



Official Regulations

for the White Star Cup
Esports Tournament

These Regulations define the terms and conditions for participation in the White Star Cup tournament in the EA Sports FC 25 esports title (hereinafter referred to as the “Tournament”). All participants must comply with these rules, and any violations will result in sanctions as outlined in the relevant sections of this document.

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1. TOURNAMENT ORGANIZERS

1.1. The tournament is organized by **Winners Sports Hub Polska Spółka z Ograniczoną Odpowiedzialnością** and **Towarzystwo Sportowe Wisła Kraków Spółka Akcyjna** (hereinafter referred to as the "Organizers"). Their full company details are as follows:

Winners Sports Hub Polska Spółka z Ograniczoną Odpowiedzialnością

- **Address:** ul. Solipska 3/5, 02-482 Warszawa, Polska
- **KRS:** 0000983914
- **NIP:** 5223231495
- **REGON:** 522650231

Towarzystwo Sportowe Wisła Kraków Spółka Akcyjna

- **Address:** ul. Reymonta 20, 30-059 Kraków
- **KRS:** 0000130748
- **NIP:** 677102214
- **REGON:** 350908122

1.2. Tournament participants may submit any questions, complaints, or proposals to the Tournament Administrators using the contact details below:

- **Email:** support@cyberarena.live

Official request form: <https://www.cyberarena.live/pl/cla-contacts>

2. GENERAL PROVISIONS

2.1 Tournament System

2.1.1. The tournament consists of three stages:

- Online Qualification – "Chance" (played in Ultimate Team mode).
- LAN Qualification (played in Kick-off 95 OVR mode, offline).
- Grand Finals (played in Ultimate Team mode, offline).

2.1.2. The offline stages of the tournament (LAN Qualification and Grand Finals) will take place at the Presidential Lodge of the Henryk Reyman Municipal Stadium in Kraków, located at 20 Reymonta Street.

2.1.3. All tournament matches must be played exclusively on PlayStation 5 or PlayStation 5 Pro consoles. Cross-platform matches are strictly forbidden.

2.2 Format and Conditions of the Online Qualification – "Chance"

2.2.1. The online qualification "Chance" consists of two rounds, each accommodating up to 128 players. If fewer than 96 participants register, the Organizer may reduce the maximum number of participants to 64. If the number of applications exceeds 128, the Organizer reserves the right to expand the participant pool to 256.

2.2.2. Registration for the tournament is conducted exclusively through the official website: <https://www.cyberarena.live/pl/white-star-cup> . Registration deadlines:

- **First round:** February 27, 2025, starting at 17:00 (registration closes on February 23, 2025).
- **Second round:** March 6, 2025, starting at 17:00 (registration closes on March 3, 2025).

2.2.3. Matches will follow a Single Elimination format, where a loss results in elimination from the tournament. All matches up to the quarterfinals are played in Bo1 format (best-of-one). Quarterfinals, semifinals, final, and third-place match are played in Bo3 format (best-of-three).

2.2.4. Winners of the online qualification "Chance" must assemble their Ultimate Team squads in accordance with the following restrictions:

- A maximum of three TOTY or ICON cards.
- A maximum of one Hero card.
- A maximum of four non-TOTY, non-ICON, non-Hero cards rated 91 OVR or higher.
- TOTY Evolutions do not count as TOTY cards.
- All other cards must have a maximum rating of 90 OVR.
- These restrictions apply to both the starting eleven and the substitutes' bench, except for the goalkeeper, who is exempt.
- If a player does not have a TOTY, ICON, or Hero card, they may substitute it with a 91+ OVR-rated card.
- Loan cards are permitted.

2.2.5. If the match ends in a draw during regular time, the players play overtime. If the match ends in a draw after extra time, the players play a penalty shootout.

2.2.6. Participants must record and submit their match results in the match room on the official tournament Discord server <https://discord.gg/cyberlivearena> within a maximum of 10 minutes after the match ends. Participants who fail to submit results within this time will be disqualified.

