

BATTLEFIELD™ REDSEC OPEN & ELITE SERIES 2026

OFFICIAL RULES

1. OVERVIEW

NO PURCHASE NECESSARY TO ENTER. VOID WHERE PROHIBITED BY LAW.

The BATTLEFIELD REDSEC Open Series and Elite Series 2026 (“Competition”) is sponsored by Electronic Arts Inc. (“EA”), 209 Redwood Shores Parkway, Redwood City, CA 94065, USA and is governed by these Official Rules (“Official Rules”).

The Competition is a series of video game competitions conducted using Battlefield REDSEC (“Game”) for PlayStation®5, Xbox Series X|S and PC (“Supported Platforms”).

Further details and updates regarding the Competition’s Events will be posted at battlefy.com/battlefield as they become available.

This Competition is comprised of the:

- Battlefield REDSEC Open Series (“Open Series”)
- Battlefield REDSEC Elite Series (“Elite Series”)
- Battlefield REDSEC Open Series Final (“Open Series Final”)
- Battlefield REDSEC Elite Series Final (“Elite Series Final”)

(each, an “Event” and collectively, “Events”).

The Open Series and Elite Series are divided by the following Regions set out in **APPENDIX B** (each, a “Region” and collectively, “Regions”):

- Europe, Middle East and Africa (“EMEA”);
- Americas; and
- Asia-Pacific (“APAC”).

See **APPENDIX B** for the full list of countries/territories in each Region.

All federal, state, provincial, and local laws and regulations apply.

Any third party that operates another video game competition incorporating the Game is the sponsor of such competition and will determine the applicable terms and conditions for participation. Non-BATTLEFIELD REDSEC Open Series and Elite Series competitions are governed by separate terms and conditions for participation.

2. REGISTRATION AND ELIGIBILITY

2.1. REGISTRATION PROCESS

To register to be considered for eligibility for the Competition, Competitors (as defined below in **Section 2.2**) must first register at register.battlefieldesports.com (“Battlefield Esports Portal”), fill out the required fields, and accept these Official Rules. Following registration on the Battlefield Esports Portal, Competitors must register using the same EA Account from the Battlefield Esports Portal registration process at www.battlefy.com/battlefield (“Registration Site”) and accept the Official Rules and link their EA Account.

In addition, Teams (as defined below in **Section 3.1**) are required to register for each Open Series and Elite Series event separately by completing the following steps on the Registration Site by the registration dates noted below:

- Sign into Battlefy account;
- Fill out required fields;
- Create or join a Team for the Open Series or Elite Series event; and
- Read and accept these Official Rules.

Registration Deadlines:

For the Open Series: 12:00 PM PT Thursday prior to each Open Series Cup Event.

For the Elite Series: Teams must register by 18:00 UTC on November 25, 2026.

2.2. ELIGIBILITY

Each player is required to meet the following eligibility requirements to be considered a “Competitor”:

- Be the minimum age required to have a full (not underage) EA account in their territory of residence, and meet the following age requirements at the time of registration:
 - Players from Bahrain - at least twenty-one (21) years old;
 - Players from South Korea - at least nineteen (19) years old; and
 - All other players - at least eighteen (18) years old.
- Be a legal resident of one of the eligible countries/territories listed in [APPENDIX B](#).
- Have a valid EA account (<https://www.ea.com/register>) with Two Factor Authentication enabled, in good standing.
- Own or have access to the Game on a Supported Platform. Competitors using a valid Xbox gamertag, PSN ID, or Steam account must have linked it to their valid EA Account
- Have a valid Battlefield Esports registration (register.battlefieldesports.com) linked to their EA Account.
- Agree to EA’s Privacy and Cookie Policy located at <https://privacy.ea.com> (“Privacy and Cookie Policy”) and User Agreement located at <https://terms.ea.com> (“User Agreement”).
- Have a valid battlefy.com Account (<https://battlefy.com>) for Online Tournaments.
- Have a valid Discord account (<https://discord.com>).

2.3. CHANGES TO THE COMPETITION AND OFFICIAL RULES

These Official Rules may be updated by EA without notice as necessary, including without limitation, to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after their publication.

EA reserves the right to cancel, suspend and/or modify all or part of the Competition, or any part of it, if any fraud, technical failures, act of God, fire, flood, storm, war, public disaster, or other calamity, strike or labor difficulties, public health emergency, cessation of air travel to an Event, or any governmental or regulatory determination or action, regulation or order, or any other cause beyond EA’s reasonable control or any other factor impairs the integrity or proper operation of the Competition, including the safety of Competitors or fairness of the Competition, as determined by EA in its sole discretion. EA reserves the right to disqualify any Competitor or Team at any time for any reason, including without limitation, tampering with the operation of the Competition, or acting in violation of these Official Rules. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may

be a violation of criminal and civil law, and EA reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law.

By participating in the Competition, Competitors agree to be bound by these Official Rules and the decisions of EA, Competition officials, and Competition administrators.

2.4. PROOF OF RESIDENCY

Competitors may be required to provide proof of residency in an eligible country/territory to compete in the Competition. The sufficiency of any such proof or documentation will be determined by EA (or its agent) in its sole discretion. The list of eligible countries/territories can be found in **Appendix B**.

