

Season 2020/21 ePremier League Rules

Definitions

1. In these Rules:

- 1.1 **"Championship Match"** means the Match between the "Console Finalists" to determine which Player has won the Live Finals. This will include two Games, with one being played on each Platform, with the winner determined in accordance with Rules 8 to 8.2. Should the Championship Match end 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, with such extra time and penalty shootout played on the Platform used for the second Game.
- 1.2 **"Club"** means an association football club in membership of the League;
- 1.3 **"Club Playoffs"** means the twenty competitions (one per Club) to be held online, each taking place between 15 February and 3 March 2021;
- 1.4 **"Code"** means the 2020/21 ePremier League Code of Conduct;
- 1.5 **"Competition"** means the 2020/21 ePremier League competition, comprising of Online Qualification, the Club Playoffs and the Live Finals;
- 1.6 **"ELO Algorithm"** means the algorithm used to calculate the relative skill level of each Player, and following each Match during the Online Qualification, to determine the number of points allocated to each Player after each Match (win, loss or draw) which will be used to calculate their respective positions on the relevant leaderboard;
- 1.7 **"FIFA 21"** means the FIFA 21 video game published by EA;
- 1.8 **"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;
- 1.9 **"Game"** means a game of FIFA 21 played as part of the Competition;
- 1.10 **"Ladder Competition"** means the competition format used during the Online Qualification as described in Rules 5.1, 5.2 and 5.4;
- 1.11 **"League"** means the Football Association Premier League Limited or its designee;
- 1.12 **"List of Eligible Players"** means the list of those Premier League footballers registered with the League who are eligible to play League matches and that are available on FIFA 21 that may be included within each Player's squad as

shown at
https://www.futhead.com/21/players/?club=all&league=13&page=3&bin_platform=ps

- 1.13 **“Live Finals”** means the finals event hosted at the Gfinity Arena in London between 23 and 26 March 2021 (or such other date and venue to be determined by the Premier League at its sole discretion);
- 1.14 **“Match”** means:
 - 1.14.1 during Online Qualification, any Game of FIFA 21 played between two Players, with points allocated to each Player (win, loss or draw) according to the ELO Algorithm.
 - 1.14.2 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
 - 1.14.3 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.
- 1.15 **“Match Rules”** means the Rules that Players must comply with when playing Matches and participating in the Competition, as described in Rules 9 to 11.41;
- 1.16 **“Online Qualification”** means the online qualification stage available to the general public taking place between 4 and 31 January 2021;
- 1.17 **“Platform”** means either Microsoft’s Xbox One and/or Sony’s PlayStation 4;
- 1.18 **“Player”** means any natural person who has entered and/or who participates in the Competition;
- 1.19 **“Professional Players”** means competitors entering the Competition in their capacity as professional esports players representing the Club to which they are signed;
- 1.20 **“Rules”** means the 2020/21 ePremier League Rules;
- 1.21 **“Tie-breaker Procedure”** means the process used by the League at the end of Online Qualification to determine which Players have qualified for the Club

Playoffs where two or more Players are ranked equally on their respective Club's leaderboard. The League will apply the following Rules in the order they appear to determine the qualifying Players:

- 1.21.1 The Player(s) with the best head-to-head record as against the other equally ranked Player(s);
 - 1.21.2 The Player(s) with the best overall goal difference at the end of Online Qualification;
 - 1.21.3 The Player(s) who won the most Matches during Online Qualification;
 - 1.21.4 The Player(s) who scored the most goals during Online Qualification; or
 - 1.21.5 If two or more Players cannot be separated by any of the Rules set out above, the League will organise Matches between those Players in a format of its choosing to determine the qualifying Player(s); and
- 1.22 **"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.

General Provisions

2. By entering and/or participating in the Competition, each Player acknowledges and agrees to be bound by and to comply with these Rules and the Code.
3. The League reserves the right at its sole discretion to amend these Rules at any time before or during the Competition. Any such amendments will become effective and binding on each Player upon publication on <http://e.premierleague.com/>.
4. Any matter that relates to the Competition in any way that is not provided for in these Rules shall be determined by the League in its absolute discretion.

