

BATTLEFIELD™ REDSEC SEASON 4 CASH CUPS OFFICIAL RULES

1. OVERVIEW

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

The BATTLEFIELD™ REDSEC Season 4 Cash Cups (“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 independent video game tournaments (“Events”) conducted using Battlefield REDSEC (“Game”) for PlayStation®5, Xbox Series X|S and PC (“Supported Platforms”).

Competitors who meet the eligibility requirements compete in teams of four (4) to six (6) competitors (plus one (1) optional non-playing coach member) in online matches for three (3) rounds.

This Competition is comprised of four (4) Events:

- **Cash Cup #1** - Saturday, September 19, 2026
- **Cash Cup #2** - Saturday, September 26, 2026
- **Cash Cup #3** - Saturday, October 3, 2026
- **Cash Cup #4** - Saturday, October 10, 2026

The Competition is divided into the following regions (each, a “Region” and collectively, “Regions”):

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

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

Dates, times, registration periods, and other details for Competition’s Events and match day schedules will be posted at www.battlefy.com/battlefield as they become available.

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 Cash Cups competitions are governed by separate terms and conditions for participation.

2. REGISTRATION AND ELIGIBILITY

2.1. REGISTRATION PROCESS & DEADLINES

2.1.1. REGISTRATION PROCESS

To be considered for eligibility in the Competition, players are required to register their valid EA Account at the Battlefield Esports portal <https://register.battlefieldesports.com/> (“Registration Site”), fill out the required fields, and accept these Official Rules.

In addition, Teams (as defined below in **Section 3**) are required to register for each Competition Event separately by completing the following steps on battlefy.com (“Tournament Site”) by the registration dates noted in **Section 2.1.2**:

- Sign into Battlefy (www.battlefy.com) account;
- Fill out required fields;
- Create or join a Team for the Event; and
- Read and accept these Official Rules.

2.1.2. REGISTRATION DEADLINES

Registration for each Event closes on the Thursday prior to the tournament date (12:00 pm SGT/BST/PDT). Teams must register for each Event in which they wish to participate.

2.2. ELIGIBILITY

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

- Players from Bahrain must be at least twenty-one (21) years old at the time of registration
- Players from South Korea must be at least nineteen (19) years old at the time of registration
- All other players must be at least eighteen (18) years old at the time of registration
- 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 online ID, or Steam account must have linked it to their valid EA Account
- Have a valid Discord account (discord.com) connected 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 Account (<https://battlefy.com>).
- Have a valid Discord account (<https://discord.com>).

If a player is found to be ineligible, the ineligible player will be removed from the Event and may forfeit all future matches in the Event.

2.3. ACCEPTANCE OF OFFICIAL RULES; CHANGES TO THE COMPETITION AND OFFICIAL RULES

Competitors must read and accept the Official Rules on the Registration Site no later than the Thursday prior to the tournament date to be considered for participation in that Event.

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.

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 the Tournament Site and updated with point totals on a regular basis, as determined by EA in its sole discretion.

2.7. REPRESENTING A TEAM AT THE COMPETITION

Competitors may represent a Team in the Competition.

At registration, qualified Competitors must provide the following:

- Name of organization, club or team 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 Tournament Site. Each Team will also have the option to identify one (1) non-playing individual who will be authorized to communicate with players in official Competition communication channels between matches (the "Coach"). For greater clarity, the Coach is not considered a Competitor in the Competition and therefore is not eligible to participate in Team votes or prizing, as applicable. A "Roster" includes all Competitors on a Team and a Coach, if applicable. 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.

3.2. TEAM CAPTAIN

The Competitor who creates the Team on the Tournament Site (described in **Section 2.1**) during the registration process will be deemed the Team's captain ("Captain"). The Team Captain is responsible for managing the official Roster for their Team on the Tournament Site, for inviting new players to become Competitors on the Team, and for registering the Team for each event. For avoidance of doubt, Coaches and/or staff members cannot be Team Captain.

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 1**) 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.

4. COMPETITION & EVENT STRUCTURE

The Competition will consist of four (4) separate Events (see **Section 1**). Each Event starts with a maximum of ninety-six (96) registered Teams. Each Event will be played in the Battle Royale mode of the Game and conform to the same round structure detailed below:

- **Round 1** - 4 lobbies of 24 teams (96 teams)
 - 4 Battle Royale matches
 - Top 12 teams advance to Round 2
 - Teams finishing 13th or lower in each lobby are eliminated from the Event
- **Round 2** - 2 lobbies of 24 teams (48 teams)
 - 4 Battle Royale matches
 - Top 12 teams advance to Round 3
 - Teams finishing 13th or lower in each lobby are eliminated from the Event
- **Round 3** - 1 lobby of 24 teams (24 teams)
 - 6 Battle Royale matches

See [APPENDIX C](#) for full tournament structure, match rules, format and gameplay settings of the Competition.

4.1. 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 Microsoft account on the Xbox Series X|S. The EA App account, Steam account, account for PlayStation™ Network and Microsoft account for their respective platforms may share a single EA account.

5. ADDITIONAL TEAM & COMPETITOR REQUIREMENTS

5.1. Team & Competitor Additional Requirements

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.