2.5. EMPLOYEES AND CONFLICTS OF INTEREST

Employees of EA and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, vendors, Battlefy Technologies Inc., former employees of EA who participated in the development of the Game, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the Competition.

2.6. REGISTRATION DATA AND LEADERBOARD

As part of the registration process, Competitors will be asked to provide information, such as chosen Team and Region. This information may be used in any leaderboard data created as part of the Competition. The leaderboard will be published on www.battlefy.com/battlefield and updated with point totals on a regular basis, as determined by EA in its sole discretion.

2.7. REPRESENTING AN ORGANIZATION AT THE COMPETITION

Competitors may represent an organization in the Competition.

At registration qualified Competitors must provide the following:

- Name of organization the Competitor will be representing and authorization for use;
- Team name; and
- Competitor's real name and display name.

EA will inform Teams and qualified Competitors of any other applicable deadlines and required information. This information may be incorporated into the web coverage of the event.

3. TEAM ELIGIBILITY AND COMPOSITION

3.1. ROSTERS

Competitors join or create Teams of at least four (4) but no more than six (6) Competitors (each, a "Team") slotted into the "Player" position on the Registration Site. A "Roster" includes all Competitors on a Team. EA retains a right of approval over the Roster submitted by each Team, and may reject any Roster that does not comply with these Official Rules.

Competitors are required to register for every Event with a Team. Competitors may not be a member of more than one (1) registered Team.

Competitors may leave a Team voluntarily or may be removed from the Team by the Team Captain (defined in **Section 3.2** below).

3.2. TEAM CAPTAIN

The Competitor who creates the Team on the Registration Site during the registration process will be deemed the Team's Captain ("Team Captain" or "Captain"). Where a Competitor has been invited to the Competition by EA for the expressed purpose of being a Team Captain, they will operate as such. Where a Team qualifies to the Elite Series through the Open Series, the Team Captain will be whomever initially created the Team on the Registration Site. The Team Captain is responsible for managing the official Roster for their Team on the Registration Site, and for inviting new players to become Competitors on the Team.

3.3. TEAM ELIGIBILITY

For online competitions and competition series, all Competitors are required to physically participate from an eligible country/territory for the Region (described in **Section 2**) for which the Team is registered.

All Competitors on a Team are required to be a resident of an eligible country/territory for the Region in which the Team is registered.

If a Competitor on a Team is found to be ineligible prior to the Event the Team will be required to replace the ineligible Competitor with an eligible Competitor from the Roster.

If a Competitor on a Team is found to be ineligible after the start time of the event, the Team will be removed from the event and forfeit all matches in the event.

Competitors registered on a Team in the Elite Series are not eligible to compete in the Open Series.

4. COMPETITION STRUCTURE

4.1. Open Series

The Open Series will consist of three (3) Cup tournaments (each, an "Open Series Cup") per Region and one (1) Open Series Finals per Region. See [APPENDIX C](#) for full tournament structure, match rules, format and gameplay settings. Teams will participate in Battle Royale matches in order to score points based on their performance in each ("Open Series Points"). See [APPENDIX C](#) for details on points structure.

Each Open Series Cup will be held over two (2) days (each, an "Open Series Match Day") with a maximum of 384 registered Teams per Region. The four (4) Teams with the highest finishing placement in Match Point Format from Open Series Match Day 2 of each Open Series Cup, as well as the top twelve (12) non-directly qualified Teams based on Open Series Points, will compete in the Open Series Final.

- **Open Series Cup #1:** Saturday, October 24 - Sunday, October 25, 2026
- **Open Series Cup #2:** Saturday, October 31 - Sunday, November 1, 2026
- **Open Series Cup #3:** Saturday, November 7 - Sunday, November 8, 2026
- **Open Series Final:** Saturday, November 21, 2026

4.1.1. Open Series Match Day 1

Teams will play in three (3) rounds of Battle Royale games. The top twelve (12) Teams from each round will advance to the next round. See [APPENDIX C](#) for details on round structure.

4.1.2. Open Series Match Day 2

Teams will play in two (2) rounds of Battle Royale games, each consisting of six (6) matches. The top twelve (12) Teams from Round 4 will advance to Round 5. See [APPENDIX C](#) for details on round structure.

4.1.3. Open Series Final

Teams will play a single Battle Royale series in Match Point Format.

4.1.4. Qualification

The four (4) Teams with the highest finishing placement in Match Point Format from Open Series Match Day 2 of each Open Series Cup as well as the top twelve (12) non-directly qualified Teams based on Open Series Points across all Open Series Cups will compete in the Open Series Final. See [APPENDIX C](#) for details on points structure.

Where a Team earns multiple direct Open Series Finals spots by finishing within the top 4 of multiple Open Series Cups, those additional spots will be filled by the next highest Team on the Open Series Points leaderboard following the conclusion of Open Series Cup #3. The most recent qualification stands.

Where a Team earns a direct Open Series Finals spot by finishing within the top four (4) of any of the Open Series Cups and then disbands, the members of that Team are no longer eligible to claim that Open Series Finals spot and it will instead be granted to the next highest Team on the Open Series Points leaderboard.

