



Rules and Regulations

Table of Contents

1. Eligibility Requirements	
1.1 Player Age	02
1.2 Residency	02
1.3 Nick Names	02
2. Ownership	
2.1 Ownership Restrictions	03
2.2 Recognition of Ownership	04
3. Finance	
3.1 Player/Team Compensation	04
3.2 Team Member Compensation	04
3.3 Sponsors	04
4. Additional Provisions	
4.1 Publishing	05
4.2 Finality of decisions	05
4.3 Right of modification	06
5. Format	
5.1 Regular Season	06
5.2 Play-Offs	06
5.3 Championship Points	07
5.4 Tiebreakers	07
6. Match Process	
6.1 Equipment	08
6.2 Clothing & Apparel	09
6.3 Tournament Accounts	10
6.4 Match Area	10
6.5 Setup Time	10
6.6 Game Start	11
6.7 Pause	11
7. Code of Conduct	
7.1 Competitive Integrity	12
7.2 Responsibility under Code	13
7.3 Penalties	16
8. Glossary & Exhibits	17

1. Eligibility Requirements

To be eligible to compete in Fanatic Game Arena, each Player must satisfy all of the following:

1.1 Player Age

- 1.1.1 No Player shall be considered eligible to participate in any FGA Match before having lived 16 full years.
- 1.1.2 All Players of age between 16 and 17 must have a sign approval form a legal guardian to participate in any FGA Match. The Player legal guardian must be present all times during all FGA Matches.

1.2 Residency

- 1.2.1 All Players shall certify their residency upon participation in the EU FGA and all other Events by submitting an eligibility form and providing proof of residency. Any Player may redact any sensitive information and FGA shall not be responsible for the disclosure of any personal information by the Player to the FGA. Each Player consents to the processing and/or transfer of any information by the League for administrative purposes. Providing false, misleading or incomplete information resulting in the misclassification of such Player's residency and region is subject to punishment
- 1.2.2 Players may prove residency by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records). Minors may also prove residency by providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and then submitting evidence for their parent's/guardian's residency, as outlined above.

1.3 Nick Names

- 1.3.1 Any Player may choose a Nick Name that first must be approved by FGA. FGA has the right to refuse or ban any Nick Name. The Player is sole responsible for any Copyright violations or other legal issues that may occur because of chosen Nick Name.

2. Ownership (Multiplayer Tournament)

2.1 Ownership Restrictions

2.1.1 In order to preserve the integrity of official FGA play, the Team Managers, or affiliates thereof, shall not have an interest in more than one Professional FGA Team participating in FGA Tournament, as defined below:

An “Interest” in or with a FGA Team means any of the following:

(i) a direct or indirect financial interest in, or financial relationship with, such FGA Team, whether by legal or beneficial ownership, control, contractual relationship, loan agreement, or otherwise (including, for the avoidance of doubt, any buyback provision, right of first purchase, voting rights agreement, lien, deferred, reversion or security interest); or (ii) status as an officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor of such FGA Team, or any other role whereby a person participates, directly or indirectly, in the financing, operation, marketing, or management of such FGA Team or its assets. Notwithstanding the foregoing, it shall not be considered a violation of Rule 2.1.1 for a Team Manager to have ownership in a common entity or venture that is not a FGA Team, with another Team Manager (a “Common Undertaking”) that would otherwise constitute an Interest subject to this rule; provided, however, that such interests comprise (i) a solely passive ownership interest in less than ten percent of the capital stock of such Common Undertaking, (ii) such Team Managers do not undertake any operating role (including as an officer, director, employee, representative, agent, consultant ,or advisor, etc.) with, and otherwise has no ability to control or exercise influence over such Common Undertaking, and (iii) such Team Manager has provided written notice to FGA of such ownership in a Common Undertaking five business days in advance of such investment.

2.1.2 No Team Manager/Member of a Team who played in the FGA may purchase or otherwise attempt to own/control another Team in FGA without a complete Team Split having taken place since their last point of participation in the FGA Tournament.

2.1.3 An Organization may only own one EU FGA Team.

2.1.4 Changes in ownership and sponsors with naming rights may only occur between Splits.

2.2 Recognition of Ownership

- 2.2.1 The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the FGA. Any person that petitions for ownership into the FGA can be denied admission at the sole discretion of the FGA. Team Owners agree that they will not contest any final determination of the FGA in connection therewith.
- 2.2.2 A Team is considered professional while participating in the EU FGA. If an Owner or affiliate of an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the FGA.