2.2.7. All participants must join the official tournament Discord server, which serves as the primary communication platform for interaction with tournament administrators and other participants.

2.2.8. Before the tournament begins, participants must confirm their participation by contacting the tournament administrators on the official Discord server. Confirmation must be provided no later than 30 minutes before the start of the stage. Participants who fail to confirm within the specified time may be automatically disqualified.

2.3 Format and Conditions for LAN Qualification

2.3.1. The LAN qualification stage is open to the first 128 players who successfully complete their registration in advance. Registration is available exclusively through the official tournament website: <https://www.cyberarena.live/pl/white-star-cup>.

To participate, players must provide valid personal information and confirm their registration. The registration period closes seven calendar days before the qualification stage begins.

- **Competition date:** March 22, 2025, starting at 10:00 a.m.
- **Registration deadline:** March 20, 2025.

Finalists will be notified via the official Discord channel, and the full list of finalists will be published on the official tournament website within 24 hours after the qualification stage concludes.

2.3.2. Matches are played in Kick-Off 95 OVR mode using a Single Elimination format, where losing a match results in elimination from the tournament. All matches up to the quarter-finals are played in Best of 1 (Bo1) format (a single match). The quarter-finals, semi-finals, final, and third-place playoff are played in Best of 3 (Bo3) format (up to two wins).

2.3.3. Each match, excluding penalty shootouts, lasts 12 minutes (6 minutes per half).

2.3.4. All teams available in EA FC 25 may be used during the competition. Players will have up to 3 minutes to adjust their settings before the start of each match.

2.3.5. If a match ends in a draw after regular time, it proceeds directly to a penalty shootout. Overtime is not played.

2.3.6. A delay of more than 6 minutes by a player will result in a technical defeat.

2.3.7. The two best players from the LAN qualification (finalists) will earn a spot in the Grand Final of the tournament. The Organizer will notify the finalists via the official Discord channel and will publish the list of finalists on the official tournament website within 24 hours after the qualification stage concludes.

2.4 Grand Final Format and Conditions

2.4.1 The Grand Final will take place on March 23, 2025, at the Wisła Kraków Stadium, in the Presidential Lounge. The event is scheduled to begin at 10:00 a.m.

2.4.2 A total of 16 players will compete in the Grand Final:

- 8 invited participants
- 6 players who qualified through the online stage "Chance",
- 2 players who advanced from the LAN qualification.

2.4.3 The Grand Final consists of two stages:

- Group Stage: The 16 players will be divided into 4 groups, competing in a round-robin (each against each) format.
- Playoffs: The top 8 players from the group stage will advance to the final stage.

2.4.4 Players are assigned to one of four groups (A, B, C, D) based on their qualification results:

- Players qualified through the online stage receive numbers (1Q-8Q) based on their placement.
- Invited participants receive numbers (1T-8T), assigned by the Tournament Administration and published after the LAN qualification concludes.

2.4.5 The groups are formed as follows:

- Group A: 1Q, 3Q, 8T, 2T
- Group B: 5Q, 8Q, 1T, 6T
- Group C: 2Q, 7Q, 3T, 5T
- Group D: 4Q, 6Q, 4T, 7T

2.4.6. All group stage matches follow a Best of 2 (Bo2) round-robin format, where each participant competes against every other player in their group. Each player will play two matches per opponent—one as the home player and one as the away player.

2.4.7 Points are awarded based on match results:

- A win grants 3 points.
- A draw grants 1 point.
- A loss grants 0 points.

2.4.8 If two or more players finish with the same number of points in the group stage, their ranking will be determined based on the following criteria, in order:

1. Goal difference (total goals scored minus total goals conceded in the group stage).
2. Total goals scored in the group stage.
3. Head-to-head goal difference (goal difference in matches played between the tied players).
4. An additional deciding match will be played., if all previous criteria remain equal.