To be eligible to claim a spot within the Open Series Finals, a Team must retain the same Roster that earned the spot.

4.1.5. Lobby Seeding

During the initial round of Open Series Cup #1, Teams will be randomly assigned to lobbies. For all subsequent rounds of that Cup, Teams will be seeded into lobbies using the snake draft method based on their performance in the previous round, using a combination of final lobby placement and total battle royal points scored, as described in **Appendix C**.

For Open Series Cups #2 and #3, Teams in the first round will be seeded based on the Open Series Points held by the four (4) highest-earning Competitors on the Roster. From the second round onwards, Teams will be seeded into lobbies using the snake draft method based on their performance in the previous round, using a combination of final lobby placement and total Battle Royale Points scored, as described in **Appendix C**.

4.1.6 Elite Series Qualification

The Teams of each Region's Open Series Finals with highest number of Open Series Points at the conclusion of all the Open Series Cups, will be awarded a spot in the Elite Series, split as follows:

- Americas - 15 Teams

- APAC - 24 Teams
- EMEA - 15 Teams

In order to be eligible to claim their spot in the Elite Series, Teams must retain the same Roster that played in the Open Series Final.

4.2. Elite Series

The Elite Series consist of six (6) match days (each a “Match Day”) per Region and one (1) Elite Series Final per Region. See [APPENDIX C](#) for full tournament structure, match rules, format and gameplay settings. Teams will compete across three season Match Days, accumulating Elite Series Points based on their performance. See [APPENDIX C](#) for details on points structure. At the end of the season, the top twenty-four (24) Teams with the highest number of Elite Series Points in each region will advance to the Elite Series Final.

During Match Days, one (1) Competitor from each Team must live stream their gameplay. The Elite Series Finals will include a live stream produced by EA.

- **Match Day #1:** Friday, December 4, 2026
- **Match Day #2:** Saturday, December 5, 2026
- **Match Day #3:** Friday, December 18, 2026
- **Match Day #4:** Saturday, December 19, 2026
- **Match Day #5:** Friday, January 8, 2027
- **Match Day #6:** Saturday, January 9, 2027
- **Elite Series Finals:** Saturday, January 16, 2027

4.3. PLATFORMS

Competitors may register and compete in the Competition on a Supported Platform using a single EA account on the EA App platform, a single Steam account on Steam, a single account for PlayStation™Network on the PlayStation®5 and a single Xbox account on the Xbox Series X|S. The EA App account, Steam account, account for PlayStation™ Network and Xbox account for their respective platforms may share a single EA account.

5. ADDITIONAL TEAM & COMPETITOR REQUIREMENTS

5.1. Team & Competitor Additional Requirements

All Competitors and Teams are required to adhere to the following:

- Competitors may use a keyboard and a mouse or a PlayStation or Xbox controller while competing (“Input Device”). Competitors must use the same Input Device for the entirety of each match. Input Devices may be changed between matches, as needed.

Elite Series Competitors and Teams are also required to adhere to the following:

- Teams must have at least one Competitor livestream all of their online competition matches and are required to utilize a minimum two (2) minute delay for all online competition matches during the Elite Series Finals.

- Competitors are required to join the Competition Discord server before the first Match Day, after receiving an invitation from EA, and are required to remain in this server for the duration of the Competition in which they compete.
- Competitors are required to be in their Team's Voice Channel inside of the Competition Discord server for the entirety of all online competition matches during the Elite Series Finals to accommodate the recording and playback of a Team's voice communications during a match either in an Competition live broadcast or a post-produced piece of content ("Broadcast Content"). All Competitors consent to the recording and use of their voice communications by EA, including third-parties authorized by EA, as part of Broadcast Content.
- Competitors may not play copyrighted or unlicensed music during their official matches or livestreams. This includes any background music from external devices, in-game radios, or streaming software. If a Competitor is found to have used copyrighted or unlicensed music during a livestream, Competition officials may take appropriate disciplinary action including muting the livestream, and removal of Competitor from future Competition events.

6. ENFORCEMENT

EA Accounts, the leaderboard, and match data may be audited, including for malicious behavior and cheating. Any Competitor may be disqualified immediately from the Competition and related competitions, at the discretion of EA or its designees, for any reason, including for any failure to comply with the User Agreement, Privacy and Cookie Policy, and these Official Rules, including the Code of Conduct at Appendix A, which may include but is not limited to:

- using any cheats, hacks or other third-party "helper" applications in playing Game matches;
- intentionally disconnecting from the Internet during any Game match;
- colluding with other Teams/Competitors in playing Game matches;
- taking advantage of known exploits in the Game (it is the responsibility of Competitors to understand and avoid all current illegal exploits); or
- abusive or disorderly behavior, including any use of harassing, negative, or profane language online.

EA, in its sole discretion, reserves the right to disqualify any Competitor or Team at any time, for any reason, including but not limited to tampering with the entry process or the operation of the Competition, or acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner and reserves the right to void all associated entries. Disqualification of a Competitor may result in the disqualification of the Competitor's entire Team from a Competition event or the entire Competition. EA's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

7. PRIZES

7.1. PRIZING

Prize amounts for events that award prizes are detailed in **APPENDIX D**.

