



CLA EuroCup **eFootball** Tournament Regulations

1. General provisions

- 1.1 The international esports tournament «CLA EuroCup» (hereinafter «tournament») features four players from each division of the esports league CyberLive Arena (hereinafter «CLA»).
- 1.2 Each tournament is assigned a unique number («Season»).
- 1.3 The tournament consists of three stages with a total duration of 14 calendar days:
 - a) the first stage, qualifiers (hereinafter — «CLA Daily Qualifiers»), lasts 12 calendar days.
 - b) the second stage, the group stage (hereinafter — «CLA Group Stage»), lasts 1 calendar day.
 - c) the third stage, play-off (hereinafter — «CLA Play-off»), lasts 1 calendar day.
- 1.4 At the end of each tournament, one «season winner» is determined.
- 1.5 All stages of the tournament take place on the PlayStation platform, in the game environment of Electronic Arts sports simulator EA Sports FC 24.
- 1.6 Esports players over the age of 18 can compete in tournaments. The organizers require that all participants have the necessary accreditation and clearance.
- 1.7 Tournaments are held at specialized stationary esports venues, and participants and organizers must adhere to all sanitary and hygiene regulations.

2. Procedure for the CLA Daily Qualifiers

- 2.1 The CLA Daily Qualifiers are the tournament's first qualifying round, which runs for 12 calendar days, from Monday to Friday, for two weeks.
- 2.2 Players compete against each other in Kick-Off mode on Legendary difficulty with the «Overall 95» team setting.
- 2.3 The CLA Daily Qualifiers stage consists of matches between players (the «series»). The series is played in a round-robin format, with players competing against each other in two rounds.

- 2.4 The match winner is determined during regular game time. The concept of "regular game time" refers to two halves of ninety units of game time, which is the equivalent of ten minutes of actual time.
- 2.5 Extra time awarded by virtual referees in the gaming environment can also be counted toward regular game time.
- 2.6 The outcome is recorded in the series statistics at the end of regular game time.
- 2.7 If the match concludes in a draw within the regular game time, the players select the game option "Accept a Draw" to avoid overtime (Golden Goal, Classic, or Penalty Shootout modes).

3. Determining the series winner in the CLA Daily Qualifiers stage

- 3.1 According to match the results, the player is awarded points:
 - a) 3 points for victory.
 - b) 1 point for a draw.
 - c) 0 points for defeat.
- 3.2 If the match cannot be held or completed due to force majeure, each player receives 0 points.
- 3.3 If the match is interrupted for technical reasons, the players' outcomes at the time of the interruption are recorded in the standings (section "Goals") and used to determine the series winner.
- 3.4 If two contestants have the same number of points, the series winner and all other places in the standings are distributed as follows:
 - a) by the difference between goals scored and goals conceded in all series meetings.
 - b) by the total number of goals scored in all series meetings.

c) by the difference between goals scored and goals conceded in head-to-head meetings within the series.

d) by the total number of goals scored in head-to-head meetings during the series.

e) by the highest win rate in all league tournaments.

3.5 All match results are entered into the tournament statistics, regularly updated online.

4. Determination of CLA Group Stage participants based on the results of the CLA Daily Qualifiers

4.1 At the end of each series, competitors are awarded EuroCup Points ("points") based on their finishing positions:

a) 3 points for first place.

b) 1 point for the second place.

c) 0 points for third place.

4.2 The results of all series are included in the division leaderboard. The data in the leaderboard is updated at the end of each series.

4.3 If several players have an equal number of points at the end of the series, the positions in the division leaderboard are distributed by:

a) the goal difference in all CLA Daily Qualifiers matches.

b) the total number of goals scored in all CLA Daily Qualifiers matches.

c) the goal difference in head-to-head meetings during the CLA Daily Qualifiers.

d) the total number of goals scored in head-to-head meetings during the CLA Daily Qualifiers.

e) the highest win rate in all league tournaments.



- 4.4 Those competitors, who finish in the top four positions in their division, progress to the next round, the CLA Group Stage.
- 4.5 A player who has advanced to the next round based on their results in the CLA Daily Qualifiers reserves the right to withdraw from further competition. In this case, the player who follows him on the division leaderboard will be allowed to continue participating in the tournament.

5. Force majeure circumstances at the CLA Daily Qualifiers stage

- 5.1 If a match cannot be played due to technical difficulties, it is considered canceled.
- 5.2 Canceled matches are not rescheduled and remain in the "Canceled" status.
- 5.3 If a match cannot be played due to technical issues, it is considered interrupted. Interrupted matches are not rescheduled; their status remains "Interrupted."
- 5.4 In the following cases, a match may be restarted if the error was discovered before the opening of the score and/or the end of the first half:
- a) if the match has yet to begin.
 - b) if the team was selected incorrectly.
 - c) if the team lineup was selected improperly.
 - d) if the home/away side was selected incorrectly.
- 5.5 In all other cases, the match will be considered canceled.
- 5.6 If, due to circumstances of force majeure, the declared player is unable to participate in the match, an early or urgent substitution is arranged.
- 5.7 Whenever a player is taken out of a match and replaced, any previous points he had earned are awarded to the player who came in as a substitution.
- 5.8 If there is no way to find a replacement, the series goes on without the initially scheduled player.

