# Season 2025/26 ePremier League Rules

## Definitions

1. In these Rules:

1.1 "**Club**" means an association football club in membership of the League;

1.2 "**Club Playoffs**" means the twenty Club competitions to be held online or as a live event, each taking place on 14, 15, 21 and 22 January 2026 (or such other dates to be determined by the Premier League at its sole discretion);

1.3 "**Code**" means the 2025/26 ePremier League Code of Conduct;

1.4 "**Competition**" means the 2025/26 ePremier League competition, comprising Online Qualification, the Club Playoffs and the Live Finals;

1.5 "**COVID-19 Escalation Process**" means the process detailed within the League's COVID-19 Plan/Risk Assessment for the Live Finals to ensure the safety of all Players and individuals in attendance following a Player and/or other individual testing positive for COVID-19;

1.6 "**Cross-play**" means the function allowing Players to compete against each other using either the same or different Platforms;

1.7 "**Fast-Tracked Players**" means those Professional Players and/or First Team Players that are registered with the League and fast-tracked to represent a specific Club at the Live Finals pursuant to Rule 9.7;

1.8 "**FC Pro World Ranking**" means the official global leaderboard for EA Sports FC players, as shown at FC Pro World Rankings - FC Pro;

1.9 "**FC 26**" means the EA SPORTS FC 26 video game published by EA;

1.10 "**First Team Players**" means a Player entering the Competition in their capacity as a professional footballer, representing the Club that they are registered with and play for in the Premier League;

1.11 "**Game**" means a game of FC 26 played as part of the Competition;

1.12 "**League**" means the Football Association Premier League Limited or its designee;

1.13 "**League Partner**" means the tournament operators and any other entity of which the League has granted rights to the Competition;

1.14 "**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 FC 26 that may be included within each Player's squad, as shown at https://www.fut.gg/players/?page=1&league_id=%5B13%5D;

1.15 "**List of Eligible ICONS and Heroes**" means the list of Premier League ICONS and Heroes permitted to be used by Players during the Competition and which can be found at Appendix 1 to these Rules;

1.16 "**Live Finals**" means the finals events (hosted at a venue to be confirmed by the League), which includes the Live Finals - Group Stages, taking place on 28 February and 1 March 2026, and the Live Finals, taking place on 28 and 29 March 2026 (or such other dates to be determined by the Premier League at its sole discretion);

1.17 "**Live Finals – Group Stages**" means the group stages component of the Live Finals, taking place on 28 February and 1 March 2026, pursuant to Rule 11;

1.18 "**Live Finals - Knockouts**" means the knockout component of the Live Finals taking place on 28 and 29 March 2026, pursuant to Rule 12.

1.19 "**Match**" means:

1.19.1 during Online Qualification, one Game of FC 26 played between the same two Players, with the final score of the Game determining the winner. The winner of the Match is the Player with the higher score at the end. If the Game ends in a draw, extra time and a penalty shootout (if required) will be used to determine the winner of the Match;

1.19.2 during the Club Playoffs, two consecutives Games of FC 26 played between the same two Players, with the aggregate score of the two Games determining the winner. Where a Match ends in a draw, i.e. the aggregate score of the two Games is equal, a third Game will be used to determine the winner, where the first Player to score wins the Game (Golden Goal);

1.19.3 during the Live Finals – Group Stages and subject to Rule 16.18, the two simultaneous Games of FC 26 played between two Clubs (two Players representing each Club), with the final score of each simultaneous Game determining the winner of each Game. Clubs will be awarded points based on the score of each Game. Clubs will receive three points for each Game won, one point for each Game drawn, and no points where a Game is lost;

1.19.4 during the Live Finals – Knockouts and subject to Rule 16.18, the two consecutive Games of FC 26 played between two Clubs (two Players representing each Club), with the aggregate score of the two Games determining the winner. Where a Match ends in a draw, i.e. the

aggregate score of the two Games is equal, extra time and a penalty shootout (if required) will be used to determine the winner; and

1.20 "**Match Rules**" means the Rules that Players must comply with when playing Matches and participating in the Competition, as described in Rules 14 to 16.41;

1.21 "**Online Qualification**" means the online qualification stage available to the general public taking place between 26 November and 11 December 2025 and which includes all Online Qualifiers;