7.2. PRIZE TERMS AND CONDITIONS

Prizes are not transferable. No substitution of prizes for other goods and services is permitted, except that EA reserves the right to provide a substitute prize of approximately equal or greater value if the advertised prize is unavailable or not allowed by local law. For winning Competitors with a place of

residence in Uruguay, prizes will be awarded in the form of a gift card(s) instead of cash. All federal, state, provincial and local taxes, and international tariffs, are the sole responsibility of the individual winner.

Potential winners will be required to complete and sign a Prize Winner Declaration and Release to claim a prize within ninety (90) days of completion of the Event in order to claim the prize. If a potential winner fails to sign and/or return the Prize Winner Declaration and Release, refuses the prize, is ineligible to accept the prize, or the prize is returned as undeliverable, the potential winner forfeits the prize.

Failure to communicate banking information or delivery method to prize distribution vendor in a timely manner may result in forfeiture of the prize. If a potential winner is considered a minor in his or her territory of residence,) will be required to sign all necessary documents upon verification of identification. Receiving a prize is contingent upon compliance with these Official Rules. All prizes claimed in accordance with these Official Rules will be awarded. In the event a potential winner is disqualified, or the prize is forfeited for any reason, EA retains the discretion to donate the applicable prize to a charity of EA's choosing. Potential winners may be required to provide a valid shipping address to claim prizes. Allow up to three (3) months for delivery of prizes.

In the event EA cancels or suspends the Competition pursuant to **Section 2.3** above, prizes will be awarded for all events prior to such cancellation or suspension.

8. GENERAL TERMS

Nothing in these Official Rules shall be deemed to exclude or restrict any Competitor's statutory rights as a consumer.

8.1. PERSONAL INFORMATION

By participating in the Competition, Competitors acknowledge that EA will process their personal information (including name, address, date of birth, EA Account Name, email address, Platform Username, country of residence, as well as gameplay data including game-state data, gameplay screenshots, video, controller inputs and other technical data) in accordance with the Privacy and Cookie Policy for the purposes listed therein. If Personal information has been collected from Competitors by an organizing or local processing entity, Competitors agree to such entity transferring the relevant information to EA.

Personal information may be used and processed as described in the Privacy and Cookie Policy, including for the purposes of:

- Organizing, running, and monitoring the Competition and prize fulfillment, including for Competitors that win a prize, publishing Competitor names and countries of residence online or in any other media in connection with the Competition, as described further below;
- Ensuring a Competitor's adherence to EA's User Agreement;
- Determining a Competitor's eligibility to compete in the Competition;
- Announcing Competitor demographics, along with gameplay statistics, as part of the Event broadcast commentary;
- Operating, analyzing, improving, training and developing EA and its affiliates' products, games, services, technologies and tools, artificial intelligence/machine learning systems and related commercial research and development systems; and
- Any additional processing activities to which Competitors consent and/or acknowledge as applicable, such as sharing information with designated Competition operators and/or

administrators, including for booking travel and soliciting feedback on the Competition, or gameplay and features of EA game titles.

Where possible and appropriate, EA may also de-identify, anonymize, aggregate, or otherwise transform the information EA collects, or collect it in a way that does not directly identify a Competitor. EA may use and share such information as necessary for our business purposes, as permitted by applicable law and as further described in EA's Privacy and Cookie Policy.

Personal information will be processed in the United States or any other country in which EA, its affiliates, its subsidiaries, or third-party agents operate. By entering the Competition, Competitors consent that their personal information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in their country of residence or citizenship, as further explained in the Privacy and Cookie Policy. We may also disclose your personal information to the categories of recipients described in Section 4: Who May Receive Your Information of our Privacy and Cookie Policy, available at <https://privacy.ea.com>.

Competitors may have the right to access, withdraw, and correct their personal information. Competitors may request such action by visiting our Privacy Portal, <https://www.ea.com/privacy-portal>.

The organizing or local processing entity for the Competition, if applicable, may be considered a data controller for the Personal information submitted by Competitors. If such entity is a data controller, their privacy policy will be provided to Competitors in accordance with applicable law. Please refer to such privacy policy for details regarding how Competitor personal information data is processed and Competitor rights with respect to it.

Applicability of User Agreement and Privacy and Cookie Policy: Competitor's participation in the Competition is also governed by the User Agreement. If there is any conflict between these Official Rules and the Privacy and Cookie Policy and User Agreement, then the Privacy and Cookie Policy or User Agreement, as applicable, will control.

8.2. RELEASE AND PUBLICATION OF COMPETITOR INFORMATION

WINNER'S LIST: EA will post a winner's list online after all winners are confirmed two (2) weeks after the end of each Event at www.battlefy.com/battlefield. This list will remain posted for three (3) months after the end of the Competition.

8.2.1. Competitor grants to EA the right to publish and otherwise use Competitor's statistics and rankings in connection with the Competition for any purpose, including for marketing and promotional purposes, without consent or compensation to Competitor.

