**
- ❖ All games will be played on the PlayStation 5 console.
- ❖ Players may bring their own controller (PS5)
- ❖ Frequent and purposeful pausing during game play may be subject to disqualification.
- ❖ No sideline coaching is allowed. You may cheer or boo as the game progresses, but you may not offer advice to anyone playing a game.
- ❖ If a player purposely turns off a game while it's in progress, that player will be disqualified from the tournament. Entry into future tournaments may be denied.
- ❖ All players must play the Game using the above game-play settings. Any deviation from these settings will result in automatic disqualification. If game settings are found to be wrong by the tournament administrators, the players and the game will be disqualified.
- ❖ Every participant has to stay ready and available for the duration of the tournament, or until his elimination from the tournament.

3.3 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- ❖ Screenshots (or photographs) showing both players and the result/issue

3. Prizing

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except INFINITY ESPORTS™ reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

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, INFINITY ESPORTS™ will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of INFINITY ESPORTS™'s

choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.

Appendix A:

Code of Conduct The below Code of Conduct applies to all Players in the INFINITY ESPORTS FC26 at all levels of the competition unless otherwise specified. The tournament organiser reserves the right to levy penalties, sanction or disqualify any player at its discretion.

PLAYER BEHAVIOR

Competitors must conduct themselves in a reasonable manner, maintaining an appropriate demeanour 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 and activity on live streams. All Players are expected to adhere to these standards of sportsmanship.

DURING THE TOURNAMENT:

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanour 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 behaviour, 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.

All Players must not disclose any confidential information provided by the tournament organiser 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 organiser at any phase of the INFINITY ESPORTS FC26 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.

Playing on behalf of another competitor, 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 organiser'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 INFINITY ESPORTS FC26

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 the FPSTFR and PlayStation, and/or any of its affiliates.

PLAYER SPONSORSHIP

Players in the INFINITY ESPORTS FC26 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 INFINITY ESPORTS FC26. 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 PlayStation

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

Appendix B: Countries & Age

| Country | Region | Age |
|----------|------------|-----|
| Maldives | Male' City | 16 |
| Maldives | Hulhumale | 16 |
| Maldives | Villingili | 16 |