Format

Online Qualification

5. For each Platform the following format will apply:
 - 5.1 There will be 20 Ladder Competitions, one for each Club in membership of the League during Season 2020/21. Each Player will compete in the respective Ladder Competition of the Club that they selected when registering to participate in the Competition.

Arranging Matches

- 5.2 Matches between Players will be determined at random via an “online challenge system”, and will include all Players, irrespective of which Club’s Ladder Competition they selected when registering. Players will select the time at which they want to play a Match (from the allotted kick-off times) and be paired with another Player who wants to play a Match at that same time. In advance of each Match, Players will receive instructions via email (using the email address provided during registration) about how to arrange the Match with their opponent.
- 5.3 Players will only be able to arrange Matches to start between the hours of 5pm and 11pm on weekdays, and between 8am and 11pm on weekends and there will be no limit on the number of Matches that a Player can participate in during Online Qualification.

Rankings and qualifying Players

- 5.4 Each respective Club’s Ladder Competition will have a leaderboard which will show how Players are ranked according to the ELO Algorithm (such ranking will not be subject to challenge).
- 5.5 Subject to Rule 5.7, for each Club, at the end of the Online Qualification the highest ranked Players will qualify to compete in the Club Playoffs. In the event that two or more Players are ranked equally on their respective Club’s

leaderboard, the Tie-breaker Procedure set out at Rule 1.21 will be used to determine which Player(s) will qualify for the Club Playoffs.

- 5.6 Should a Player who has qualified to compete in the Club Playoffs be disqualified in accordance with these Rules and/or the Code, they shall be replaced by the next highest ranked Player in the respective Club's Ladder Competition.
- 5.7 The total number of Players who can qualify for the Club Playoffs per Platform for each Club are as follows:

Club	Xbox	PlayStation
Arsenal FC	8	8
Aston Villa FC	7	7
Brighton and Hove Albion FC	6	7
Burnley FC	7	8
Chelsea FC	8	8
Crystal Palace FC	8	8
Everton FC	7	7
Fulham FC	8	8
Leeds United FC	6	7
Leicester City FC	8	8
Liverpool FC	7	7
Manchester City FC	7	7
Manchester United FC	8	8
Newcastle United FC	7	7
Sheffield United FC	7	7
Southampton FC	7	8
Tottenham Hotspur FC	8	8
West Bromwich Albion FC	8	8
West Ham United FC	6	7
Wolverhampton Wanderers FC	8	7

- 5.8 Where the above table indicates there are less than eight qualifying places available on a Platform, the remaining qualifying positions will be filled by Professional Players, First Team Players and/or competitors from last year's competition, who will automatically qualify for their respective Club's Club Playoff.

Club Playoffs

6. For each Platform the following format will apply to the Club Playoffs:

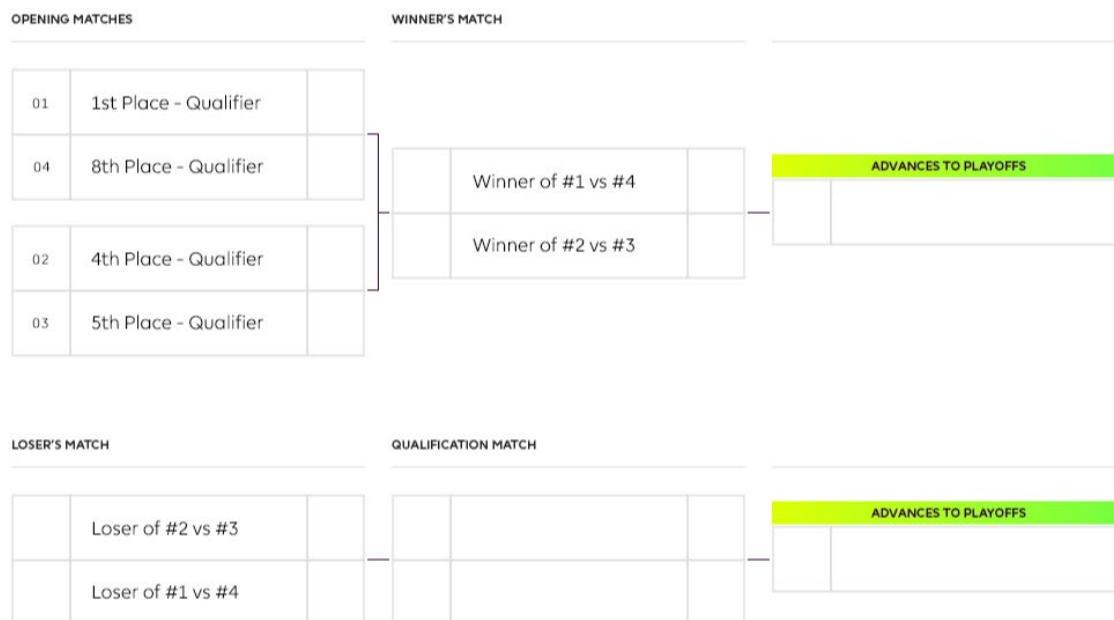
6.1 Each Club Playoff will include a group stage followed by a knockout round.

