

The 2020/21 ePremier League Code of Conduct

Definitions

1. In this Code:
 - 1.1 **"Club"** means an association football club in membership of the League;
 - 1.2 **"Club Playoffs"** means the twenty competitions (one per Club) to be held online, each taking place between 15 February and 3 March 2021;
 - 1.3 **"Code"** means the 2020/21 ePremier League Code of Conduct;
 - 1.4 **"Competition"** means the 2020/21 ePremier League competition, comprising of Online Qualification, the Club Playoffs and the Live Finals;
 - 1.5 **"FIFA 21"** means the FIFA 21 video game published by EA;
 - 1.6 **"First Team Players"** means competitors entering the Competition in their capacity as professional footballers representing the Club that they are registered with and play for in the Premier League;
 - 1.7 **"Game"** means a game of FIFA 21 played as part of the Competition;
 - 1.8 **"Inside Information"** means any information relating to any aspect of a Game, Match or the Competition that a Player possesses, by virtue of his or her position as a Player in the ePremier League, which is not publicly available at the relevant time;
 - 1.9 **"League"** means the Football Association Premier League Limited;
 - 1.10 **"League Partner"** means the tournament operator (Gfinity) and any other entity of which the League has granted rights to the Competition;
 - 1.11 **"Live Finals"** means the finals event taking place at the Gfinity Arena in London between 26 and 28 March 2021 (or such other date and venue to be determined by the Premier League at its sole discretion);
 - 1.12 **"Match"** means:
 - 1.12.1 during Online Qualification, any Game of FIFA 21 played between two Players;
 - 1.12.2 during the Club Playoffs, the two consecutive Games of FIFA 21 played between the same two Players, with the aggregate score of the two Games determining the winner. Where a Match ends in a draw ie, the aggregate score of the two Games is equal, the winner will be determined

by 'golden goal'. Players will play an additional Match (or Matches) until a Player scores, at which point Tournament Officials will deem that Match to have finished and determine the scoring Player as the winner; and

- 1.12.3 during the Live Finals, the two consecutive Games of FIFA 21 played between the same two Players, with the aggregate score of the two Games determining the winner. Where a Match ends in a draw ie, the aggregate score of the two Games is equal, extra time and a penalty shootout (if required) will be used to determine the winner.
- 1.13 **"Match Rules"** means the Rules that Players must comply with when playing Matches and participating in the Competition, as described in Rules 9 to 11.37;
- 1.14 **"Online Qualification"** means the online qualification stage available to the general public taking place between 4 and 31 January 2021;
- 1.15 **"Player"** means any natural person who has entered and/or who participates in the Competition, and which for the avoidance of doubt includes First Team Players and Professional Players;
- 1.16 **"Professional Players"** means competitors entering the Competition in their capacity as professional esports players representing the Club to which they are signed;
- 1.17 **"Rules"** means the 2020/21 ePremier League Rules; and
- 1.18 **"Tournament Official"** means an individual appointed by the League to either referee/officiate Matches, provide administrative support and/or liaise with Players during the Competition.

Introduction

2. The Premier League places significant importance on the integrity of the ePremier League, and the aim of this Code is to clearly outline for each Player the standards expected of them when competing, whether it be during Online Qualification, the Club Playoffs or the Live Finals.
3. By entering and/or participating in the Competition, each Player acknowledges and agrees to be bound by and to comply with the Code. Players should be aware that if they are found to be in breach of the Code, there is a possibility that sanctions will apply to them, and it is therefore the responsibility of all Players to ensure they have read and fully understood the Rules and the Code before participating. Citing a failure to have read or understood the Rules and/or the Code will not be deemed a mitigating circumstance in any instances where a suspected breach has occurred.
4. The League reserves the right at its sole discretion to amend the Code at any time before or during the Competition. Any such amendment will become effective and binding on each Player upon publication on <http://e.premierleague.com/>.

Player Behaviour

General

5. At all times (which includes all stages of the Competition) each Player shall behave towards each other Player, Tournament Official, the League and its Clubs with the utmost good faith.
6. No Player shall:
 - 6.1 conduct themselves in an abusive, insulting, intimidating or offensive manner towards any other Player, Tournament Official, the League or any of its Clubs;
 - 6.2 commit any act or make any statement that is discriminatory by means of race, religion, gender, sexuality, disability, colour or national or ethnic origin; or
 - 6.3 commit any act or make any statement that brings the League, any of its Clubs, the Competition, League Partners or EA into disrepute.
 - 6.4 for the avoidance of doubt, 6.1, 6.2 and 6.3 include the publishing, posting, uploading or distribution of content online via social media or any other method of online publication.

Game-related

7. No Player shall:
 - 7.1 breach any Rule, as determined by the League or a Tournament Official;

- 7.2 use any software or program that damages, interferes with or disrupts any aspect of a Game, Match or the Competition or another's computer or property;
- 7.3 interfere with or disrupt another Player's participation in the Competition;
- 7.4 use exploits, cheats, undocumented features, design errors or bugs during the Competition;
- 7.5 engage in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the Competition; or
- 7.6 promote or encourage another Player to take part in any of the prohibited conduct described above.