2.4.9 Based on the group stage results, the top two players from each group (8 participants in total) will advance to the playoffs.

2.4.10. Playoff matchups will be determined through an open draw in the presence of all participants. Matches will be played in a Best of 3 (Bo3) format, including a match for third place.

2.4.11. All Grand Final matches must be played using individual Ultimate Team squads.

2.4.12. Each half of a match will last 6 minutes.

2.4.13. Direct Connect will be used for player connections, with priority given to minimizing latency between participants.

2.4.14. The tournament administration records all match results and publishes them in the official rankings on the tournament website and the official Discord server.

2.5 Prize Fund and Tax Conditions

2.5.1 The winner of each online qualification round “Chance” will receive a cash prize of 250 PLN. The payment will be processed via bank transfer to the account specified by the participant within 20 working days following the conclusion of the tournament.

2.5.2. Each finalist qualifying for the LAN stage will also receive a cash prize of 250 PLN, which will be transferred to their designated bank account within 20 working days after the tournament ends.

2.5.3. The prize pool for the Grand Final will be distributed as follows:

- **First place:** 3000 PLN + gifts from partners and sponsors.
- **Second place:** 1800 PLN + gifts from partners and sponsors.
- **Third place:** 1000 PLN + prizes from partners and sponsors.

2.5.4 All prize money is subject to taxation in accordance with applicable regulations. If a participant's total winnings exceed 2,000 PLN, a 10% Value Added Tax (VAT) will be applied. Participants are solely responsible for complying with the tax laws of their respective countries and for paying any applicable personal income tax. The Organizers will issue a payment certificate, which participants must submit to their local tax authorities as required.

3. APPEALS AGAINST MATCH RESULTS AND FORCE MAJEURE

3.1. To ensure a prompt resolution, all complaints must be submitted immediately during the match via the official Discord communication channel: <https://discord.gg/cyberlivearena>. Complaints filed after the match will only be considered within one hour of its conclusion and only in exceptional cases where compelling and well-substantiated evidence is provided. The organizers reserve the right to reject a complaint if its review could cause a delay in the tournament or if it is based on unfounded evidence.

3.2. If a participant identifies a rule violation or encounters a technical issue, they must:

- Immediately exit the match to prevent further gameplay from influencing the dispute.
- Document the issue by taking a screenshot or recording a video as evidence.
- Report the incident to the Tournament Administration via the official Discord channel: <https://discord.gg/cyberlivearena>.

3.3 Complaints must include a detailed and specific description of the issue along with supporting evidence (e.g., screenshots or video recordings). Complaints based solely on general accusations without factual details, such as "the player broke the rules," will not be considered. Filing a false complaint may result in a warning or disqualification.

3.4 When submitting a complaint, participants must communicate respectfully with both the tournament administration and other players. Aggressive behavior, insults, or inappropriate conduct are strictly prohibited and may result in sanctions, including a warning or disqualification.

3.5 If technical issues arise during a match, the game may be restarted from the point where it was interrupted, provided all participants successfully reconnect.

3.6 If a match cannot proceed due to technical problems that require more than two hours to resolve, the Organizer reserves the right to terminate the tournament early without declaring a winner. In such cases, the entire tournament season will be canceled.

3.7 If a participant is unable to continue a match due to force majeure (e.g., equipment failure, internet disruptions, or third-party interference), they may receive a technical defeat. The Organizers will review the provided evidence and make a final decision on whether to assign a technical defeat.

4. GENERAL TERMS, CONDITIONS, AND PARTICIPATION RULES

4.1 Registration and Confirmation of Participation

4.1.1 Participants must confirm that they have read and fully understood the Tournament Regulations before completing their registration. This confirmation is a mandatory step in the registration process. If a participant fails to acknowledge the Terms and Conditions, they will not be able to proceed with their registration.