The Group Stage

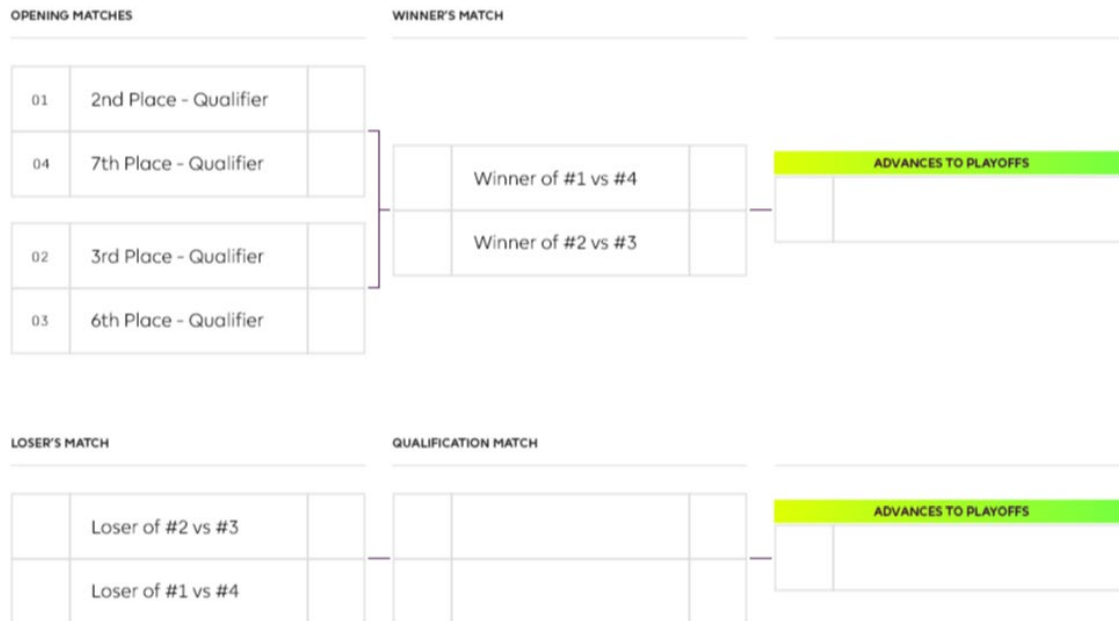
6.2 The eight competing Players will be split into two groups of four Players, who will be seeded according to their finishing position in Online Qualification. The Players who finished first, fourth, fifth and eighth in the Ladder Competition will be placed in 'Group A', and the Players who finished second, third, sixth and seventh in the Ladder Competition will be placed in 'Group B'. Where a group includes either Professional Players and/or competitors from last year's Live Finals, those Players will receive the top seeds in their group, and where there is more than one of those Players in a group, those Players will be seeded in accordance with the most recent FIFA Global Series Points ("FGS Points") from the FIFA.gg leaderboard. Any First Team Players competing who do not feature on the FIFA.gg leaderboard will automatically receive the lowest seeds.