1.22 "**Online Qualifier**" means the three qualifying competitions played using Cross-play (open to all Players registered to play in the ePremier League via https://e.premierleague.com/), that form part of Online Qualification, due to take place on the following dates (or such period as the League may determine in its absolute discretion):

| Online Qualifiers | Date(s) |
|---|---|
| **Online Qualifier 1** | 26 and 27 November 2025 |
| **Online Qualifier 2** | 3 and 4 December 2025 |
| **Online Qualifier 3** | 10 and 11 December 2025 |

1.23 "**Platform**" means either Microsoft's Xbox Series X/S and/or Sony's PlayStation 5 or PlayStation 5 Pro;

**1.24** "**Player**" means any natural person who has entered and/or who participates in the Competition;

**1.25** "**Professional Players**" means Players entering the Competition in their capacity as professional esports players representing the Club to which they are signed or otherwise engaged to represent;

**1.26** "**Rules**" means the 2025/26 ePremier League Rules;

**1.27** "**Tie-breaker Procedure**" means the process used by the League as part of: a) Online Qualification to determine which Players have qualified for the Club Playoffs; or b) the Live Finals – Group Stages where two or more Clubs have the same points in the same group. The League will apply the following Rules in the order they appear to determine the qualifying Players/Clubs:

1.27.1 if appropriate, the Player(s) or Club(s) with the best head-to-head record as against the other equally ranked Player(s) or Club(s);

1.27.2 the Player(s) or Club(s) with the best overall goal difference at the end of Online Qualification/the Live Finals - Group Stages;

1.27.3 the Player(s) or Club(s) who won the most Matches during Online Qualification/the Live Finals - Group Stages;

1.27.4 the Player(s) or Club(s) who scored the most goals during Online Qualification/the Live Finals - Group Stages; or

1.27.5 if two or more Players or Clubs cannot be separated by any of the Rules set out above, the League will organise Matches between those Players or Clubs in a format of its choosing to determine the qualifying Player(s) or Club(s); or

1.27.6 if in the event the League is unable to organise any Matches due to the fault of both Players, the League may determine the Tie-breaker Procedure with a coin toss instead; and

1.28 "**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.

## Registrations

5. Each Club wishing to register a Fast-Tracked Player to compete in the Competition must do so by duly completing an ePL Registration Form (set out at Appendix 3 to these Rules) and providing it to the Premier League in advance of the deadline communicated by the League to Clubs.

6. Each application to register a Fast-Tracked Player shall be subject to the approval of the Premier League.

7. The Premier League shall keep a register of all Fast-Tracked Players.

## Format

8. **Online Qualification – Online Qualifiers**

8.1 After registering to compete in the ePremier League, no less than approximately one week in advance of each Online Qualifier starting, Players will receive an invitation to participate.

8.2 Each Online Qualifier will be an online ladder tournament using the Cross-play function, where Players will play Matches against each other and accumulate points based on their highest ladder ranking over the course of each respective Online Qualifier, as per Appendix 2. As set out within Rule 1.19.1, each Match will be one Game of FC 26 played between the same two Players, with the final score of the Game determining the winner, i.e. the winner of the Match is the Player with the highest score at the end of the Match. If the Game ends in a draw, extra time and a penalty shootout (if required) will be used to determine the outright winner of the Match. There will be leaderboards which will rank Players by the total number of points accumulated, with a specific leaderboard for each Club and its registered Players.

8.3 Players will be able to search and play Matches in a four-hour period per day during each Online Qualifier. To be eligible for qualification in each ladder, Players are required to play a minimum of six matches.

8.4 Once all of the Online Qualifiers have finished, the highest ranked Players registered within each respective Club's leaderboard will qualify to compete in their Club's Club Playoff, with eight Players able to qualify for each Club Playoff. Those Players must have actively participated in Online Qualifiers, i.e. played Matches against other Players, and so any Players who qualify as a result of points gained solely from forfeited Matches will be removed from the Competition and replaced with the next eligible highest ranked Player.

8.5 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 1.27 will be used to determine which Player(s) will qualify for the Club Playoffs.

8.6 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 best finishing Player as determined by the League during the Online Qualifiers.

## 9. Club Playoffs

9.1 Each Club Playoff will use the Cross-play function and include a double elimination knock-out competition (containing both a 'winners' bracket and a 'losers' bracket).

9.2 The competing Players will be seeded according to their finishing position in the Online Qualifiers.

9.3 Players will play Matches against each other in the 'winners' bracket, with those Players that lose a Match dropping into the 'losers' bracket. Players will continue to play Matches until there is a single Player remaining in each bracket, with each losing Player being eliminated from the Club Playoff. The two remaining Players (one from the 'winners' bracket and one from the 'losers' bracket) will, then play in a final Match to determine the winner of that Club Playoff. Where the Player from the 'losers' bracket wins the final Match, a second Match between the same two Players will be played, and the winner of that Match will be determined the winner of the Club Playoff.