4.1.2 To enter the tournament, players must have a valid EA game account registered on the PlayStation 5 platform. Their team must be created in the Ultimate Team game mode. Participants are required to provide their game account ID to the Organizer for verification. Failure to meet these conditions will result in ineligibility for tournament participation.

4.1.3 By participating in the Tournament, each Participant declares that:

1. There are no health-related contraindications preventing their participation in the Tournament.
2. They consent to the processing of their personal data in accordance with the GDPR and under the terms outlined below.
3. They grant the Organizers permission to use their image, likeness, name, surname, nickname, voice, biography, and statistics.

By accepting the tournament regulations, the Participant agrees to all of the above.

4.2 Participation Criteria and Restrictions

4.2.1 The tournament is open to individuals who are at least 16 years old and hold permanent residency or citizenship in the Republic of Poland. The Organizer reserves the right to request official documentation verifying the participant's age and place of residence.

4.2.2 Individuals involved in the administration of the tournament, including those responsible for technical support, moderation, or management of any aspect of the competition, are prohibited from participating as players. This restriction takes effect from the beginning of the tournament's organizational activities and serves to eliminate conflicts of interest, prevent abuse, and ensure fair competition.

4.2.3 Players who are citizens of the Russian Federation, Iran, the Republic of Belarus, Syria, North Korea, or any other sanctioned country are not eligible to participate. Additionally, individuals listed on the sanctions lists of the European Union and Ukraine are strictly prohibited from joining the tournament.

4.2.4 The Organizer reserves the right to deny participation to any player at its discretion, without the obligation to provide a reason.

4.3. Participant Behavior and Sanctions

4.3.1 Any attempt to influence the outcome of a match, regardless of its form or the level of player involvement, is considered a serious violation of tournament rules. Participation in match-fixing or any activity aimed at manipulating game results will result in immediate disqualification from the current tournament and a permanent ban from all future tournaments organized by the Organizer.

4.3.2 All tournament participants are expected to behave in a civil, respectful, and professional manner towards other players, spectators, media representatives, tournament staff, and anyone else involved in the event. Verbal or physical aggression, threats, intimidation, or any actions that damage the tournament's reputation are strictly prohibited. A first offense will result in a warning, while a second offense will lead to disqualification.

4.3.3 Competing while under the influence of alcohol, drugs, intoxicants, psychotropic substances, or any other hazardous substances is strictly prohibited. Any participant found in violation of this rule will be immediately disqualified from the tournament.

4.3.4 Participants, including players, managers, and any individuals associated with them, are strictly prohibited from placing bets or engaging in any form of gambling related to the tournament, whether on official or unofficial platforms. Betting against one's own team will result in immediate disqualification and suspension from tournament participation.

4.3.5 Inappropriate behavior in official tournament chats, social media, or live streams, including insults, aggression, or spreading false information, is also considered a violation. Depending on the severity of the offense, the participant may receive a warning, a temporary suspension, or a full disqualification from the tournament.

4.3.6 The Organizer reserves the right to initiate an investigation in the event of a suspected violation. This process may include gathering evidence, interviewing participants, and consulting with experts. Any decision resulting from such an investigation must be justified and formally communicated to the participant in writing.

4.4. Authority of the Organizer and Administrator

4.4.1 The Organizer or Administrator has the final authority on all matters related to the tournament. Deviations from the established rules are only permitted in exceptional circumstances, such as technical failures, force majeure, or situations that compromise the integrity and fairness of the competition. All such decisions must be documented and justified.

4.4.2 The tournament administrator reserves the right to modify, remove, or amend the rules. Participants must be notified of any changes at least 3 hours before implementation. Changes cannot be applied retroactively.

4.4.3 If any clause of the Terms and Conditions is deemed invalid or unenforceable, it will be replaced with a legally valid provision that best aligns with the original intent. This does not affect the validity of the remaining clauses.

4.4.4 The Organizer and Administrator are not responsible for agreements made between participants, provided they do not impact the tournament's course. However, the Organizer is required to intervene if such agreements violate tournament rules or compromise the sporting integrity of the competition.