6.3 The Players will play Matches against each other in their group, with two Players from each group progressing to the knockout round in accordance with the below graphics:

Example of Club Playoff Group Stage (without Professional Players, First Team Players or competitors from last year's Live Finals) – Group A



Example of Club Playoff Group Stage (without Professional Players, First Team Players or competitors from last year's Live Finals) – Group B



The Knockout Round

- 6.4 The four qualifying Players for the knockout round will be seeded according to their finishing position in each group, with the Players advancing to the knockout round via the 'Winners Match' receiving a higher seed. Players will then play Matches against each other, with the winner of each Match progressing to the next round.
- 6.5 Matches will continue until there is a single Player remaining, who will be deemed the winner of that Club Playoff and represent that Club at the Live Finals, in accordance with the below graphic:

Example of Club Playoff Knockout Round



Live Finals

7. For each Platform the following format will apply to the Live Finals:

7.1 The Live Finals will consist of a group stage followed by a knockout round.

The Group Stage

7.2 The group stage will include four groups of five Players, each Player representing a Club. Groups will be seeded using FGS Points from the FIFA.gg leaderboard as of 5 March 2021. Groups will be formed in accordance with the below graphic:

GROUP A	GROUP B	GROUP C	GROUP D
01	02	03	04
08	07	06	05
09	10	11	12
16	15	14	13
17	18	19	20

7.3 In each group, Players will play Matches against each other, with the top three seeded Players receiving a bye for the first round of Matches. Two Players from each group will progress to the knockout round in accordance with the below graphic:

Example of the Live Finals Group Stage



The Knockout Round

- 7.4 The eight qualifying Players for the knockout round will be seeded according to their finishing position in each group, with those Players advancing via the 'Winner's Matches' receiving a higher seed. Players will then play Matches against each other, with the winner of each Match progressing to the next round. Matches will continue until there is a single Player remaining, with this Player becoming one of the two "Console Finalists", all in accordance with the below graphic:

Example of the Live Finals Knockout Round



- 7.5 The losing semi-finalists will play a Match against each other with the winner of that Match finishing in third place on the relevant Platform.
- 7.6 The "Console Finalists" will then play the Championship Match to determine the overall winner of the Live Finals.

The Championship Match

8. For the Championship Match, the Platform used for the first Game will be determined by a coin toss, performed by a Tournament Official. Should the coin land on "Heads", the winner of the PlayStation competition will choose which Platform is used for the first Game, and should the coin land on "Tails", the winner of the Xbox competition will choose the Platform used for the first Game.
- 8.1 Players will be given the opportunity to setup an account and their FIFA Ultimate Team Squad to play with on the opposite Platform from which they won their respective competitions, and this squad will not need to replicate the squad they used on their "own" Platform. For the avoidance of doubt, each

squad will only be able to include Premier League footballers from the List of Eligible Players.

- 8.2 For the avoidance of doubt, the winner of the Championship Match will finish in first place, and the loser of the Championship Match in second place.

Match Rules

Online Qualification

9. The following Matches Rules will apply to all Matches played during Online Qualification:
 - 9.1 All Online Qualification Matches will use the retail version of FIFA 21 90 Rated Friendlies mode and the default settings of the mode will be enforced automatically by the game, including difficulty level and allowable assists.
 - 9.2 Players should play as the Club they have chosen to represent when registering to participate in the Competition.
 - 9.3 There will be no squad building restrictions.
 - 9.4 Training items are not allowed.
 - 9.5 Players must each have a light-colored jersey and a dark colored jersey and must choose the opposite of one other to avoid confusion. If Players can't agree, the home Player must choose a dark-colored jersey and the away Player a light-colored jersey.
 - 9.6 Any Player that fails to make themselves available for a Match at the agreed kick-off time will forfeit that Match, with their opponent being granted a 3-0 victory.
 - 9.7 Should a Player fail to make themselves available at the agreed kick-off time for a Match on more than five occasions, that Player will be suspended from the Competition, and may eventually be disqualified.
 - 9.8 In the event of a disconnect, the Game should be resumed with an implied score and the remaining time in the Match played out.
 - 9.9 Following a disconnect during a Match, any Player that does not return within 15 minutes of the disconnect or is otherwise unable to carry on competing will forfeit that Match, with their opponent being granted a 3-0 victory (or any greater score at the time of the disconnect).
 - 9.10 Players must not harass, message or in any way attempt to distract or direct others to distract their opponent.
 - 9.11 Players must not manipulate their internet connection to negatively affect their or their opponent's connection or gameplay.
 - 9.12 The Player who wins a Match must report the score immediately on the tournament website.

