

REGULATIONS
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eFOOTBALL

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C Y B E R L I V E ! A R E N A

1. General Provisions

- 1.1 The international tournament, CLA EuroCup eFootball (hereinafter referred to as the "tournament"), is an esports competition featuring four players from each division of the CyberLive!Arena esports league ("CLA").
- 1.2 Each tournament is identified by a unique season number (hereinafter referred to as the "Season").
- 1.3 The tournament consists of three stages and lasts a total of 21 calendar days:
 - a) First Stage – CLA EuroCup eFootball Daily Qualifiers, which lasts 19 calendar days.
 - b) Second Stage – CLA EuroCup eFootball Group Stage, which lasts 1 calendar day.
 - c) Third Stage – CLA EuroCup eFootball Playoffs, which lasts 1 calendar day.
- 1.4 Each tournament concludes with one Season Winner.
- 1.5 All tournament stages take place on the PlayStation platform within EA Sports' FC 25 sports simulator environment. This tournament is not affiliated with or sponsored by Electronic Arts Inc. or its licensors.
- 1.6 The tournament is open to esports players aged 18 and over who have received proper accreditation and approval from the organizers.
- 1.7 All events are held at specialized esports venues, where participants and organizers must adhere to established sanitary and hygienic standards.

2. Procedure for the CLA EuroCup eFootball Daily Qualifiers

- 2.1 The CLA EuroCup eFootball Daily Qualifiers represent the first (qualifying) stage of the tournament. This stage lasts 19 calendar days, taking place from Tuesday to Saturday over a period of three weeks.
- 2.2 During this stage, participants compete in Kick-Off mode at the Legendary difficulty level, using the team setting of "Overall 95."
- 2.3 As part of the CLA EuroCup eFootball Daily Qualifiers, participants engage in a series of matches (hereinafter referred to as "series"). These series are conducted on a round-robin basis, with participants playing head-to-head in two rounds.

- 2.4 The winner of each match is determined within the main game time.
"Regular playing time" refers to two halves, each consisting of ninety units of in-game time, equivalent to ten minutes of real time.
- 2.5 Additional time awarded by virtual referees within the game may also be included in this main game time.
- 2.6 At the end of regular game time, the results are recorded in the series statistics.
- 2.7 If a match concludes in a draw, participants select the "Agree to a draw" option, with no overtime (Golden Goal, Classic, or Penalty Shootout) applied.

3. Determining the Winner of the Series in the CLA EuroCup eFootball Daily Qualifiers

- 3.1 Points are awarded to players based on match outcomes as follows:
 - a) Victory: 3 points
 - b) Draw: 1 point
 - c) Defeat: 0 points
- 3.2 If a match cannot proceed or be completed due to force majeure, both participants receive 0 points.
- 3.3 In cases where a match is interrupted for technical reasons, the score at the time of interruption is recorded in the standings (Goals section) and factored into determining the series winner.
- 3.4 When two participants achieve the same number of points, series standings, including the winner and other placements, are determined by the following criteria, in order of priority:
 - a) Goal difference (goals scored minus goals conceded) across all series matches
 - b) Total goals scored across all series matches
 - c) Goal difference in head-to-head matches within the series
 - d) Total goals scored in head-to-head matches within the series
 - e) Highest win rate across all league tournament participation

All match results are recorded in the tournament's online statistics, which are continuously updated.

4. Determining the Participants of the CLA EuroCup eFootball Group Stage Based on the Results of the CLA EuroCup eFootball Daily Qualifiers

- 4.1 Based on the results of each series in the CLA EuroCup eFootball Daily Qualifiers, participants are awarded EuroCup Points (hereinafter referred to as "points") according to their placements:
 - a) First place - 3 points
 - b) Second place - 1 point
 - c) Third place - 0 points
- 4.2 All series results are recorded in the division leaderboard, which is updated at the end of each series.
- 4.3 In cases where participants have the same number of points in the series, their standings in the division leaderboard are determined by the following criteria, in order:
 - a) Goal difference (goals scored minus goals conceded) in all matches played during the CLA EuroCup eFootball Daily Qualifiers
 - b) Total goals scored in all matches played during the CLA EuroCup eFootball Daily Qualifiers
 - c) Goal difference in head-to-head matches within the CLA EuroCup eFootball Daily Qualifiers
 - d) Highest win rate across all league tournament participation
- 4.4 The top four players in each division automatically advance to the next tournament stage – the CLA EuroCup eFootball Group Stage.
- 4.5 If a player who has qualified through the Daily Qualifiers cannot continue in the tournament due to unforeseen circumstances, their spot is awarded to the next highest-ranked player in the division leaderboard.