8.2.2. By accepting a prize, Competitor grants to EA the right to use their personal information and any other information provided by Competitor, without further consent or compensation to Competitor, for the administration, marketing, and promotion of the Competition, EA, and/or the Game, unless otherwise noted below:

- Background info: Full name, country of residency, age, Supported Platform Username (e.g., Xbox Live Gamertag, online ID for the account for PlayStation™Network, EA Account ID)
- Social Media info: Twitter handle, YouTube channel, Twitch account, Instagram username
- Photos: Any photos provided by Competitor to EA or photos of Competitor taken by EA
- Other Information for tournament administration only: Shirt size, dietary restrictions, mobile phone number

8.2.3. Competitors acknowledge and agree that EA may provide Competitor's EA account Information (name, Online ID, age, country, game play stats and scores, and email address) to Competition Broadcast providers and such service providers may use the account information for the purposes of administering the Competition and related events, including without limitation that service providers may contact Competitor by email and/or other means.

8.3. GOVERNING LAW; RELEASE OF LIABILITY

8.3.1. EA's decisions will be final and binding on all matters related to the Competition.

8.3.2. To the extent permissible by local law, the Competition is governed by the laws of the State of California and all claims must be resolved in the United States.

8.3.3. To the extent permissible by law, Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this Competition or any Competition-related activity, or the receipt, acceptance, possession, use or misuse of EA-provided travel or any prize won.

8.3.4. FOR RESIDENTS OF AUSTRIA, GERMANY, AND POLAND

Notwithstanding any other provision herein, nothing in these Official Rules shall have the effect to deprive a Competitor of the consumer protection rights granted by the laws of your residence that cannot be derogated from by agreement. With respect to the Prize and any other products or services given by EA and its affiliates free of charge, EA shall only be liable for intent and gross negligence.

In case of slight negligence, however, EA is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which EA can be made responsible for. The liability in the event of breach of such an essential contractual obligation is limited to the typical contractual damage, whose occurrence could be expected by the EA upon conclusion of the contract on account of the circumstances known at that time. "Essential contractual obligations" are those obligations whose fulfillment is essential to enable the proper implementation of the contract and the achievement of its purpose and whose observation you as an end consumer may rely upon. The foregoing limitations of liability shall not apply in the case of explicit guarantees by the EA, in cases of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.

8.3.5. FOR RESIDENTS OF THE UNITED KINGDOM AND FRANCE

Notwithstanding any other provision herein, to the extent allowable under applicable law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this Competition or any Competition-related activity or the receipt, possession, use or misuse of any prize won, except with respect to claims resulting from death or personal injury arising from EA's negligence, and for residents of the United Kingdom, with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law.

8.3.6. FOR RESIDENTS OF AUSTRALIA

Notwithstanding any other provision herein, to the extent allowable under applicable law and subject to and without excluding, restricting or modifying any rights or remedies to which the Competitor may be

entitled as a consumer under the consumer guarantee provisions of the Australian Consumer Law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this Competition or any Competition-related activity or the receipt, possession, use or misuse of any prize won.

9. COMMERCIAL RIGHTS

All commercial rights (including, without limitation, all marketing, and media rights) relating to the Competition are reserved for EA.

Competitors shall not associate themselves with the Competition and/or EA in any commercial manner, nor use any intellectual property rights of EA, nor shall they permit any third parties to do so, without the prior written consent of EA, which may be granted or withheld at EA's sole discretion.

Any Competitor or a Competitor's sponsor wishing to engage in any promotional or marketing activities with respect to the Competition, including at any Competition tournament venue, will need prior written consent from EA, which may be granted or withheld at EA's sole discretion.

The recording and dissemination of images or footage of the Competition for commercial purposes by or on behalf of any Competitor is strictly prohibited, except when explicitly authorized by EA.

APPENDIX A: CODE OF CONDUCT

This Code of Conduct applies to all Competitors at all levels of the Competition, unless otherwise specified. EA reserves the right to levy penalties, sanction, or disqualify any Competitor for violations of this Code of Conduct in its sole discretion.

A1. COMPETITOR BEHAVIOR GENERALLY

Competitors are some of the best and highest profile players in the world and are therefore ambassadors of the Competition and held to a high standard by EA, the public and the media. Competitors must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor to spectators, members of the press, tournament administrators, and to other Competitors.

Competitors are required to conduct themselves in accordance with commonly accepted standards of decency, social conventions, and morals, and to not commit any act or become involved in any situation or make any statement which brings disrepute, contempt, scandal, ridicule, or disdain to the Competitor, EA, the Competition, or to its Competitors and sponsors.

These requirements apply to live, offline, and online interactions, in and out of the Competition, including with respect to social media conduct and activity on live streams, past conduct and during Events. All Competitors are expected to adhere to these standards of sportsmanship and the EA Rules of Conduct, available at <https://terms.ea.com>, at all times, including when not participating in EA sanctioned events.