Live Finals

- 8. Where applicable, at no time during the Live Finals shall a Player:
 - 8.1 damage and/or abuse game consoles, controllers, League equipment, or the facility/venue;
 - 8.2 interfere with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a Match, refusing to play, or abuse of in-game pausing;
 - 8.3 fail to cooperate with safety and security requirements, such as metal detectors and bag searches;
 - 8.4 fail to follow instructions given by the League, Tournament Officials and security personnel at all times;
 - 8.5 log in to the provided consoles with a personal account or play any version of the game other than the copy of FIFA 21 provided for use in the Live Events; or
 - 8.6 fail to be available for any awards ceremonies, interviews, and the entirety of the Live Finals, as well as any promotional activities reasonably requested by the League or any League Partner.

Match-Fixing and Collusion

- 9. No Player shall fix or contrive in any way or otherwise influence improperly or be party to any agreement or effort to fix or contrive in any way or otherwise influence improperly, the result, progress, conduct or any other aspect of any Game, Match or the Competition, including (without limitation) by deliberately underperforming during a Game or Match.
- 10. No Player shall take part in any form of Collusion. "Collusion" means an agreement between Players and/or other individuals to alter the outcome or other components of a Match. For the avoidance of doubt, this includes but is not limited to:

- 10.1 purporting to be someone else by way of using another Player's or individual's account to compete or the use of a secondary account;
- 10.2 intentionally losing a Game or Match for any reason; or
- 10.3 allowing an opponent to score more or fewer goals than they normally would in order to impact goal difference.

Betting/Gambling

11. No Player shall:

- 11.1 directly or indirectly place a bet of any kind or instruct an individual to place a bet of any kind on any aspect of any Game, Match or the Competition;
- 11.2 disclose Inside Information to any other person (and it shall be a breach of this Code should any Inside Information be disclosed and used by another person for or in relation to a bet); or
- 11.3 accept or offer any form of bribe including but not limited to any payment, hospitality, gift or any other benefit (whether it has a monetary value attached or otherwise) in respect of any aspect of the Competition or any Game or Match in the Competition.

Drugs and Alcohol Policy

12. During the Live Finals and in the 24 hours immediately preceding it, no Player may ingest or otherwise use any substance that is either: (a) listed on the Misuse of Drugs Act 1971; and/or (b) in the reasonable opinion of the League is performance enhancing and has not been ingested for any medical or other bona fide purpose.
13. During the Live Finals, no Player may ingest alcohol.

Education

14. During the Live Finals, all Players will be expected to attend any integrity education that takes place, to be delivered by the League and/or a third party. This will include issues such as betting, match-fixing and clean competitions and where this education takes place and a Player fails to attend such education, this may be considered a breach of this Code.

Live Event Dress Code

15. Players must wear attire appropriate to the circumstances and location at which the Live Finals is taking place.
16. During the Club Playoffs and Live Finals, Players must wear any shirts provided to them by the Club they are representing.

17. Players shall not wear, carry or bear any items of a political nature, or which in the League's opinion reflect unfavorably upon the Competition or any League Partner.

Player Sponsorship

18. During the Competition and/or when promoting the Competition, no Player shall have any involvement whatsoever (this includes sponsorship tied to any live streaming accounts) in sponsorship that relates to any of the below:
 - 18.1 gambling/wagering/lottery products or services, including sports betting and daily fantasy sites or similar services;
 - 18.2 alcohol, tobacco or cigarettes;
 - 18.3 other restricted drugs or drug paraphernalia;
 - 18.4 firearms, explosives, or other weapons;
 - 18.5 pornography or any sexually explicit materials;
 - 18.6 political ads or otherwise promoting a political agenda;
 - 18.7 illegal products or services, or content that otherwise violates any applicable laws in the UK (including piracy and/or hacking products or services);
 - 18.8 any product or service that dishonestly or unfairly: (i) damages; or (ii) takes advantage of EA products, such as FIFA account selling or FIFA coin selling; or
 - 18.9 anything that breaches the Video Standards Council or applicable rating(s) of the game in the given territory.

Disciplinary

Breaches and Sanctions

19. Any suspected breach of the Code (or any other provisions contained within the Rules) by a Player will be determined by either a Tournament Official or the League. All decisions and rulings of the Tournament Officials and the League relating to the Competition and this Code are final and binding and there shall be no right of appeal. The League reserves the right to sanction any Player in the Competition at any level, at any time and for any reason. The following sanctions may be applied:
 - 19.1 a warning;
 - 19.2 a reprimand;
 - 19.3 forfeiture of a Game or Match;

- 19.4 disqualification from the Competition (which includes loss of 'winner' status and/or any prize money and/or direct seats in the EA Sports FIFA 21 European Playoffs/EA Sports FIFA 21 European Playoffs Play-Ins); and/or
 - 19.5 a ban from participation in any future ePremier League competitions, for a specified time period to be determined by the League.
20. The League reserves the right to report any sanctions applied to Players to EA for the EA Sports FIFA Global Series Disciplinary Committee to consider. The League also reserves the right to publicise any sanctions that have been applied to Players, and such Players hereby waive any right of legal action against the League, EA, and any of their affiliates.