- 9.13 Should there be a dispute in respect of the final score, the League may require evidence to determine the winner of a Match. Such evidence may include a recording of the Match (using the built-in recording function of the console or an external recording device) and/or a screenshot taken at the end of the Match showing the Players and the final score.
- 9.14 Any Player that advances past the 'ready' screen at the beginning of a Match, therefore confirming that the settings for that Match are correct will then be unable to dispute any aspect of the Match settings with a Tournament Official.

Club Playoffs

10. The following Matches Rules will apply to all Matches played during the Club Playoffs:

- 10.1 All Matches will use the retail version of FIFA 21 Ultimate Team Friendly Seasons game mode and the default settings of the mode will be enforced automatically by the game, including difficulty level and allowable assists.
- 10.2 Each Player must adhere to the following squad building restrictions:
 - 10.2.1 Only select players for their squad who are included on the List of Eligible Players, ie, Premier League footballers. The League will provide all Players with the List of Eligible Players in advance of each Club Playoff;
 - 10.2.2 A maximum of two "icon" cards;
 - 10.2.3 A maximum of one 95+ rated non-"icon" player;
 - 10.2.4 A maximum of two 90-94 rated non-"Icon" players; and
 - 10.2.5 All other players must be 89 rated or lower.
- 10.3 Training items are not allowed.
- 10.4 The League may at its discretion ask any Player to provide a screenshot to confirm that the squad building restrictions set out in Rule 10.2 have been adhered to. Where a Player refuses to provide a screenshot, it will be deemed a breach of these Rules.
- 10.5 Players must each have a light-colored jersey and a dark colored jersey and must choose the opposite of one other to avoid confusion. If Players can't agree, the home Player must choose a dark-colored jersey and the away Player a light-colored jersey.
- 10.6 Any Player that fails to make themselves available for a Match at the agreed kick-off time will forfeit that Match, with their opponent being granted a 3-0 victory.

- 10.7 In the event of a disconnect, the Game should be resumed with an implied score and the remaining time in the Match played out.
- 10.8 Following a disconnect during a Match, any Player that does not return within 15 minutes of the disconnect or is otherwise unable to carry on competing will forfeit that Match, with their opponent being granted a 3-0 victory (or any greater score at the time of the disconnect).
- 10.9 Players must not harass, message or in any way attempt to distract or direct others to distract their opponent.
- 10.10 Players must not manipulate their internet connection to negatively affect their or their opponent's connection or gameplay.
- 10.11 The Player who wins a Match must report the score immediately on the tournament website.
- 10.12 Should there be a dispute in respect of the final score, the League may require evidence to determine the winner of a Match. Such evidence may include a recording of the Match (using the built-in recording function of the console or an external recording device) and/or a screenshot taken at the end of the Match showing the Players and the final score

The Live Finals

- 11. The following Matches Rules will apply to all Matches played during the Live Finals:

Account Use and Setup

- 11.1 Players will use accounts provided by the League for their sole use during the Live Finals. Players will receive limited log-in details for the accounts for use at the Live Finals only. Players sharing account details with the public will be disqualified. The accounts are the sole property of EA and are not to be used for personal use and/or any other use whatsoever outside of the Competition by any individual, including Players.
- 11.2 The EA provided accounts will have all available FUT player items (subject to any squad building restrictions described below) from the retail version of FIFA 21. The FUT player items from EA shall only be used by Players in FUT Friendly Seasons game mode. If these items are used by a Player in any other mode, they will be removed from the account and such items will not be reissued.
- 11.3 Players will only be able to select Premier League footballers for their squad who are included on the List of Eligible Players. The League will provide all Players with the List of Eligible Players in advance of the Live Finals.

- 11.4 Players may not use this account for any functions outside of playing a Match or creating and editing their squad.