3. Finance

3.1 Player/Team Compensation

- 3.1.1 Each Player/Team which qualified for the FGA may receive compensation from the FGA in accordance with their individual Player/Team Participation Agreements.

3.2 Team Member Compensation

- 3.2.1 Each Team shall be responsible for making any and all payments to its Team Members which are required by its Player/Coach Agreements.

3.3 Sponsors

- 3.3.1 A Player or Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable Player/Team Participation Agreement. The Player or Team Manager is obligated to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Limited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of Tournaments, adjacent FGA related material or any other FGA-affiliated event.

- 3.3.2 Team Managers may only sell or manage sponsorships or brand elements for the Team which they are affiliated with. Team Owners may not provide any ownership interest in the Team or any brand elements thereof to any third-party person or entity who engages in the business of selling or managing of FGA Teams.
- 3.3.3 No person or entity may hold the naming rights to more than one Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the Tournament in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 3.3.4 Any person or entity who engages in the sale or management of sponsorships for multiple Teams may not hold a controlling interest in any Team for a period of no less than two years following the last Split during which they represented multiple Teams.
- 3.3.5 FGA Teams are prohibited from sponsoring another Team, Team Manager or Team Member in a FGA Tournament.

4. Additional Provisions

4.1 Publishing

- 4.1.1 FGA shall have the right to publish a declaration stating that a Player, Team Manager, Team Member and/or Team has been penalized. Any Player, Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the FGA, FGA Tournament, Fanatic Con and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

4.2 Finality of decisions

- 4.2.1 All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of FGA and penalties for misconduct, lie solely with FGA, the decisions of which are final. If a dispute relates solely and exclusively to a ruling by the FGA regarding a violation of the rules by a Player, Team Manager or Team Member and the FGA's ruling results in a fine that is 10,000€ or more or a Player, Team Manager or Team Member suspension, then the Team Owner shall have the option

to arbitrate the dispute in an arbitration administered pursuant to the arbitration procedures set forth in the Team Participation Agreement. Any determination as to whether a dispute qualifies for the expedited arbitration procedure is at the sole discretion of FGA.

4.3 Right of modification

- 4.3.1 These rules may be amended, modified or supplemented by FGA, in order to ensure fair play and the integrity of official FGA play.

5. Format

5.1 FGA Regular Season

- 5.1.1 Each Player or Team will face each Player or Team in two Best-of-1s per Split.
- 5.1.2 The right for side selection during the Regular Season will be pre-selected by FGA ensuring each Player and Team will have side selection against every opposing Player and Team once.
- 5.1.3 Standings in FGA will be determined by the amount of Matches won.
- 5.1.4 A full schedule of dates and Matches will be available at <https://fanatic-con.com>.

5.2 FGA Play-Offs

- 5.2.1 This phase consists of a three-round single-elimination tournament among the top six Players or Teams from the Regular Season, seeded according to their Regular Season standings. The tournament will feature a third-place Match.
- 5.2.2 In the quarter-final round the third seed will face the sixth seed and the fourth seed will face the fifth seed.
- 5.2.3 In the semi-final round match-ups will be re-seeded so the #1 seed faces the lowest available seed.
- 5.2.4 In the semi-final round match-ups will be re-seeded so the #1 seed faces the lowest available seed.
- 5.2.5 In the FGA Play-Offs the higher seed will have side selection for odd-numbered Games, while the lower seed will have side selection for even-numbered Games.
- 5.2.6 Each Match will be played as a Best-of-5.

5.3 Championship Points

- 5.3.1 A Team will be awarded Championship Points based on the final placement of the Team after the Play-Offs for each FGA Split. The Championship Points will be used as a determining factor for seeding in the FGA Championship. Points will be award in the following way:

Place	1 th Split	2 nd Split
1 th	90	AQ
2 nd	70	90
3 rd	50	70
4 th	30	40
5-6 th	10	20
7-10 th	0	0

- 5.3.2 The winner of the 2ND Split will automatically qualify as the 1st seed for the FGA Championship.