Prohibited conduct includes, but is not limited to:

- Violating any law, rule or regulation, as determined by EA in its sole discretion;
- Using any software or program that damages, interferes with or disrupts the Competition or another's computer or property;
- Using any external software designed to give the competitor an unfair advantage;
- Interfering with or disrupting another Competitor's participation in the Competition;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, including making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Using vulgar or offensive language;
- Abusive behavior, including harassment and verbal threats;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that EA (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or bugs in the Competition;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA account, any personal access to EA services, or any EA content associated with an EA account, including EA virtual currency and other entitlements, either within an EA service or on a third-party website, or in connection with any out-of-game transaction, unless expressly authorized by EA;
- Playing on behalf of another Competitor, or allowing someone else to play on Competitor's behalf, in any competitive game mode;
- Gambling, including betting on the outcome of Competition matches;
- Disclosing any confidential information provided by EA or any of its affiliates;

- Accepting or giving gifts, bribes, rewards, or compensation for services that are rendered in connection with competing in the Competition (with an exception for Competitors with sponsors who pay them based on their performance);
- Causing or contributing to scandal, reputational harm or risk to the integrity and reputation of the Competition or EA;
- Engaging in any other activity that disturbs the professional, fair, and respectful gaming environment of the Competition; and
- Promoting, encouraging or taking part in any prohibited activity described above.

A2. COLLUSION AND MATCH-FIXING POLICY

Any action or agreement to disadvantage other Competitors, one's own Team, or other Teams in the Competition, to predetermine the outcome of a match, to try to lose a match, to affect the fairness of the Competition, or to limit efforts to win a match is strictly prohibited.

Any Competitors determined by EA to be violating this rule at any phase in the Competition may be removed from the Competition. Such Competitors may be forced to forfeit or return any compensation and/or prizes and may have their EA and/or Game accounts suspended.

Examples of prohibited conduct include, but are not limited to:

- Intentionally losing a match for any reason at any time during the Competition;
- Playing on behalf of another Competitor, including using a secondary account, at any time during the Competition;
- Any form of match-fixing;
- "Soft play," defined as a Competitor not giving their best effort or not taking reasonable and fair actions to gain advantage against their opponent(s) in a match;
- Agreeing to split prize money among two or more Competitors; and
- Allowing an opponent to score more or less points than they normally would.

A3. PENALTIES

Violation of these Official Rules and/or Code of Conduct may, at EA's discretion, result in penalties, disqualification, change in match results, loss of winner status, and/or forfeiture of prizes. All decisions and rulings of EA relating to the Competition are final and binding. EA reserves the right to penalize any Competitor in the Competition at any level, at any time for any reason. Penalties may include, but are not limited to, any or all of the following:

- Warning
- Final Warning
- Forfeiture of single match
- Forfeiture of all matches
- Reduction in match score
- Loss of awards (including prize money)
- Suspension from the Competition
- Disqualification from the Competition and future competitions
- Loss of Competition Rankings Points
- Disqualification from any Competition Events
- Verbal warning
- Automatic game loss
- Loss of future prize money

- Temporary or permanent suspension from the Competition
- Suspension of one or multiple game accounts for the EA service(s) used by the Competitor

EA also has the right to publicly announce penalties that have been levied on Competitors, and such Competitors hereby waive any right of legal action against EA, and any of its affiliates.

A4. COMPETITOR SPONSORSHIP

Competitors in the Competition may acquire and work with promotional sponsors. Promotional sponsorship is limited, however, to exclude certain categories and industries. If the promotional sponsor falls under one of the below categories, the Competitor may not display or promote the sponsorship in conjunction with EA, its partners, or the Competition.

Subject to these Official Rules and EA's right in its sole discretion to prohibit, reject, remove, blur, or obscure any mark, logo or signage, Competitors in the Competition may include the display of promotional sponsors. Competitors may not display or promote any products or services in conjunction with EA, its partners, or the Competition that offer or are associated with:

- Gambling, wagering, or lottery products or services including but not limited to sports betting, fantasy sites gambling or similar websites or services;
- Alcohol, tobacco, prescription drugs, restricted drugs and/or similar products or paraphernalia;
- Firearms or any type of weapons;
- Pornographic or any sexually explicit or adult material;
- Dietary supplements;
- Medical devices, services, or treatments;
- Political ads or otherwise promoting a political agenda;
- Illegal products or services, or content that otherwise violates any applicable laws in the territories where the Game is available;
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands;
- Cryptocurrencies and/or websites promoting/relating to the trade of cryptocurrency; and
- Anything that is detrimental to EA's business (e.g., hacking, gold services, account/coin selling, etc.)

The list is illustrative and non-exhaustive. EA reserves the right to add or remove any product or service from the list at any time without notice.

A5. COMPETITOR NAMES

Competitors will be asked to select a unique name to identify themselves. This name can be the same as their online ID for their account for PlayStation™Network or XBL Gamertag, but is not required to be the same. The name must be unique from other Competitor names and must not be deemed vulgar by EA and its affiliates. Names must not infringe on a third party's intellectual property, privacy or publicity rights, or violate the law or EA's User Agreement.