6. General provisions for the CLA Group Stage and CLA Play-off Stage

- 6.1 The CLA Group Stage and CLA Play-off Stage are held online.
- 6.2 Players compete in the Ultimate Team mode at the Legendary difficulty level utilizing the "Competitive Mode" function.
- 6.3 Home games of the series utilize different servers:
 - a) members of the Croatian division share Server Frankfurt.
 - b) members of the Ukrainian division share server Warsaw.
 - c) members of the Polish division share server Paris.
- 6.4 Within the CLA Group Stage and CLA Play-off Stage, divisional competitors can play for four teams. Team names include a division identifier (UA for Ukraine, HR for Croatia, and PL for Poland) and an ordinal number (for example, "UA Team 1").
- 6.5 Teams are assigned to players in the same division based on their results in the CLA Daily Qualifiers.
- 6.6 The player's team is assigned until the tournament's conclusion and cannot be replaced.
- 6.7 The CLA Group Stage matches are held in a Best of 2 (BO2) format.
- 6.8 The CLA Play-off matches are held in a Best of 3 (BO3) format.
- 6.9 Each match in the series is played until the winner is determined. The match proceeds to a penalty shootout if no winner is determined in regular game time.
- 6.10 The term "regular game time" refers to two halves of ninety game time units equal to twelve minutes of actual time.



7. Arrangement of the CLA Group Stage

- 7.1 The CLA Group Stage is the tournament's second (group) stage, which is held every other Saturday.
- 7.2 Four players from each division proceed to the CLA Group Stage after the CLA Daily Qualifiers.
- 7.3 At the CLA Group Stage, two groups are formed: Group A and Group B. The following is the distribution of players into groups:
 - 7.3.1 Group A accepts:
 - a) players who took first and third place in the Ukrainian division
 - b) players who took second and fourth place in the Croatian division.
 - c) players who took second and third place in the Polish division.
 - 7.3.2 The remaining players are assigned to Group B.
- 7.4 Players in a BO2 series compete against each other on an "everyone against everyone" basis. Players compete in one "home" match and one "away" match per series.
- 7.5 All match and series results are recorded in the standings and regularly updated online.
- 7.6 BO2 competitors are awarded points according to the series results:
 - a) 3 points for victory.
 - b) 1 point for a draw.
 - c) 0 points for defeat.
- 7.7 If several players receive the same number of points, the positions in the group standings are determined as follows:
 - a) by the difference between scored and conceded goals in all meetings held within the stage.

b) by the outcomes of personal meetings.

c) by the difference in goals scored and conceded between the players during the series.

7.8 The top two finishers in their respective groups will compete in the upper bracket of the CLA Play-off the following day.

7.9 The third through sixth place finishers in their respective groups advance to the lower bracket of the CLA Play-offs.

8. Arrangement of the CLA Group Stage

8.1 If a scheduled match cannot be played due to technical issues, it is considered canceled.

8.2 Canceled matches are not rescheduled and remain in the "Canceled" status.

8.3 If a technical issue occurs during the match, it is reconnected and resumed from when the connection was lost.

8.4 If the connection is lost during the penalty shootout, the match is restarted from the last minute of regular time, and the competitors must replay the score for the time the connection was lost.

8.5 If the declared player cannot compete in the match due to force majeure, he is assigned a technical defeat (regardless of the previous serious results).

8.6 If a declared player cannot continue participating in the tournament due to force majeure, no substitution is made, and the player is assigned a technical defeat in all matches.

9. Arrangement of the CLA Play-off stage

9.1 The CLA Play-off is the tournament's third and final stage, held every two weeks on Sundays. The winner of this stage is declared the tournament season's winner.

9.2 The CLA Play-off grid is formed in Double Elimination format based on the results of the CLA Group Stage.

9.3 The upper bracket is formed as follows:

- a) The contestant ranked first in Group A plays against the contestant ranked second in Group B.
- b) The contestant ranked second in Group A plays against the contestant ranked first in Group B.

9.4 The lower bracket is formed as follows:

- a) The contestant ranked third in Group A plays against the contestant ranked sixth in Group B.
- b) The contestant ranked fourth in Group A plays against the contestant ranked fifth in Group B.
- c) The contestant ranked fifth in Group A plays against the contestant ranked fourth in Group B.
- d) The contestant ranked sixth in Group A plays against the contestant ranked third in Group B.

9.5 The CLA Play-off stage features a BO3 series. Each match in the series is played until the winner is determined. If no winner is determined during regular time, it is decided by a penalty shootout.

9.6 The player who starts the series on the home field is at the top of the standings.

9.7 Players who lost the upper bracket series continue to compete in the lower bracket.

9.8 Players who lose a series in the lower bracket are eliminated from the tournament.

9.9 All match and series results are recorded in the standings and regularly updated online.

10. Arrangement of the CLA Group Stage

- 10.1 If a technical issue occurs during the match, it is reconnected and resumed from when the connection was lost.
- 10.2 If a scheduled match cannot be played due to technical issues that may take more than two hours to resolve, the organizer reserves the right to end the tournament early without declaring a winner; in this case, the tournament's entire season is considered canceled.
- 10.3 If the declared player cannot participate in the match due to force majeure, he is assessed a technical defeat and is eliminated from the tournament.