5.4 Tiebreakers

- 5.4.1 In the event that two Players or Teams are tied in the standings at the conclusion of the Regular Season Split, the tie will be broken by their head-to-head record. If those Players or Teams have an identical head-to-head record the tied Players or Teams will play a tiebreaker-game. Side selection will be awarded to the Player or Team with the lower Victory Time in the Regular Season Games between those Players or Teams.
- 5.4.2 If three or more Players or Teams are tied, the head-to-head record of all Teams against all other Players or Teams involved in the tiebreaker will be considered. If one or more Players or Teams have won/lost more than 50% of the Matches in aggregate against every Player or Team in the tiebreaker, they are automatically granted the higher/lower place(s) available in the tiebreaker, and a new tiebreaker is declared amongst the remaining Players or Teams. If the Players or Teams have an identical amount of Games won, the following structures will be used depending on the amount of Players or Teams in the tiebreaker.
- 5.4.3 All tiebreaker-games will be played as single Best-of-1 Games

6. Match Process

6.1 Equipment

- 6.1.1 FGA Officials will provide and Players will exclusively use the following equipment: (1) PC & monitor OR Gaming Console; (2) headsets and/or earbuds and/or microphones; (3) table & chair.
- 6.1.2 The following equipment can be provided at the discretion of FGA Officials if requested by a Player: (1) PC keyboards; (2) PC mice; (3) PC mousepads; (4) gamepad; (5) cord holders; (6) hand warmers.
- 6.1.3 Players can provide the following equipment and use it during on-site Matches: (1) PC keyboards; (2) PC mice; (3) PC mousepads; (4) Gamepad.
- 6.1.4 Player-provided equipment must be submitted to FGA Officials in advance for approval. Approved equipment will remain with FGA Officials.
- 6.1.5 FGA Officials may disallow use of specific equipment at their sole discretion for reasons relating to tournament security, safety, operational efficiency/effectiveness or if the equipment features a company or brand competing with FGA.
- 6.1.6 If there are technical problems with the equipment, Players or FGA Officials may request a technical review. A FGA Technician will diagnose and troubleshoot problems. FGA Technicians may request for equipment to be replaced at the discretion of the Tournament. All player-provided replacements have to be approved by FGA Officials otherwise the FGA Officials will provide replacement equipment.
- 6.1.7 Players are prohibited from installing their own programs and must use only the programs provided by the FGA on-site, unless explicitly allowed by an FGA Official.
- 6.1.8 Voice chat will be provided only via the native system used in Tournament-provided headsets. FGA may monitor the Teams' audio.
- 6.1.9 It is prohibited to use FGA-provided computers to view or post on any social media or other communication sites.
- 6.1.10 It is prohibited to connect equipment not listed above to tournament-provided computers unless explicitly allowed by an FGA Official.

6.2 Clothing & Apparel

- 6.2.1 Where applicable, Players must wear official approved Team jerseys during all FGA Matches and approved Team branded apparel during all pre-/post-match interviews.
- 6.2.2 Where applicable, All Players on the Starting Line-up must wear closed-toe shoes and matching jerseys & pants. The attire will require approval from the FGA.
- 6.2.3 Where applicable, Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colors as all other outerwear being worn on stage by the Team and only use official Team colors represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.
- 6.2.4 Team Members may wear apparel with multiple logos, patches or promotional language. All decisions in regard to apparel are at the sole discretion of the FGA. Objectionable or offensive examples below are listed for illustrative purposes only:
- (i) Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, the FGA considers unethical.
 - (ii) Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
 - (iii) Containing any material constituting or relating to any activities which are illegal in any FGA Tournament, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
 - (iv) Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics
 - (v) Advertising any pornographic website or pornographic products
 - (vi) Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject the FGA or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
 - (vii) Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- 6.2.5 Hats are not allowed.

6.3 Tournament Accounts

- 6.3.1 Players will be provided Tournament Member Accounts by FGA. It is the Players' responsibility to configure their account to their preferences. The Account's Nick Name must be set to the Player's Official Tournament Handle as approved by FGA.

6.4 Match Area

- 6.4.1 Access for Players or Teams to the restricted areas of venues for Matches is restricted to the Player or Team only, unless otherwise approved by FGA Officials. Permission to attend FGA Matches is solely at the discretion of the FGA.
- 6.4.2 Team Managers are not allowed in the Match Area during the Match. They may be in the Match Area during the Match preparation process but must leave prior to the Start Phase.
- 6.4.3 Players are not allowed to have wireless devices in the Match Area. FGA Officials will collect such devices in the Match Area and return them at the end of the Match.
- 6.4.4 No food is allowed in the Match Area. Drinks are permitted in FGA-provided re-sealable containers.
- 6.4.5 Access to other areas within the venue may be granted by the FGA. Access to these areas is also restricted to Players and Teams and at the FGA Officials' discretion.