5. Force Majeure Circumstances at the CLA EuroCup eFootball Daily Qualifiers

- 5.1 If a scheduled match cannot be held due to technical issues, it is considered canceled.
- 5.2 Canceled matches are not rescheduled and are marked with the status "Canceled".
- 5.3 If technical problems arise during a match with an active score, making it impossible to complete, the match is deemed "Interrupted." The score of an interrupted match is recorded in the official statistics; however, no winner is declared.
- 5.4 Interrupted matches are not rescheduled and retain the status "Interrupted."
- 5.5 A match may only be resumed under the circumstances described below, provided that the issue is identified before a goal is scored and/or before the end of the first half.
 - a) The match did not start as scheduled
 - b) An incorrect team was selected
 - c) An incorrect team composition was determined
 - d) The home/away sides were selected incorrectly

In all other cases, the match will be considered "Canceled."

- 5.6 If a registered player cannot participate in a match due to force majeure, an early or urgent replacement may be arranged.
- 5.7 In case of a player replacement, all points previously earned in the current series are transferred to the replacement player.
- 5.8 If a replacement is not feasible, the series proceeds without the originally scheduled participant.

6. General Provisions for the CLA EuroCup eFootball Group Stage and CLA EuroCup eFootball Playoff

- 6.1 The CLA EuroCup eFootball Group Stage and CLA EuroCup eFootball Playoff stages are conducted online.

- 6.2 Participants compete in Ultimate Team mode at the Legendary difficulty level, using the Competitive Mode feature.
- 6.3 For home matches, different servers are assigned by division:
 - a) Croatian division – Frankfurt server
 - b) Ukrainian and Romanian divisions – Warsaw server
 - c) Polish division – Paris server
- 6.4 During the CLA EuroCup eFootball Group Stage and CLA EuroCup eFootball Playoff stages, participants represent one of four teams per division. Each team name includes the division identifier (UA for Ukraine, HR for Croatia, PL for Poland) and a sequential number (e.g., "UA Team 1").
- 6.5 Team assignments are based on participants' results in the CLA EuroCup eFootball Daily Qualifiers.
- 6.6 Once assigned, a team cannot be changed and remains fixed until the tournament concludes.
- 6.7 Matches of the CLA EuroCup eFootball Group Stage are played in a Best of 2 format (hereinafter – "BO2").
- 6.8 Matches of the CLA EuroCup eFootball Playoff are played in a Best of 3 format (hereinafter – "BO3").
- 6.9 Each match is played until a winner is determined. If no winner is decided during regular time, the match proceeds to a penalty shootout.
- 6.10 "Main playing time" consists of two halves of ninety in-game units, equal to twelve minutes of real time.
- 6.11 Additional time, as awarded by virtual referees, is also counted within the main game time.

7. Procedure for the CLA EuroCup eFootball Group Stage

- 7.1 The CLA EuroCup eFootball Group Stage is the second (group) stage of the tournament, held on Sundays every three weeks.
- 7.2 Participants in the CLA EuroCup eFootball Group Stage include players who placed first through fourth in their divisions based on the results of the CLA EuroCup eFootball Daily Qualifiers. In total, 12 players from 3 divisions compete in this stage.