APPENDIX B: ELIGIBLE COUNTRIES/TERRITORIES

To eligible to participate in the Competition, Competitors must be a legal resident of one of the following countries/regions:

APAC	EMEA	AMERICAS
Australia	Austria	Argentina
Bangladesh	Bahrain	Bolivia
Hong Kong	Belgium	Brazil
India	Bosnia and Herzegovina	Canada
Indonesia	Bulgaria	Chile
Macau	Croatia	Colombia
Malaysia	Cyprus	Costa Rica
New Zealand	Czech Republic	Dominican Republic
Philippines	Denmark	Ecuador
Singapore	Egypt	El Salvador
Taiwan	Estonia	Honduras
Thailand	Finland	Mexico
Vietnam	France	Panama
Japan	Georgia	Paraguay
Mongolia	Germany	Peru
South Korea	Greece	Puerto Rico
	Hungary	Trinidad & Tobago
	Iceland	United States of America
	Ireland	Uruguay
	Israel	Venezuela
	Italy	
	Jordan	

	Kazakhstan	
	Kuwait	
	Latvia	
	Lebanon	
	Lithuania	
	Luxembourg	
	Malta	
	Netherlands	
	Norway	
	Oman	
	Poland	
	Portugal	
	Qatar	
	Romania	
	Saudi Arabia	
	Serbia	
	Slovakia	
	South Africa	
	Spain	
	Sweden	
	Switzerland	
	Turkey	
	Ukraine (excluding Crimea)	
	United Arab Emirates	
	United Kingdom	

APPENDIX C: COMPETITION STRUCTURE, MATCH RULES & GAMEPLAY SETTINGS

C1. Open Series Structure

C1.1 Open Series Match Days

Each Open Series Cup will follow the structure as follows:

Day 1 - Saturday

- Round 1 - 16 lobbies of 24 Teams (384 Teams)
 - 4 Battle Royale matches
 - Top 12 Teams advance to Round 2
- Round 2 - 8 lobbies of 24 Teams (192 Teams)
 - 4 Battle Royale matches
 - Top 12 Teams advance to Round 3
- Round 3 - 4 lobbies of 24 Teams (96 Teams)
 - 6 Battle Royale matches
 - Top 12 Teams advance to Round 4

Day 2 - Sunday

- Round 4 - 2 lobbies of 24 Teams (48 Teams)
 - 6 Battle Royale matches
 - Top 12 Teams advance to Round 5
- Round 5 - 1 lobby of 24 Teams (24 Teams)
 - Match Point Format Battle Royale

C1.2. Open Series Match Rules

Battle Royale

Each Cup begins with Battle Royale with each lobby containing ninety-six (96) Competitors or twenty-four (24) Teams.

At the end of the round:

- The **top twelve (12) Teams from each lobby** with the highest number of points based on the Battle Royale Scoring as described below advance to the **next round**.
- Teams finishing 13th–24th in each lobby are eliminated from the Open Series Cup.

All Battle Royale matches will be played on Fort Lyndon.

Battle Royale Scoring

Battle Royale Points will be awarded per match as follows:

- Kills = 1 point per kill
- Placement
 - 1st: 22 points
 - 2nd: 17 points

- 3rd: 14 points
- 4th: 10 points
- 5th: 8 points
- 6-7th: 7 points
- 8-12th: 5 points
- 13-17th: 4 points
- 18-25th: 0 points

Battle Royale Tiebreakers

If two (2) or more Teams are tied at the end of the round, ties will be broken in the following order:

1. Highest single-match score.
2. Next-highest single-match score (repeated until all matches within that round are compared).
3. Best single-match placement.
4. Next-highest single-match placement (repeated until all matches within that round are compared).

Persistent Leaderboard

Over the course of the three (3) Open Series Cups, Competitors who play in at least six (6) matches within an Open Series Cup will be eligible to earn Open Series Points based on their final placement within each Open Series Cup. The Competitors from each of the top forty-eight (48) Teams from each Open Series Cup will earn Open Series Points, and will retain them for the duration of the Open Series.

A Team's Open Series Points is quantified as being the combined total of the Competitors on their Roster with the four (4) highest Open Series Points.

Open Series Points will be awarded as per the table below:

Finishing Rank	Round 5	Round 4
1st	500	Advance to Finals
2nd	480	Advance to Finals
3rd	470	Advance to Finals
4th	460	Advance to Finals
5th	450	Advance to Finals
6th	440	Advance to Finals
7th	430	Advance to Finals
8th	420	Advance to Finals
9th	410	Advance to Finals
10th	400	Advance to Finals
11th	390	Advance to Finals
12th	380	Advance to Finals
13th	370	250

14th	360	240
15th	350	230
16th	340	220
17th	330	210
18th	320	200
19th	310	190
20th	300	180
21st	290	170
22nd	280	160
23rd	270	150
24th	260	140

Tiebreakers

If two (2) or more Teams are tied on the leaderboard after the Open Cups end, ties will be broken in the following order:

1. The Team with the best finishing placement in the most recent Open Series Cup wins the tiebreaker.
2. Highest Open Series Cup finishing placement across all Open Series Cups.
3. Highest single match score.

C1.3 Open Series Finals

C1.3.1 Qualification

The top four (4) Teams with the most Open Series Points on the leaderboard of each Region as well as twelve (12) non-directly qualified Teams will progress to the Open Series Finals.