6.5 Setup Time

- 6.5.1 Players will have a designated timeframe prior to their Match to ensure they are properly prepared. FGA Officials will inform Players and Teams of their scheduled preparation timeframe as part of their Match schedule. FGA Officials may change the schedule at any time. Setup Time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site FGA Official or Referee and accompaniment by another FGA Official or Referee. Setup is comprised of the following:

- Ensuring the quality of all FGA-provided equipment;
- Connecting and calibrating peripherals;
- Ensuring proper function of the voice chat system;
- Setting up rune pages;
- Adjusting in-game settings;
- Limited in-game warm-up;

- 6.5.2 If a Player encounters any equipment issues during Setup Time, the Player must notify a FGA Official immediately.
- 6.5.3 League Technicians will be available to assist during Setup Time and to troubleshoot any problems encountered.
- 6.5.4 It is expected that Players will resolve any issues during Setup Time within the allotted time and that the Match will begin at the scheduled time. Delays due to setup issues may be permitted, at the sole discretion of FGA Officials. Penalties for tardiness may be assessed at the discretion of the FGA.
- 6.5.5 No fewer than five minutes before the Match is scheduled to begin, a FGA Official will confirm with each Player that their setup is complete.
- 6.5.6 Once all the Players in a Match have confirmed completion of setup, Players may neither alter their settings until the start of Champion Select nor enter a warm-up game.

6.6 Game Start

- 6.6.1 A Game will start immediately after the Setup Time Phase is complete, unless otherwise stated by a FGA Official. At this point, FGA Officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game after the completion of the Setup Time Phase.

6.7 Pause

- 6.7.1 If a Player intentionally disconnects without notifying a FGA Official or pausing, the FGA Official is not required to enforce a pause. During any pause Players may not leave the Match Area unless authorized by a FGA Official.
- 6.7.2 FGA Officials may order or execute a pause of a Game at the sole discretion of the FGA Officials.
- 6.7.3 Players may only request a pause or pause a Game immediately following any of the events described below, but must notify a FGA Official immediately and identify the reason:
 - Unintentional Disconnect;
 - Hardware or software malfunction;
 - Physical interference;

- 6.7.4 Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a FGA Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the FGA Official, but not to exceed a few minutes. If the FGA Official determines that the Player is not able to continue playing within such reasonable period of time, then the Player or Player's Team shall forfeit the Game unless a FGA Official determines that the Game is subject to an Awarded Game Victory at the FGA's discretion.
- 6.7.4 Players are not permitted to resume the Game after a pause. After clearance from a FGA Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will resume/un-pause the Game.
- 6.7.5 If a Player pauses or un-pauses a Game without permission from a FGA Official, it will be considered unfair play and penalties will be applied at the discretion of FGA.

7. Code of conduct

7.1 Competitive Integrity

- 7.1.1 Teams are expected to play at their best at all times within any FGA Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of FGA Officials. All decisions in regard to violations are at the sole discretion of the FGA. Examples below are listed for illustrative purposes only:
- 7.1.2 Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game. Pre-arranging to split prize money and/or any other form of compensation Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so. Conspiring to predetermine locations for Free Agents

and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

- 7.1.2 Hacking, which is defined as any modification of the FGA game client.
- 7.1.3 Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 7.1.4 Looking at spectator monitors.
- 7.1.5 Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 7.1.6 The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 7.1.7 Intentional disconnect without a proper and explicitly-stated reason.
- 7.1.8 Any other act which violates these rules and/or standards established by FGA.
- 7.1.9 A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Player or Team Manager/Member may not use any facilities, services or equipment provided or made available by the FGA or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player or Team Manager/Member may not use this type of language on social media or during any public-facing events.
- 7.1.10 A Player or Team Manager/Member may not take any action or perform any gesture directed at an opposing a Player Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 7.1.11 Abuse of FGA Officials, opposing Players, Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members, Players and their guests (if any) must treat all individuals attending a Match with respect.
- 7.1.12 No Player, Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Players, Team Managers/Members may not stand on chairs, tables or other studio equipment. Players, Team Managers/Members must follow all instructions of FGA Officials.

- 7.1.13 During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

7.2 Responsibility under Code

- 7.2.1 Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 7.2.3 Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 7.2.4 Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 7.2.5 Players and Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 7.2.6 Players and Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the FGA or its affiliates, as determined in the sole and absolute discretion of FGA.
- 7.2.7 Teams may receive or may be asked to submit paperwork for approval or visibility throughout the FGA Tournaments. This paperwork is necessary for maintaining expectations throughout the Tournament. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Player or Team Manager/Member has been told not to release

information, as it may undermine the competitive process, and the Player or Team Manager/Member proceeds to release said information, then the Player or Team Manager, Team Member and/or Team will be subject to penalties.