4.4.5 All correspondence, complaints, and discussions with the Organizer or Administrators are considered confidential. The Organizer takes appropriate measures to protect this information from unauthorized access. Publishing or sharing materials without the Organizer's written consent is strictly prohibited. Violations of this rule may result in sanctions, including disqualification or legal action.

4.4.6 Participants have the right to appeal decisions made by the Organizer or Administrator if they believe them to be unfair. Appeals must be submitted in writing via official communication channels within 48 hours of the disputed decision. The appeal will be reviewed, and a final decision will be issued within 5 working days.

5. ORGANIZER'S RIGHTS

5.1. Broadcast Rights and Tournament Materials

5.1.1. All broadcasting rights for tournament matches belong exclusively to the Organizer. This includes live streams, match recordings, replays, TV broadcasts, and any other forms of content distribution. Any data transmissions related to the tournament require the Organizer's prior approval.

5.1.2 The Organizer holds exclusive rights to all materials created by participants during the tournament. These materials include match recordings, highlights, goals, and other multimedia content related to the tournament. The Organizer may use such materials for:

- Internal analysis;
- Promotional purposes;
- Organizational needs.

Participants may only publish or distribute these materials—including uploading them to social media, video hosting platforms (e.g., YouTube) or streaming services—with the Organizer’s prior written consent. Requests for publication must be submitted via the official communication channels specified by the Organizer.

5.1.3 The Organizer may grant participants permission to publish materials under the following conditions:

- The content complies with the Organizer’s instructions;
- The official tournament name or the Organizer’s name is clearly referenced;
- The materials are not altered in a way that misrepresents the game content or results.

5.1.4. If a participant violates these conditions, the Organizer reserves the right to impose the following sanctions:

- Removal of unauthorized content;
- Disqualification from the tournament;
- Legal action if the violation harms the tournament’s or Organizer’s reputation.

5.1.5. Participants are not permitted to monetize any materials created during the tournament without the Organizers’ written consent. Any revenue generated from unauthorized monetization must be returned to the Organizers.

5.2. Use of Participants' Image

5.2.1 By participating in the tournament, participants automatically grant consent for the use of their image, name, nickname, and voice in photo and video materials, including galleries, social media posts, player video profiles, interviews, and TV programs.

5.2.2. The Organizer has the right to use participants’ images for advertising, tournament promotion, and marketing materials.

5.2.3 Participants have the right to formally request the removal of their image from the Organizers' materials. If a participant believes that the continued use of their image infringes upon their rights, they may submit a written request to have it restricted or removed.

5.2.4 Participants' images may be used for up to 10 years after the tournament's conclusion unless otherwise agreed upon.

5.3. Participation in the Promotion of the Broadcast and Interviews

5.3.1. Upon the Organizer's request, participants must share the provided promotional materials for the tournament's live broadcast on their social media accounts. The Organizer will supply all necessary materials and instructions in advance, and participants must post them within 24 hours of receiving them.

5.3.2. If requested by the Organizer, participants are required to give a post-match interview. The interview format (video recording, written, or oral) and location will be agreed upon in advance. A justified reason may serve as grounds for cancellation, provided that the Organizer is informed in a timely manner.

5.3.3. The Organizer reserves the right to use interview materials for promotional purposes, including publication on official tournament channels and distribution to sponsors and partners, while ensuring compliance with participants' data protection rights.

5.4. Copyright

5.4.1. All materials contained in this document are the intellectual property of the Organizer's. Any materials not owned by the Organizer's are used with the explicit permission of the copyright holders.

5.4.2. Any unauthorized copying, distribution, modification, or use of these materials—including images, text, photographs, or graphics—without the Organizer's prior consent constitutes a copyright violation and may result in civil or criminal liability under applicable laws.

5.4.3. The content of this document may not be copied, stored in databases, or shared with third parties without the Organizer's written approval, except for personal, non-commercial use.