9.4 Where a Club has not registered any Fast-Tracked Players, the two finalists of each Club Playoff described above will represent that Club at the Live Finals.

9.5 Where a Club has registered one Fast-Tracked Player, only the winner of the Club Playoff will progress to represent that Club at the Live Finals.

9.6 Where a Club registers two Fast-Tracked Players, the respective Club Playoff will not award any positions to represent the Club at the Live Finals. Instead, the respective Club will supply alternative prizing for the Player that wins the Club Playoff.

9.7 Clubs entering Fast-Tracked Players to compete within their respective Club Playoffs are listed below. Please note this list remains subject to change.

9.7.1 Aston Villa
9.7.2 Brentford
9.7.3 Brighton and Hove Albion
9.7.4 Fulham
9.7.5 Leeds United
9.7.6 Manchester City
9.7.7 Tottenham Hotspur
9.7.8 Sunderland
9.7.9 Wolverhampton Wanderers

<u>Example of Club Playoff</u>




## 10. Live Finals

10.1 The Live Finals will comprise both the Live Finals – Group Stages (the 'Group Stages') and the Live Finals - Knockouts (the 'Knockout Stages') and played exclusively on the PlayStation 5/PlayStation 5 Pro.

10.2 The Group Stages and the Knockout Stages will consist of Players from the same Clubs playing Matches together, representing their Club and competing against other Clubs pursuant to Rules 1.19.3 and 1.19.4 respectively, with the following formats applying to each:

## 11. The Group Stages

11.1 The Group Stages will include four groups of five Clubs. Groups will be seeded using the most current FC Pro World Rankings, as of Wednesday, 11 February 2026. 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 |

11.2 In each group, Clubs will play Matches against each other. Clubs will receive points as part of each Match pursuant to Rule 1.19.3, i.e. three points for each Game won, one point for each Game drawn, and no points where a Game is lost.

11.3 The Club in each group with the most points at the end of the Group Stages will receive a bye to the second day of the Knockout Stages. The remaining 16 Clubs will compete on the first day of the Knockout Stages. Where two Clubs have equal points at the end of the Group Stages, the Tie-breaker Procedure set out at Rule 1.27 will be used to determine where Club(s) are seeded in the Knockout Stages.

11.4 The Player with the highest FC Pro World Ranking in each Club will always play the Player with the highest FC Pro World Ranking in their opponent Club, while the lowest FC Pro World Ranking Player will always play the lowest FC Pro World Ranking Player in their opponent Club. Where both Players in a Club have no FC Pro World Ranking, the final classification of their Club Playoff will be used at the seeding stage to determine which of them is considered the higher ranked player. If one or two of the players were Fast-Tracked Players, a coin toss will be used, instead.

## 12. The Knockout Stages

12.1 The Knockout Stages will consist of one gauntlet-style single elimination bracket competition held over two days.

12.2 On the first day of the Knockout Stages, the 16 Clubs who did not receive a bye for the second day pursuant to Rule 11.3 will be seeded according to their finishing position in each group. Where Clubs have equal points at the end of the Group Stage, the Tie-breaker Procedure will be used to determine seeding. Clubs will then play Matches against each other, with the winner of each Match progressing to the next round. Matches will continue until there are four Clubs remaining who will progress to compete on the second day of the Knockout Stages.

12.3 Each Club is required to submit which Player will play the first and second game for each Knockout Stages Match. This submission for the first Match in

the Knockout Stages (Knockouts Round 1) must be communicated via the Club's Discord channel within the ePremier League Finalists Discord server by 18:00 GMT on Thursday, March 27th, 2026.