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 and placement requirements for all Events 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 prize. 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, all Competitors acknowledge that EA will process their personal information (including name, address, date of birth, EA Account Name, email address, Supported Platform username, and country of residence) (collectively, "Personal Information") in accordance with the EA Privacy and Cookie Policy, available at <https://privacy.ea.com> for the purposes listed therein. If Personal Information has been collected from Competitors by another organizing entity, Competitors agree to the organizing entity transferring such Personal Information to EA.

Personal information will 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;
- Announcing Competitor demographics, along with gameplay statistics;
- Sharing Personal Information with designated Competition operators and/or administrators, including for booking travel and soliciting feedback on the Competition, gameplay and features of EA game titles;
- Promotional and marketing materials that may reference Personal Information; and
- Other purposes to which Competitors consent.

Personal information will be processed in the United States or any other country in which EA, 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.

Competitors 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. 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 network Gamertag, online ID for the account for PlayStation™Network, EA Account Public ID)
- Social Media info: X handle, YouTube channel, Twitch account, Instagram username, Discord username
- Photos: Any photos provided by Competitor to EA or photos of Competitor taken onsite at a Live Event
- Other Information for tournament administration only: Shirt size, dietary restrictions, mobile phone number
- Any Other Biographical Information Provided by Competitor (e.g., short bio provided during registration process on Tournament Site).

8.2.3. Competitors acknowledge and agree that EA may provide Competitor's EA account Information (name, Public ID, age, country, game play stats and scores, and email address) to Battlefy Technologies Inc. for the purposes of administering any and all events.

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;
- 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; and/or
- 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;
- 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 Xbox network 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/territories:

Note: Region groupings are only for purposes of the Competition and are not indicative of official geographic 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	
	Kazakhstan	
	Latvia	

	Lebanon	
	Lithuania	
	Luxembourg	
	Malta	
	Netherlands	
	Norway	
	Oman	
	Poland	
	Portugal	
	Romania	
	Serbia	
	Slovakia	
	South Africa	
	Spain	
	Sweden	
	Switzerland	
	Turkey	
	Ukraine (excluding Crimea)	
	United Kingdom	

APPENDIX C: COMPETITION STRUCTURE, MATCH RULES & GAMEPLAY SETTINGS

C1. COMPETITION STRUCTURE

Lobby Seeding

For the first round of each Event, teams will be randomly seeded into lobbies. For all subsequent rounds, teams will be seeded into lobbies using the snake draft method based on their performance in the previous round.

- **Round 1:** Teams will be assigned to each lobby at random.
- **Round 2:** Teams will be assigned to lobbies using the snake draft method, based on the points they earned in Round 1.
- **Round 3:** The remaining 24 teams are assigned to the same lobby.

C2. MATCH RULES

Round Structure & Advancement

Each Event will conform to the same round structure:

- **Round 1** - 4 lobbies of 24 teams (96 teams)
 - 4 Battle Royale matches
 - Top 12 teams from each lobby advance to Round 2
 - Teams finishing 13th or lower in each lobby are eliminated from the Event
- **Round 2** - 2 lobbies of 24 teams (48 teams)
 - 4 Battle Royale matches
 - Top 12 teams from each lobby advance to Round 3
 - Teams finishing 13th or lower in each lobby are eliminated from the Event
- **Round 3** - 1 lobby of 24 teams (24 teams)
 - 6 Battle Royale matches

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

Tiebreakers

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

1. Highest single-match score.
2. If still tied, next-highest single-match score (repeated until all matches within that round are compared).
3. If still tied, best single-match placement.
4. If still tied, next-highest single-match placement (repeated until all matches within that round are compared).
5. If no distinction can be made after comparing all of the above, the tie will be resolved by random draw.

C3. GAMEPLAY SETTINGS

Gameplay Mode & Map

All matches will be played in the Battle Royale mode on the Fort Lyndon map.

Default Server Locations

Each region will use the following default server locations unless otherwise determined by a tournament official during each Event:

- **APAC:** Singapore (asia_south)
- **EMEA:** Frankfurt (europe_central)
- **Americas:** North Virginia (north_america_east)

APPENDIX D: PRIZING

The Competition will award a total prize pool of \$150,000 USD in global prizing. Prizing will be distributed across all three (3) Regions, with each Region awarding \$50,000 USD.

Prizes will be awarded only to the top eight (8) finishing Teams (per Region) for each Event. The prize pool will be awarded to finishing Teams for each Event and Region as follows:

CASH CUPS PRIZE DISTRIBUTION PER REGION							
CASH CUP #1			CASH CUPS #2-3			CASH CUP #4	
Placement	Prize Money		Placement	Prize Money		Placement	Prize Money
1st	\$2,000		1st	\$4,000		1st	\$10,000
2nd	\$1,200		2nd	\$2,400		2nd	\$6,000
3rd	\$700		3rd	\$1,400		3rd	\$3,500
4th	\$400		4th	\$800		4th	\$2,000
5th	\$250		5th	\$500		5th	\$1,250
6th	\$200		6th	\$400		6th	\$1,000
7th	\$150		7th	\$300		7th	\$750
8th	\$100		8th	\$200		8th	\$500
Total	\$5,000 (x1)		Total	\$10,000 (x2)		Total	\$25,000 (x1)
\$50,000 USD PER REGION							

The prize amount will then be divided equally between all Competitors who participated in the match.