5.4.4. This document is protected under Polish copyright law and international agreements, including the Berne Convention.

6. PROCESSING OF PERSONAL DATA

6.1. In accordance with Articles 13 and 14 of the GDPR, we inform you that the data controllers for participants' personal data are the Tournament Organizers: Winners Sports Hub Polska Spółka z Ograniczoną Odpowiedzialnością, Solipska 3/5, 02-482 Warsaw, Poland, KRS: 0000983914, NIP: 5223231495, REGON: 522650231. For all matters related to personal data protection, you may contact the company at the postal address: ul. Solipska 3/5, 02-482 Warsaw, Poland, or via email at support@cyberarena.live, as well as TS Wista Kraków S.A., headquartered in Kraków (30-059), ul. Reymonta 20, registered in the National Court Register under KRS number 0000130748, NIP 6771022149, REGON 350908122, with a fully paid share capital of 86,162,300.00 PLN. For all matters related to personal data protection, you may contact the Data Protection Officer designated by the company via email at iodo@wislakrakow.com, by phone at +48 12 630 76 00, or by correspondence or in person at ul. Reymonta 20, 30-059 Kraków.

6.2. Personal data is processed in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of April 27, 2016, on the protection of individuals concerning the processing of personal data (GDPR).

6.3. The personal data collected by the Controllers does not constitute sensitive data and includes, in particular:

- Full name
- Date of birth
- Email address
- Home and mailing address
- Place of residence
- IP address
- Instagram and Discord usernames.

If you have not provided your personal data personally, it has been submitted to the company by your employer or contractor.

6.4. Personal data is used exclusively for the following purposes:

- Organization and execution of the tournament,
- Awarding prizes to winners,
- Handling participant complaints.

With additional consent, personal data may be used for marketing and informational purposes, including the distribution of messages via email and the management of loyalty programs.

6.5. Your personal data will be processed by the Controllers for the duration necessary to fulfill the agreement and for the period required for claims limitation associated with the agreement, unless legal provisions (e.g., tax regulations) require the retention of your personal data for a longer period.

6.6. Your personal data may also be processed to fulfill the legal obligations imposed on the company by accounting and tax regulations, in accordance with Article 6(1)(c) of the GDPR.

6.7. Consent to the processing of personal data is voluntary but necessary to participate in the tournament. Refusal to provide consent or failure to grant consent for the processing of personal data will prevent participation in the tournament.

6.8. Participants have the following rights concerning their personal data: access to data, rectification of data, deletion of data, restriction of data processing, data portability, and the right to lodge a complaint with the supervisory authority.

6.9. The Organizers undertake not to transfer data to third parties, except as required by the laws and regulations of the Republic of Poland, and to ensure data protection using technical and organizational security mechanisms.

6.10. You have the right to file a complaint with the supervisory authority (President of the Personal Data Protection Office) if the company's processing of your personal data violates the provisions of the GDPR.

6.11. Your personal data may be shared with service providers cooperating with the company, including providers of technical and organizational solutions (IT service providers, courier and postal companies, etc.), as well as accounting, legal, and advisory services, in compliance with data protection regulations and under confidentiality requirements.

6.12. The data controllers do not intend to make decisions based solely on automated processing, including profiling, that would have legal effects on you or similarly affect you, nor do they plan to transfer your personal data to entities in third countries or international organizations.

6.13. If the Controllers intend to process your personal data for purposes other than those stated above, they will be required to establish a proper legal basis for such processing.

6.14. Additional information regarding the personal data processing policies of TS Wisła Kraków S.A. can be found in the "Privacy Policy" available at <https://wislakrakow.com/regulaminy>.

6.15. Additional information regarding the personal data processing policies of Winners Sports Hub Polska Spółka z Ograniczoną Odpowiedzialnością can be found in the "Privacy Policy" available at <https://www.winnershub.net/pl/privacy-policy>.