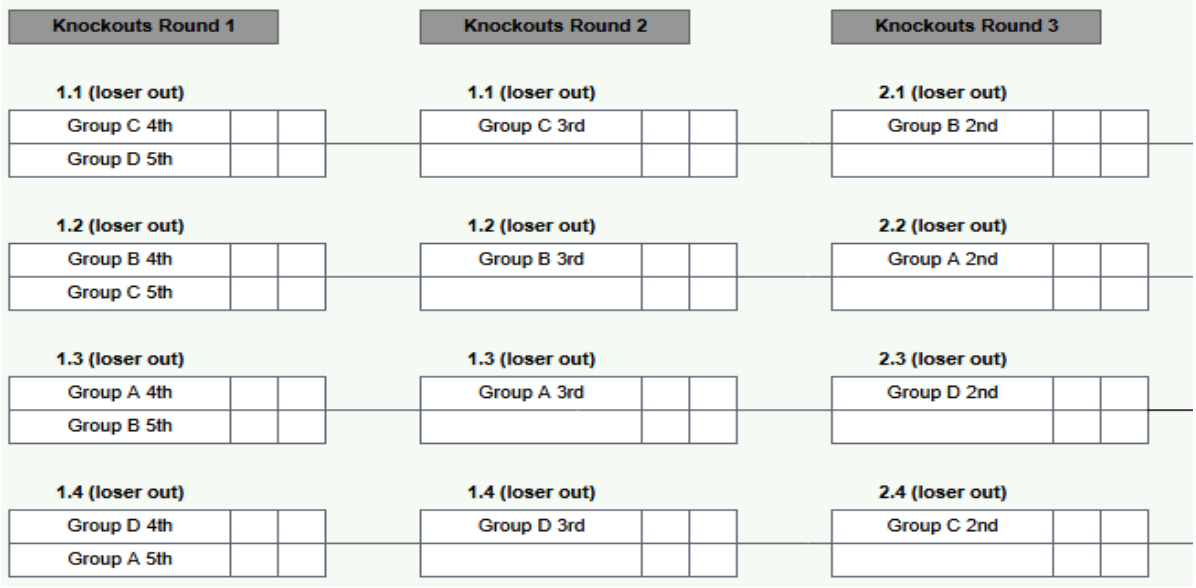
For all subsequent Knockout Stage Matches, the submission must be made no later than 10 minutes after the opponent in the Club's next Match has been determined and must be communicated to the Tournament Officials through the Club's Discord channel. Where a Club fails to provide their play order by the deadlines mentioned above, the Tournament Officials will randomise the play order.

Clubs will not receive their opponent's play order until after both Clubs have submitted.

12.4 The Club with the better Group Stages placement in each Match will be determined as the 'higher' seed. Where two Clubs have the same Group Stages placement, a coin toss will be used to determine who is the 'higher' seed.

12.5 The higher seed will decide whether to start the first Game as the Home or Away team. They will start the second Game as the opposite to that which they chose to start the first Game.

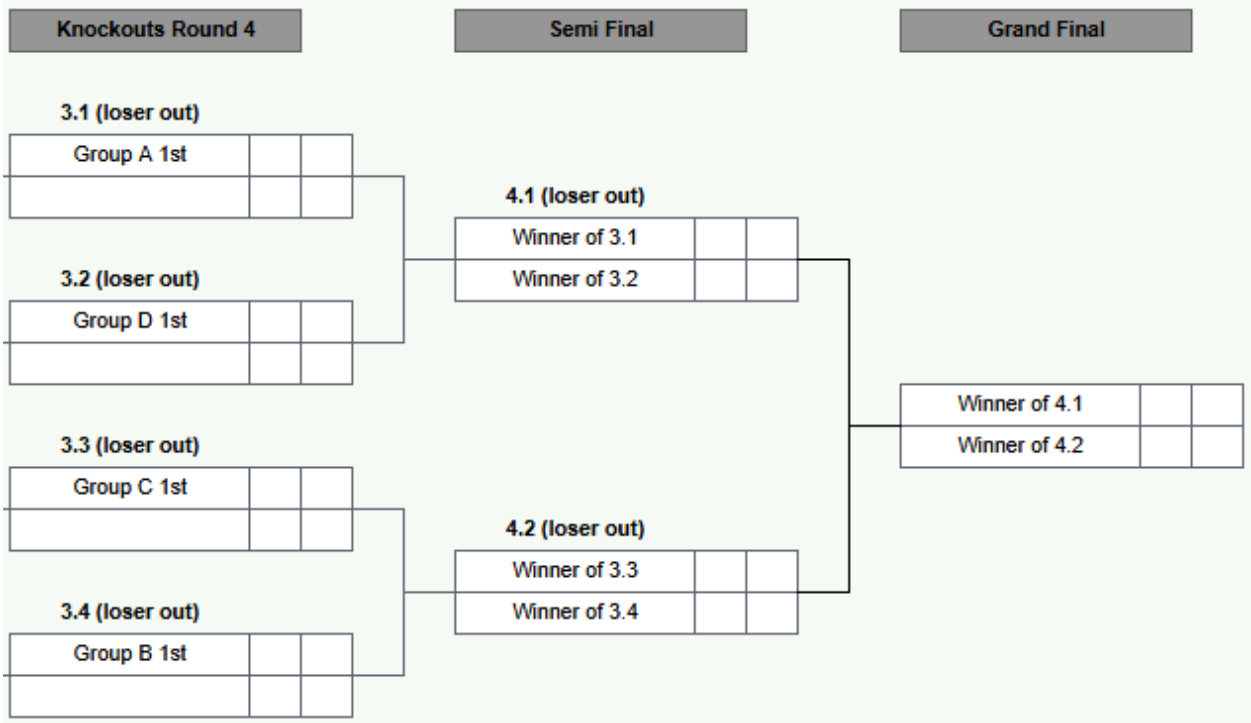
<u>Example of the first day of the Knockout Stages</u>