Consumable Restrictions

- 11.5 Players will be limited in which consumables they can use for their squad. Changes to consumables restrictions may be announced one week prior to the start of the Live Finals. Players will be allowed to use the following consumable types:

- 11.5.1 Contract Consumables
- 11.5.2 Position Change Consumables
- 11.5.3 Healing Consumables
- 11.5.4 Chemistry Style Consumables
- 11.5.5 Manager League Consumables
- 11.5.6 Fitness Consumables

- 11.6 Players will not be allowed to use the following consumable types:

- 11.6.1 Training Consumables

Pre-Match and Game Setup Instructions

- 11.7 Matches will be played on the FIFA 21 Esports Build using the FIFA 21 Ultimate Team Friendly Seasons game mode. The gameplay version that will be used will be published at e.premierleague.com a minimum of seven days before the Live Finals.
- 11.8 In the second Game of each Match, the pre-match settings options will be used to set the aggregate score before the Game.

Gameplay Settings

- 11.9 For each Match, the default game settings for the FIFA 21 Ultimate Team Friendly Seasons mode will be used. These game settings are listed below:
- 11.9.1 Difficulty Level: World Class
 - 11.9.2 Half Length: 6 minutes
 - 11.9.3 Stadium Settings
 - 11.9.3.1 Stadium: FEWC Stadium
 - 11.9.3.2 Season: Fall/Autumn
 - 11.9.3.3 Time of Day: 3:00PM
 - 11.9.3.4 Pitch Wear: None

Mandatory Settings

11.10 The following settings will be enforced for all users and are unable to be modified:

- 11.10.1 HUD: Player Name & Indicator
- 11.10.2 Player Indicator: Player Name
- 11.10.3 Time/Score Display: On
- 11.10.4 Radar: 2D
- 11.10.5 Gamertag Indicator: Off
- 11.10.6 Scrolling Line Ups: Off
- 11.10.7 Commentary Volume: 0
- 11.10.8 Stadium Ambience: 8
- 11.10.9 Music Volume: 0

Camera Settings

11.11 The following single player camera settings are not allowed:

- 11.11.1 Pro
- 11.11.2 End to End
- 11.11.3 Dynamic

Tournament Officials

11.12 The League will designate Tournament Officials, including a head Tournament Official to administer the Live Finals. They will be identified to Players before the Live Finals.

11.13 The Tournament Officials will instruct Players on when to set-up the Games and when to begin Games before each Game and after half-time. Additionally, Tournament Officials may ask that Players pause the Game at other times during the Live Finals. Players are to obey the instructions of the Tournament Officials throughout the Live Finals. Tournament Officials will record the score of Games before Players are allowed to leave the Game session or set up a new Game.

Availability during the Live Finals

11.14 If pre-match setup options need to be adjusted, Players may request that a Tournament Official checks the correct settings are chosen.

- 11.15 At the Live Finals, Players will need to be available throughout to play their Matches. Players will be given a reasonable warning that they will need to be ready to play, and Players leaving their location during the Live Finals will be responsible for returning in time for their Matches.
- 11.16 Players not present at the designated start time for any Match will be disqualified, and their opponent shall be granted a 3-0 victory.
- 11.17 For any Player disqualified during a Match, their opponent shall be granted a 3-0 victory, unless their opponent's score is higher, in which case the higher score will be applied.
- 11.18 Players shall set up the game and begin play only when instructed to do so by a Tournament Official.
- 11.19 Each Player will have 2-3 minutes to configure controls, adjust line-ups and settings in accordance with the Rules described in the "Gameplay Settings" for the Live Finals. Custom lineups cannot be used, nor can anything else that is not available in the in-game pause menu.

Streaming

- 11.20 Each Player will be required to stream their gameplay to the League throughout the Live Finals. Where a Player does not stream their gameplay, it will be a breach of these Rules.
- 11.21 Where it is not possible for a Player to stream their gameplay in accordance with Rule 11.20, they must apply to the League in advance of the Live Finals and request dispensation. Any dispensation granted will be at the discretion of the League.

Devices and Equipment

- 11.22 Players are not allowed to plug any devices other than controllers into any console.
- 11.23 Players may use their own controller so long as the controller does not provide an unfair competitive advantage to the Player, does not interfere with the operation of a Match, does not require any special configuration, cabling or adapters to function and is designed to work natively on the console the Player competes on. The League may, at its sole discretion, disallow any controller and require the Player to use an approved controller.
- 11.24 The League, at its sole discretion, may allow controller adapters to be used. Such discretion will only be exercised when an application is received at least seven days in advance of the Live Finals. The League reserves the right to limit the use of adapters to specific models or allow the use of adapters provided by the League.