- 7.3 At the CLA EuroCup eFootball Group Stage, two groups are formed: Group A and Group B. Players are assigned to groups randomly, with the condition that no group may contain more than two representatives from the same division.
- 7.4 In the Group Stage, participants compete in Best of 2 (BO2) series on a head-to-head basis, with each series including one match at home and one away.
- 7.5 All match results and series outcomes are recorded in the group standings, which are updated continuously online.
- 7.6 Points are awarded based on match outcomes:
- a) Victory: 3 points
 - b) Draw: 1 point
 - c) Loss: 0 points
- 7.7 If several players have the same number of points, the group standings are determined as follows:
- a) By goal difference (goals scored minus goals conceded) across all matches in the CLA EuroCup eFootball Group Stage
 - b) By head-to-head results
 - c) By goal difference in the series between tied players
- 7.8 The top two players from each group advance to the upper bracket of the CLA EuroCup eFootball Playoffs, competing the following day.
- 7.9 Participants who placed third to sixth in each group continue in the lower bracket of the CLA EuroCup eFootball Playoffs.

8. Force Majeure Circumstances at the CLA EuroCup eFootball Group Stage

- 8.1 If a scheduled match cannot be held due to technical issues, it is considered canceled.
- 8.2 Canceled matches are not rescheduled and are marked with the status "Canceled".
- 8.3 In cases where technical issues arise during an ongoing match, the connection is restored, and the match resumes from the minute at which the disconnection occurred.

- 8.4 If the interruption happens during a penalty shootout, the match will resume from the final minute of regular time, and participants must replay up to the score that was recorded at the time of the disconnection.
- 8.5 If a player cannot participate in a scheduled match due to force majeure, they will receive a technical defeat (regardless of prior series results).
- 8.6 Should a player be unable to continue in the tournament due to force majeure, no replacement will be arranged, and a technical defeat will be assigned to them for all remaining matches.

9. Procedure for the CLA EuroCup eFootball Playoff

- 9.1 The CLA EuroCup eFootball Playoff is the third and final stage of the tournament, held every Monday once every three weeks. The winner of this stage is crowned the season champion.
- 9.2 Based on the results of the CLA EuroCup eFootball Group Stage, players are arranged in a Double Elimination bracket for the Playoffs.
- 9.3 Upper Bracket Formation:
 - a) The first-place player in Group A faces the second-place player in Group B.
 - b) The second-place player in Group A faces the first-place player in Group B.
- 9.4 Lower Bracket Formation:
 - a) The third-place player in Group A faces the sixth-place player in Group B.
 - b) The fourth-place player in Group A faces the fifth-place player in Group B.
 - c) The fifth-place player in Group A faces the fourth-place player in Group B.
 - d) The sixth-place player in Group A faces the third-place player in Group B.
- 9.5 All series in the CLA EuroCup eFootball Playoff are played in a Best of 3 (BO3) format. Each match is played until a winner is determined. If no winner emerges during regular time, a penalty shootout is used to decide the outcome.

- 9.6 The player starting the series at home is positioned at the top of the series bracket.
- 9.7 Players who lose a series in the upper bracket continue competing in the lower bracket.
- 9.8 Players who lose a series in the lower bracket are eliminated from the tournament.
- 9.9 All match outcomes and series results are recorded in the tournament standings, which are updated in real-time online.

10. Force Majeure Circumstances at the CLA EuroCup eFootball Playoffs

- 10.1 In cases where technical issues arise during an ongoing match, the connection is reestablished, and the match resumes from the minute when the disconnection occurred.
- 10.2 If a scheduled match cannot proceed due to technical problems expected to take more than two hours to resolve, the organizer may choose to end the tournament early without declaring a winner. In this case, the entire tournament season will be considered canceled.
- 10.3 If a player is unable to participate in a match due to force majeure, they will receive a technical defeat and will be eliminated from the tournament.

11. Adherence to the Principles of Fair Play

- 11.1 Tournament participants are strictly prohibited from engaging in match-fixing or any arrangements that predetermine match outcomes, violating the principles of sports integrity and fairness. Any attempt to influence match results, regardless of form or the level of player involvement, constitutes a serious breach of tournament regulations.
- 11.2 All teams and participants are required to uphold fair play principles, demonstrate respect for opponents, and fulfill their responsibilities in good faith, in full compliance with tournament rules.
- 11.3 If any participant is found to have engaged in match-fixing or other actions intended to manipulate game outcomes, they will be immediately disqualified from the current tournament and banned from all future

competitions held under the UCEF, ESUH, STEP federations, and CyberLive! Arena league. Disqualification is final and cannot be appealed.