12.6 On the second day of the Knockout Stages, the Club with the better Group Stages placement in each Match will be determined as the 'higher' seed. Where two Clubs have the same Group Stages placement, a coin toss will be used to determine who is the 'higher' seed. Clubs 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 Club remaining, with that Club becoming the winner of the 'ePremier League Grand Final' and therefore the 'ePremier League Champion', all in accordance with the below graphic:

Example of the second day of the Knockout Stages




**12. Prizes and Prize Money**

**12.7** Any prizes and/or prize money awarded to Players following the Live Finals will be in accordance with the relevant clauses (currently 3.1 to 3.5) within the ePremier League 2025/26 Terms and Conditions, which can be found at the following link – https://premiereleague.com/?faq=terms-and-conditions.

## Match Rules

**14. Online Qualification**

14.1 The following Match Rules will apply to all Matches played during Online Qualification:

14.2 All Online Qualification Matches will use the retail version of FC 26 Ultimate Team Friendly Classic mode and the default settings of the mode will be enforced automatically by the Game, including difficulty level and allowable assists.

14.3 Each Player must adhere to the following squad building restrictions which apply to each Players starting 11 and their substitutes (excluding goalkeepers, where only Rule 14.3.1 applies):

14.3.1 only select footballers for their squad who are included in the List of Eligible Players, i.e. Premier League footballers or on the List of Eligible ICONS and Heroes. The League will provide all Players with the List of Eligible Players and the List of Eligible ICONS and Heroes in advance of each Online Qualifier;

14.3.2 a maximum of one Premier League ICON;

14.3.3 a maximum of one Premier League Hero item;

14.3.4 a maximum of three non-ICON Premier League footballers with an OVR rating of, or between, 88 and 91;

14.3.5 all other players must be 87 rated or lower; and

14.3.6 loan items are permitted.

14.4 If a Player does not have an item referred to at Rules 14.3.2 and 14.3.3, they may instead select an additional player item from Rule 14.3.4.

14.5 The League may at its discretion ask any Player to provide a screenshot to confirm that the squad building restrictions set out in Rules 14.3 and 14.4 have been adhered to. Where a Player refuses to provide a screenshot, it will be deemed a breach of these Rules.

14.6 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.

14.7 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.

14.8 Should a Player fail to make themselves available at the agreed kick-off time for a Match on more than three occasions, that Player will be suspended from the Competition, and may eventually be disqualified.

14.9 In the event of a disconnect, the Game should be resumed with an implied score and the remaining time in the Match played out.

14.10 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).

14.11 Players must not harass, message or in any way attempt to distract or direct others to distract their opponent.

14.12 Players must not manipulate their internet connection to negatively affect their or their opponent's connection or gameplay.

14.13 The Player who wins a Match must report the score immediately on the tournament website. Reporting the score includes the uploading of a photo of that Match's final score line.

14.14 Any Player that wishes to raise a dispute with a Tournament Official should do so using the 'Report Match Issue' functionality via the League Partner's ePremier League website.

14.15 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.

14.16 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.

14.17 In respect of any dispute arising from Players failing to adhere to the squad building restrictions (as detailed in this section of the Rules), those disputes must be raised with the League and/or Tournament Officials before starting the second half of a Game. Any dispute raised after that period, may not be considered by the League and/or Tournament Officials.

14.18 Communication between Players should only take place via the 'match chat' functionality on the League Partner's ePremier League website.

## 15. Club Playoffs (Online)

**15.1** The following Match Rules will apply to all Matches played during the Club Playoffs:

15.2 All Matches will use the retail version of FC 265 Ultimate Team Friendly Classic mode and the default settings of the mode will be enforced automatically by the Game, including difficulty level and allowable assists.

