



## **APPENDIX A: CODE OF CONDUCT**

The below Code of Conduct applies to all Competitors in the MBePL at all levels of the Competition, unless otherwise specified. The MFA reserves the right to levy penalties or disqualify any Competitor in violation of this Code of Conduct, in its sole discretion. As a FUT Champions Verified player, Competitors may be held to a higher standard than other players, and may face higher levels of penalties than they would otherwise.

### **PLAYER BEHAVIOUR GENERALLY**

Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanour to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online interactions, including social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship, including when not participating in MFA or EA-sponsored events. Prohibited conduct includes, but is not limited to:

- Violating any applicable law, rule or regulation, as determined by the MFA and/or EA Sports
- Using any software or program that damages, interferes with or disrupts the Competition or another's computer or property;
- Any external software designed to give the competitor an unfair advantage;
- Interfering with or disrupting another player's participation in the Competition;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, or making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that EA or the MFA (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or bugs in the Competition;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA account, or any EA content associated with an EA account, including EA virtual currency and other entitlements, either within an EA service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by EA;

- Engaging in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the Competition.

### **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 MFA or EA at any point in the MBePL to be engaging in collusion will be removed from the Competition, be forced to return any compensation and/or prizes received from the MBePL. EA may take action as they deem necessary, and may have their FIFA 22 account suspended

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason, either during Online Qualification Tournaments or at Live Events.
- Playing on behalf of another Competitor, including using a secondary account, to aid them in Online Qualification Tournaments, or Live Events.
- Any form of match-fixing.
- “Soft play,” defined as a Player not giving their best effort in order to allow an opponent to run up the score and gain a Goal Differential advantage.
- Agreeing to split prize money.
- Allowing an opponent to score more or less goals than they normally would.

### **LIVE EVENT CONDUCT**

Competitors must maintain an adequate level of respect toward other Competitors, referees, and tournament administrators during all Live Events. Prohibited conduct at Live Events includes, but is not limited to:

- Using vulgar or offensive language;
- Abusive behaviour, including harassment and verbal threats;
- Physical abuse, fighting, or any other threatening action directed at any Player, spectator, official or any other person;
- Damage and/or abuse to game consoles, controllers, tournament equipment, or the facility/venue;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a match, refusing to play, and abuse of in-game pausing;
- Failure to cooperate with safety and security requirements, such as metal detectors and bag searches;
- Failure to follow instructions given by tournament sponsors, referees, and security personnel **at all times**;
- Gambling, including betting on the outcome of games;
- Disclosing any confidential information provided by MFA, EA or any of its affiliates;
- Accepting gifts, rewards, or compensation for services that are rendered in connection with competing in the MBePL (with an exception for Players with sponsors who pay them based on their performance);
- Logging in to the provided consoles with a personal account or playing any game other than the copy of FIFA 22 provided for use in the tournament; and
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of the Live Event, as well as any promotional activities reasonably requested by the MFA or other sponsor.

### **LIVE EVENT DRUG & ALCOHOL POLICY**

- Player use of alcohol or drugs is prohibited on the premises, and Players may not be under the influence of drugs or alcohol while participating.

- Smoking, including the use of eCigarettes and vaporizers, is prohibited at all Live Events except in designated areas.

### **LIVE EVENT DRESS CODE**

Players must wear attire appropriate to the circumstances and location at which a Live Event is taking place. Players shall not wear, carry or bear any items of a political nature, or which in EA's opinion reflect unfavourably upon the MFA, its partners, or the Competition. The MFA may request, at its sole discretion, that a competitor not display a sponsorship, advertising or branding associated with any of the prohibited categories at any time during the Event. This may include competitors not being allowed to wear clothing items or having to cover logos on clothing when appearing at live events if those logos fall into the prohibited ad sponsor group

### **PENALTIES**

The MFA will leave the violations of this Code of Conduct will, at EA's election, result in (a) penalty(ies) and/or (b) loss of winner status. All decisions and rulings of EA relating to the Competition are final and binding. EA reserves the right to penalize any Player in the Competition at any level, at any time for any reason. Penalties may include, in no particular order, any or all of the following:

- Warning
- Final Warning
- Forfeiture of single match
- Forfeiture of all matches
- Loss of awards (including prize money and paid travel expenses)
- Loss of EA SPORTS FIFA 22 Global Series Rankings Points
- Suspension from EA SPORTS FIFA 22 Global Series
- Disqualification from events, qualifiers or weekend leagues
- Disqualification from the EA SPORTS FIFA 22 Global Series and future competitions

The MFA and/or EA also have the right to publicly announce penalties that have been levied on Players, and such Players hereby waive any right of legal action against the FIFA 22 Global Series and EA, and any of its affiliates.

### **PLAYER SPONSORSHIP**

Players in the MBePL have the ability to acquire ad sponsors. Ad Sponsorship is limited, however, to exclude certain categories and industries. If the ad sponsor falls under one of the below categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the MBePL, The MFA and/or EA reserves the right to update this non-exclusive list of prohibited ad sponsors:

- Gambling or gambling websites
- Alcohol, tobacco, and/or non-“over-the-counter” drugs
- FIFA Ultimate Team Coin promoting or selling websites or companies
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands
- Cryptocurrency/NFT or any similar blockchain company.

### **PSN ID**

Competitors will be asked to select a unique name to identify themselves for Live Events. This name can be the same as their PSN ID, but is not required to be the same. The name must be unique from other

Competitor names and must not be deemed vulgar by the MFA, EA and its affiliates.