C1.3.2 Advancement

The top Teams of each region's Competition, based on Open Series Points, will be awarded a spot in the Elite Series, split as follows:

- Americas - 15 Teams
- APAC - 24 Teams
- EMEA - 15 Teams

C2. Elite Series Structure

C2.1 Match Days

Each Elite Series Match Day will consist of six (6) Battle Royale games. Prior to the first Match Day, the forty-eight (48) Elite Series Teams from each Region will be divided into four (4) groups of twelve (12) Teams. The Regular Season Match Days will be played across six (6) Match Days using a double round-robin group format, with each group competing against every other group twice. Teams will accumulate Elite Series Points towards the overall regional standings. After all Regular Season Matches

have been completed, the top twenty-four (24) Teams from each Region will qualify for the Elite Series Finals.

Each Regular Season Match Day will feature two (2) group matchups, each played in a twenty-four (24) Team, 96-Competitor Battle Royale lobby. Teams will compete in a six-game Battle Royale match series to earn Battle Royale Points. At the conclusion of each Regular Season Match Day, Teams will receive Elite Series Points based on their Battle Royale placement. Regular Season Match Day final placements and Elite Series Points will be determined independently within each lobby. All matches will be played in Fort Lyndon.

C2.2 Battle Royale Scoring

Battle Royale Scoring:

- **Kills = 1 point per kill**
- **Placement**
 - 1st: 22 points
 - 2nd: 17 points
 - 3rd: 14 points
 - 4th: 10 points
 - 5th: 8 points
 - 6-7th: 7 points
 - 8-12th: 5 points
 - 13-17th: 4 points
 - 18-24th: 0 points

Battle Royale Score Tiebreakers

If two (2) or more Teams are tied in Battle Royale Score after the end of a Regular Season Match Day, ties will be broken in the following order:

1. Highest single-match score.
2. Next-highest single-match score (repeated until all six matches are compared).
3. Best single-match placement.
4. Next-highest single-match placement (repeated until all six matches are compared).

C2.3 Match Point Mechanic for Elite Series Finals

The Elite Series Finals use the “Match Point” mechanic to determine the winner. In this round, Teams compete in a series of matches, with Teams accumulating points in each match according to C2.2. Once a Team reaches eighty-five (85) points (“Match Point Threshold”) in this round, it is “Match Point Eligible.”

Once a Team is Match Point Eligible, winning a match (placing first) after the match in which they reach the Match Point Threshold will result in them being declared winners of that tournament. Other Teams will be ranked by their Round Score from this final round.

C2.4 Elite Series Points

Elite Series Points will be awarded as follows:

ELITE SERIES REGULAR SEASON MATCH DAY POINTS	
Final Placement	Elite Series Points
1st	30
2nd	27
3rd	24
4th	23
5th	21
6th	20
7th	18
8th	17
9th	15
10th	14
11th	13
12th	12
13th	11
14th	10
15th	9
16th	8
17th	7
18th	6
19th	5
20th	4
21st	3
22nd	2
23rd	1

ELITE SERIES REGULAR SEASON MATCH DAY POINTS	
24th	0

Elite Series Points Tiebreakers

If two (2) or more Teams are tied in total Elite Series Points after the Elite Series Regular Season, the tie will be resolved by the following order of priority:

1. Total Match Score - The Team with the highest total Match Score earned across all matches played in the Elite Series Regular Season wins the tiebreaker.
2. Total Series Wins - The Team with the highest number of first place placements across all rounds played in the Elite Series Regular Season wins the tiebreaker.
3. Total Match Wins - The Team with the highest number of first place placements across all matches played in the Elite Series Regular Season wins the tiebreaker.
4. Highest Single Series Round Score - The Team with the highest Round Score from a single match series in the Elite Series Regular Season wins the tiebreaker.
5. Highest Single Match Score - The Team with the highest Match Score from a single match in the Elite Series Regular Season wins the tiebreaker.

C2.6 Elite Series Finals

At the end of the six (6) Match Days, the top twenty-four (24) Teams from each Region by Elite Series Points will advance to the Elite Series Finals. All twenty-four (24) Teams will compete in a Match Point Format Finals to crown each Region's champion.

APPENDIX D: PRIZING

D1. Open Series

No cash prizes will be awarded for the Open Series.

D2. Elite Series

Prizes will be distributed equally across all three Regions with each receiving USD \$446,000 for a total of USD \$1,338,000. Prizes will be awarded to the eight (8) Teams with the best finishing placement in the Elite Series Finals in each Region.

A Team's prize total will be divided by the number of matches played by the Team during Elite Series to determine a Team's "Match Prize Amount". For each match a Team plays in the Elite Series, the Match Prize Amount will then be divided equally between all Competitors who played in the match.

REDSEC ELITE SERIES PRIZE DISTRIBUTION					
AMERICAS		EMEA		APAC	
Placement	Finals Prize	Placement	Finals Prize	Placement	Finals Prize
1st	\$200,000	1st	\$200,000	1st	\$200,000
2nd	\$100,000	2nd	\$100,000	2nd	\$100,000
3rd	\$55,000	3rd	\$55,000	3rd	\$55,000
4th	\$35,000	4th	\$35,000	4th	\$35,000
5th	\$25,000	5th	\$25,000	5th	\$25,000
6th	\$15,000	6th	\$15,000	6th	\$15,000
7th	\$10,000	7th	\$10,000	7th	\$10,000
8th	\$6,000	8th	\$6,000	8th	\$6,000
Total	\$446,000	Total	\$446,000	Total	\$446,000
\$1,338,000 USD					