15.3 Each Player must adhere to the following squad building restrictions which apply to each Players starting 11 and their substitutes (excluding goalkeepers, where only Rule 15.3.1 applies):

15.3.1 Only select footballers for their squad who are included in the List of Eligible Players, i.e. Premier League footballers or on the List of Eligible ICONS and Heroes. The League will provide all Players with the List of Eligible Players and the List of Eligible ICONS and Heroes in advance of each Online Qualifier;

15.3.2 A maximum of one Premier League ICON or Hero item;

15.3.3 A maximum of one Premier League Hero item;

15.3.4 A maximum of three non-ICON Premier League footballers with an OVR rating of, or between, 88 and 91;

15.3.5 All other players must be 87 rated or lower; and

15.3.6 Loan items are permitted.

15.4 If a Player does not have an item referred to at Rules 15.3.2 and 15.3.3, they may instead select an additional player item from Rule 15.3.4.

15.5 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.

15.6 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.

15.7 In the event of a disconnect, the Game should be resumed with an implied score and the remaining time in the Match played out.

15.8 For online Club Playoffs, 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).

15.9 Players must not harass, message or in any way attempt to distract or direct others to distract their opponent.

15.10 Players must not manipulate their internet connection to negatively affect their or their opponent's connection or gameplay.

15.11 The Player who wins a Match must report the score immediately on the tournament website and for online Club Playoffs, reporting the score includes the uploading of a photo of that matches final score line.

15.12 For online Club Playoffs, 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

## 16. The Live Finals

**16.1** The following Matches Rules will apply to all Matches played during the Live Finals:

Account Use and Setup

16.2 Players will use accounts provided by the League for their sole use during the Live Finals and will receive limited log-in details for the accounts. Any Player who either:

11.1.1 shares the account details with the public; and/or

11.1.2 uses the account for any purposes other than participating in the Competition,

will be found in breach of the Rules and will immediately be disqualified from participating in the Competition and/or future ePremier League competitions.

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

16.4 The EA provided accounts will have all available UT player items (subject to any squad building restrictions described below) from the retail version of FC 26. The UT player items from EA shall only be used by Players in the FC Pro 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.

16.5 Players will only be able to select Premier League footballers for their squad who are included on the List of Eligible Players and the List of Eligible ICONS and Heroes. The League will provide all Players with the List of Eligible Players and any changes to the List of Eligible ICONS and Heroes (found at Appendix 1 to these Rules) in advance of the Live Finals.

Consumable Restrictions

16.6 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

Pre-Match and Game Setup Instructions

16.7 Matches will be played on the FC Pro Mode. The gameplay version that will be used will be published at e.premierleague.com a minimum of seven days before the Live Finals.

16.8 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

16.9 For each Match, the default game settings for the FC Pro Mode will be used. These game settings are listed below:

11.8.1 Difficulty Level: World Class

11.8.2 Half Length: 6 minutes

11.8.3 Stadium Settings

11.8.3.1 Stadium: UT Stadium

11.8.3.2 Season: Fall/Autumn

11.8.3.3 Time of Day: 3:00PM

11.8.3.4 Pitch Wear: None

Mandatory Settings

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

16.10.1 HUD: Player Name & Indicator

16.10.2 Player Indicator: Player Name

16.10.3 Time/Score Display: On

16.10.4 Radar: 2D

16.10.5 Gamertag Indicator: Off

16.10.6 Scrolling Line Ups: Off

16.10.7 Commentary Volume: 0

16.10.8 Stadium Ambience: 8

16.10.9 Music Volume: 0

Camera Settings

16.11 The following single player camera settings are not allowed:

16.11.1 Pro

16.11.2 End to End

16.11.3 Dynamic

Tournament Officials

16.12 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.

16.13 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

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

16.15 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.

16.16 Players not present at the designated start time for any Match will be disqualified, and their opponent shall be granted a 3-0 victory.

16.17 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.

16.18 Should a Player be disqualified from participating in the Live Finals or be unable to participate for any other reason, i.e. following a positive COVID-19 test and pursuant to the COVID-19 Escalation Process, the Club's remaining Player will play both Games of FC 26, as described in Rules 1.19.3 and 1.19.4.

16.19 Players shall set up the game and begin play only when instructed to do so by a Tournament Official.

16.20 Each Player will have two to three 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.

COVID-19

16.21 At the discretion of the League, Players may be required to submit to a test for COVID-19 (either at home or on arrival) on each day that they participate at the Live Finals and must return a negative result in order to participate. Players testing at home will be required to provide a self-declaration form confirming the outcome of their test.