- 7.2.8 If FGA determine that a Player, Team, Team Manager or Team Member has violated the FGA Rules and Regulations, Terms of Use, or other rules of FGA, FGA Officials may assign penalties at their sole discretion. If a FGA Official contacts a Player, Team Manager/Member to discuss the investigation, the Player, Team Manager/Member is obligated to tell the truth. If a Player, Team Manager/Member withholds information or misleads a FGA Official creating an obstruction of the investigation then the Player, Team Manager, Team Member and/or Team is subject to punishment.
- 7.2.9 A Player, Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 7.2.10 A Player, Team Manager/Member may not disclose any confidential information provided by FGA or any affiliate entity, by any method of communication.
- 7.2.11 No Player, Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, FGA Official or person connected with or employed by another FGA Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Player, Team Manager/Member by a Team's official sponsor or Owner.
- 7.3.12 No Player, Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.
- 7.3.13 No Player, Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 7.3.14 Documentation or other reasonable items may be required at various times throughout the FGA Season as requested by FGA Officials. If the documentation is not completed to the standards set by FGA, then a Player or Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

- 7.4.15 No Player, Team Manager/Member or FGA Official may take part, either directly or indirectly, in betting or gambling on any results of any FGA Tournament or Game/Match.

7.3 Responsibility under Code

- 7.3.1 Any person found to have engaged in or attempted to engage in any act that the FGA believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the FGA.

- 7.3.2 Upon discovery of any Player, Team Manager/Member committing any violations of the rules, FGA may issue the following penalties:

Verbal Warning

Loss of Side Selection for current or future Game(s)

Loss of Ban(s) for Current or Future Game(s)

Fine(s) and/or Prize Forfeiture(s)

Game and/or Match Forfeiture(s)

Suspension(s)

Disqualification(s)

- 7.3.2 Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in FGA Tournaments. It should be noted that penalties may not always be imposed in a successive manner. FGA, in its sole discretion, can disqualify a Player, Team Manager, Team Member or Team for a first offense if the action of the Player, Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by FGA. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which FGA's professional competition is taking place.

- 7.3.3 Infractions will be governed by FGA for major infractions.

8. Glossary & Exhibits

EU Competitive Region	The EU Competitive Region is defined as the Council of Europe, minus CIS member states and Turkey. Specifically, Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, United Kingdom (UK), Vatican City (Holy See).
Free Agent	A Free Agent is a Player eligible to participate in FGA Tournament and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Game	An instance of competition on FGA Tournament which is played until a winner is determined by whichever of the following occurs first: (1) Surrendering (2) Forfeiting (3) Awarded Game Victory
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of actual intent of the Player.
Limited Sponsorship	The following is a non-exhaustive list of limited sponsors: gambling websites, non-“over-the-counter” drugs, account sharing/skin selling websites; firearms, handguns, or ammunition providers; websites displaying or related to pornographic imagery or products, products or services from direct competitors, tobacco products.
Match	A set of Games which is played until one Team wins a majority of total Games. The winning Team will either receive a win tally in FGA format or advance to the next round in the tournament.
Match Area	The area immediately surrounding any FGA-provided PCs, Consoles or tables for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Organization	The entity owning the Team.
Player Agreement	The contract between an organization and their player.
Referee	Referees are FGA Officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following a Match.
Resident	A Player is classified as a Resident of a region if the Player has obtained residency status as defined in Rule 1.2.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Splits	1 th and 2 nd Split.
1 th Split.	The period from the first Match of a Season until the end of the first PlayOffs/Promotion Tournament (extending to any international FGA-Events).
2 ND Split.	The period from the first Regular Season Match after Spring Play-Offs until the start of Free Agency.
Starter	A Player on the Starting Line-up.

Starting Line-up	The five Players actively participating for a Team in a given Game.
Summer OffSeason	The period between 1 th and 2 nd Split.
Team Manager	A Team's Owner, Co-Owner, General Manager or other Manager.
Team Member	A Player or Head Coach of a Team.
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.
Victory Time	The time it took a Team to win their Games in aggregate against all other Teams in the tiebreaker.
OffSeason	The period between one Season's 1 th Split & 2 nd Split of the following Season.

FGA reserves his right to modify the current "Rules and Regulations" at any time, but no less than 20 days way from the start of any FGA Tournament. All parties will be notified by email of any changes that may occur.