- 11.25 For the purposes of the Championship Final, where Players participating on 26 March 2021 of the Live Finals do not have access to both Platforms, at the League's discretion, it may provide those Players with the other Platform ie, the Platform which they have not competed on.
- 11.26 Players are allowed to listen to music during Matches using an external device, ie, a mobile phone or an mp3 player. The external device must have wi-fi disabled and be on "airplane mode", be placed on a table with the front of the device facing upwards and Players are strictly prohibited from using the device while playing a Match or in any way using a device as a method of communication during a Match. In addition, such devices can only be listened to using ear phones/ear buds and underneath the headsets referred to in Rule 11.21. Should a Tournament Official determine that a Player has breached this Rule, they may ban that Player from listening to music during Matches.

Game Interruptions and Pauses

- 11.27 Wherever possible, Tournament Officials will monitor the game state so that it may be restored in the event of game interruptions. Where a Player disconnects, a Tournament Official will restart the Game at the minute the disconnect took place and reset the score to the score at the time of the disconnect.
- 11.28 If a Player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the Game, (or request their opponent pause the Game) and bring the issue to the attention of the Tournament Official. If the Player believes that the Tournament Official hasn't addressed the issue properly, the Player may request that the head Tournament Official and the League review the issue. Decisions by the head Tournament Official and the League are final and there is no right of appeal.
- 11.29 Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.
- 11.30 Each Player can pause the Game up to three times, outside of pauses requested by a Tournament Official. If a Player pauses the Game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.
- 11.31 If a Game is paused or interrupted intentionally while the ball is in play by any Player, a Tournament Official has the right to immediately disqualify that Player responsible for the pause.
- 11.32 If a Game interruption is caused by outside circumstances such as a machine error or loss of power, the Game shall be continued from a point determined by a Tournament Official.

Disconnects

- 11.33 In the event of a disconnect during a Match, the Match should be resumed, with an implied score, ie, the score immediately prior to the disconnect, and the remaining time in the Match should be played out as instructed by a Tournament Official.
- 11.34 Following a disconnect during a Match, Players will be given 15 minutes to resume play. Any Player that does not return within 15 minutes of the disconnect or is otherwise unable to carry on competing will forfeit that Match, with their opponent being granted a 3-0 victory (or any greater score at the time of the disconnect).

Glitches / Game Bugs

- 11.35 Any attempt to glitch the game in order to gain an advantage is prohibited.
- 11.36 Procedure after a glitch penalty: If a Tournament Official determines that an action, goal, move, penalty or any other in-game action was caused by a glitch or a game bug, the Tournament Official will decide in their sole discretion to return the Game to a fair state depending on the result of the play.
- 11.37 If there is a major outage affecting any infrastructure required for gameplay in the designated mode, the League reserves the right to change the format in which the Live Finals is played.

Coaching

- 11.38 Coaching is permitted during Matches, including during live gameplay. Coaches must not distract other Players while they are playing and any coach in breach of this Rule will be given a warning by a Tournament Official, and any further breaches may result in expulsion from the venue.
- 11.39 For each Match, Players will be given two minutes during the half-time of each Game and five minutes between Games to speak to their coaches while remaining at their stations.

Disputes

- 11.40 If any Player wishes to make an allegation regarding another Player's compliance with the Rules and/or the Code and/or raise any other complaint or grievance regarding the conduct of another Player before, during or after a Game during the Live Finals, they should raise their concerns with a Tournament Official. The Tournament Official will review the issue in accordance with the Rules and/or the Code and instruct Players on any next steps, should they be required.

- 11.41 The Tournament Official, either at the request of a Player or otherwise, may consult the head Tournament Official, the League and/or EA at their sole discretion.

Disciplinary

12. Should a Tournament Official or the League determine that a Player has breached one or more of the Match Rules, sanctions in accordance with the Code may be applied. For the avoidance of doubt, the following sanctions are included in the Code:

- 12.1 A warning;
- 12.2 A reprimand;
- 12.3 Forfeiture of a Game or Match;
- 12.4 Disqualification from the Competition (which includes loss of 'winner' status and/or any prize money); and/or
- 12.5 A ban from participation in any future ePremier League competitions, for a specified time period to be determined by the League.