16.22 Where a Player is unable to demonstrate a negative result from their COVID-19 test, they will be subject to the League's COVID-19 Escalation Process.

16.23 Players will be notified about any COVID-19 testing requirements in advance of the Live Finals taking place.

Devices and Equipment

16.24 Players are not allowed to plug any devices other than controllers into any console.

16.25 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.

16.26 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.

16.27 Players are allowed to listen to music during Matches using an external device, i.e. 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. 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

16.28 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, Players should notify a Tournament Official who will restart the Game at the minute the disconnect took place and reset the score to the score at the time of the disconnect.

16.29 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.

16.30 Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.

16.31 Each Player may pause the Game but it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments. No other pauses are permitted.

16.32 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.

16.33 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

16.34 In the event of a disconnect during a Match, the Match should be resumed, with an implied score, i.e. the score immediately prior to the disconnect, and

the remaining time in the Match should be played out as instructed by a Tournament Official.

16.35 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).

16.36 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 are played.

Coaching

16.37 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.

Disputes

16.38 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.

16.39 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.

Glitches / Game Bugs

16.40 Any attempt to glitch the Game in order to gain an advantage is prohibited.

16.41 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.

## Disciplinary

17. 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 within the Code:

17.1 a warning;

17.2 a reprimand;

17.3 forfeiture of a Game or Match;

17.4 disqualification from the Competition (which includes loss of 'winner' status and/or any prize money); and/or direct seats in the EA SPORTS FC Pro World Championships or eChampions League; and/or

17.5 a ban from participation in any future ePremier League competitions, for a specified time period to be determined by the League.

## Appendix 1
## List of Eligible ICON and Heroes

The following footballers are eligible for use in any of their ICON or Hero versions. A footballer not listed is not eligible for use in the Competition.

**ICONs**

- Alan Shearer
- Andriy Shevchenko
- Ashley Cole
- Bastian Schweinsteiger
- Claude Makélélé
- David Beckham
- Davor Šuker
- Dennis Bergkamp
- Didier Drogba
- Edwin van der Sar
- Emmanuel Petit
- Eric Cantona
- Fernando Hierro
- Fernando Torres
- Frank Lampard
- Gareth Bale
- Gianfranco Zola
- Henrik Larsson
- Hernan Crespo
- Ian Rush
- Ian Wright
- John Barnes
- Juan Sebastián Verón
- Laurent Blanc
- Marcel Desailly
- Michael Essien
- Michael Owen
- Nemanja Vidić
- Patrick Kluivert
- Patrick Vieira
- Paul Scholes
- Peter Schmeichel
- Petr Cech
- Rio Ferdinand
- Robert Pires
- Robin van Persie
- Roy Keane
- Ruud Gullit
- Ruud van Nistelrooy
- Samuel Eto'o
- Sol Campbell
- Steven Gerrard
- Thierry Henry
- Wayne Rooney
- Xabi Alonso
- Zlatan Ibrahimović

**Heroes**

- Carlos Tevez
- Cesc Fàbregas
- Clint Dempsey
- DaMarcus Beasley
- David Ginola
- Diego Forlàn
- Dimitar Berbatov
- Dirk Kuyt
- Eden Hazard
- Esteban Cambiasso
- Fernando Morientes
- Freddie Ljungberg
- Gervinho
- Gilberto Silva
- Harry Kewell
- Hidetoshi Nakata
- Jaap Stam
- Jamie Carragher
- Jari Litmanen
- Javier Mascherano
- Jay-Jay Okocha
- Jerzy Dudek
- Joe Cole
- John Arne Riise
- Ledley King
- Maicon
- Micah Richards
- Miguel Ángel Salgado Fernández
- Nwankwo Kanu
- Ole Gunnar Solskjær
- Park Ji Sung
- Paulo Futre
- Peter Crouch
- Pizarro Bosio
- Ramires
- Ricardo Carvalho
- Ricardo Quaresma
- Robbie Keane
- Seydou Doumbia
- Steve McManaman
- Tim Cahill
- Tim Howard
- Tomas Brolin
- Tomas Rosicky
- Victor Ibarbo
- Vincent Kompany
- Yaya Toure

## Appendix 2

### Points awarded to Players for each Online Qualifier

| Ladder Finishing Position | Points awarded per Online Qualifier |
|---|---|
| 1st | 5,000 |
| 2nd | 2,500 |
| 3rd – 4th | 1,250 |
| 5th – 8th | 750 |
| 9th – 16th | 500 |
| 17th – 32nd | 250 |

| | |
|---|---|
| 33rd – 64th | 125 |
| 65th – 128th | 75 |
| 129th – 256th | 50 |
| 257th – 512th | 10 |
| 512th+ | 0 |

# Appendix 3
## ePL Registration Form

**Player's Particulars**
Surname ..... Other name(s)
.....

Address
.....
.....

Post Code .....

Place and Country of birth ..... Nationality
.....

Date of birth (DD/MM/YYYY) .....

Email Address
.....

Telephone Number .....

Parent's email address (if Player under 18 Years): .....

Parent's telephone number (if Player under 18 Years) .....

EA SPORTS FC ID .....

Discord Username .....

Teams for which eligible to play (if known)
.....
Other teams (if any) at which the Player has been registered:

..... From ..... To
.....
..... From ..... To
.....

Model on which the Player is to be engaged:

Fixed Term Contract ☐ Temporary Loan Agreement ☐ or Other (please specify)
.....
.....

Length of registration: First Day: ..... Last Day:
.....

*Notes:*

a) *All Parties acknowledge that Last Day may be set at 29 March 2025 (the date of the ePremier League Live Finals) with scope to extend should the Player qualify for UEFA eChampions League and FC Pro World Championship.*

b) *All Parties acknowledge that breach of the FC Pro Eligibility Criteria, ePremier League Competition Rules, and ePremier League Code of Conduct may result in early termination of the Player Registration.*

**Application to Register**

We, **.....** Football Club ("**the Club**"), apply for the Player to be registered to represent the Club for the ePremier League Season 2025/26 as set out above.

We agree to cover travel expenses for the Player to participate fully in the ePremier League Group Stages, Knockouts, Finals and associated Media Days.

We agree to procure a prize package for the winners of our Club Playoff should we be applying to register two (2) Players.

We acknowledge the value in developing a plan to engage the Player during the ePremier League Season 2025/26 and will use best endeavours to do so.

We acknowledge that submission of this Form doesn't guarantee registration. The Premier League and EA SPORTS will review and reserve the right to reject applications.

I, (full name) **.....** hold the position of **.....** at the Club, being the person that has primary responsibility for the engagement of the Player with the Club and with knowledge of the communications between the Club and the Player, certify the above.

*Signed* **.....**

*Position* **.....**

*Date* **.....**

**Endorsement by Player**

I consent to the above application and for the purposes of the Data Protection Act 2018 and the General Data Protection Regulation (**"GDPR"**) acknowledge that The Football Association Premier League Limited shall be collecting, sharing and otherwise processing Personal Data which may include Special Categories of Personal Data (both as defined in the GDPR) about me including such data in this Registration Application for the purpose of discharging its functions as a regulatory and governing body of football and otherwise in accordance with the Premier League Privacy Notice available at https://www.premierleague.com/en/privacy-policy. I certify that the above particulars are correct.

I understand and accept that by signing this Form my participation in the ePremier League Season 2025/26 will be bound by the following Eligibility Criteria, Competition Rules and Code of Conduct:

1. EA Sports FC Pro Eligibility Criteria ☐ https://www.ea.com/games/ea-sports-fc/fc-pro/ea-sports-fc-pro-25-official-rules)
2. ePremier League Competition Rules ☐

https://e.premierleague.com/important-information#official-rules

3. ePremier League Code of Conduct
   ☐
   https://e.premierleague.com/important-information#code-of-conduct

I acknowledge the importance of engaging with the Club during the ePremier League Season 2025/26 and will use reasonable endeavours to do so.

I acknowledge that should I represent a Premier League Club in the ePremier League and qualify through to the UEFA eChampions League and EA SPORTS FC Pro World Championship, I will continue to represent the Club.

*Signed* **.....**

*Date* **.....**

**Endorsement by Parents* - Required for Players under 18 Years.**

I, *(full name)* **.....**of *(address)*
**.....**
**.....** Post Code **.....** (and of the above email address)

I, *(full name)* **.....**of *(address)*
**.....**
**.....** Post Code **.....** (and of the above email address)

being each a person having parental responsibility for the above-named Player, and each certify that the above details are correct and consent to this application.

Signed **.....** Date
**.....**

Signed **.....** Date
**.....**

Textbox to provide any additional context or information (if necessary):

| |
|---|
| |