SAFA eCUP 2023

TOURNAMENT REGULATIONS

SOUTH AFRICAN
FOOTBALL ASSOCIATION

PREAMBLE

1. South Africa's national qualifying event ("**MA eTrophy**") for FIFAe Nations Series 2023 ("**FeNS23**") will be called "SAFA eCUP 2023" ("**Tournament**").

2. The Tournament is a FIFA-approved competition of the South African Football Association ("**SAFA**").

3. The SAFA eCUP 2023 Regulations ("**Regulations**") shall govern the rights, duties, and responsibilities of SAFA and the Teams/Athletes taking part in the Tournament.

4. These Regulations and all without limitation related directives, decisions, guidelines and circulars issued by SAFA shall be binding upon all persons participating and involved in without limits the preparation, organisation and hosting of the Tournament including but not limited to Athletes, organisers, hosts, team members, administrators and technical experts ("**Tournament Staff**").

5. The Tournament is fully compliant with the General Terms and Conditions at all times for MA - Operated Events set forth in FIFAe Nations Series 2023 Competition Regulations ("**FIFA Regulations**") issued by FIFA.

DEFINITIONS

1. **Referee/Referee Team:** representatives of FIFA responsible for the performing match-related duties for the duration of the Tournament.

2. **Athletes:** Gamer athletes who will be participating in the Tournament;

3. **Double Elimination:** a format of elimination tournament in which an Athlete gets moved to the Lower Bracket on losing one match, and on losing a second match is eliminated from the Tournament.

4. **Single Elimination:** a format of elimination tournament in which an Athlete gets eliminated on losing one match from the Tournament.

5. **FIFAe National Squad:** consists of a minimum of 2 and a maximum of 10 Athletes selected by SAFA over the course of the FeNS23, that may be changed at the discretion of SAFA.

6. **FIFAe National Team:** a team made of Athletes selected by SAFA from the FIFAe National Squad to represent the National Team in FIFAe Friendlies and various stages of the FIFAe Nations Series.

7. **Fifa.gg:** means the online platform used for Tournament management.

8. **Participating Athlete:** An individual Athletes participating in the Tournament

9. **Tournament –** The SAFA eCUP 2023.

1. MODE OF COMPETITION

1.1. The Tournament will be an online-only qualifiers type of tournament.

1.2. The Grand Finals of 16 qualifying Athletes will be operated as an offline event with in-person attendance, this shall be in place unless otherwise decided by SAFA

1.3. The Tournament shall be played on 1v1 mode contested by Participating Athletes.

1.4. Individual Athletes shall not identify themselves as any endemic esports team or football club until the Grand Final stage.

1.5. The Tournament will be a PlayStation Tournament played on PS5 using the PS5 version of EA SPORTS FIFA 23 game.

1.6. **Format and Bracket**

1.5.1 The Tournament will feature a single elimination knockout format in the 1st two rounds producing the 8 finalists, the second 8 finalist will be selected by finishing in the top 8 in the FGS (FIFA GLOBAL SERIES 2023 operated by EA);

1.7. **Competition System**

a) The Tournament shall be played using FUT Competition Mode of the game.

b) FIFA shall enable the FUT Competition Mode in the gaming accounts of the Athletes on request.

c) Each round of the Single Elimination bracket will have Best Of Three (3) match-ups and the number of games won will determine the winner of each matchup.

d) Each game must produce a winner, in the event of a tie in the aggregate score at the end of normal time (90 min + injury time) in each game, the match shall move into extra time (2 periods each of 15 min duration + injury time) and if required, penalty shootout to decide the winner.

1.8. **Tournament Schedule**

a) Dates

- **February 4:**
  Semi-Finalists (4 Athletes) qualify for the Grand Finals
- **March 1:**
  FIFA Global Series top 8 (8 Athletes) qualify for the Grand Finals
- **March 5-6:**
  Semi-Finalists (4 Athletes) qualify for the Grand Finals
- **March 25:**
  Grand Finals of 16 Athletes

b) Time of commencement of the matches shall be updated on fifa.gg after the completion of registration and seeding procedure.

c) The date and time of commencement of any match is subject to change. SAFA retains the final discretion to amend the match schedule at any time without giving any reason to the Athletes.

2. ELIGIBILITY OF ATHLETES

2.1. The Participating Athletes must:

a) Be at least 16 years of age on the date of start of registration for the Tournament and have a full (not underage) EA account in South Africa. Athletes under the age of 18 shall produce a consent letter from the parent or legal guardian for participation as and when requested by SAFA;

b) Be registered via FIFA.GG and have created their official Athlete account;

c) Own or have access to FIFA23 and its online features on a PlayStation 5 platform;

d) Have a valid PSN ID which shall remain unchanged until the end of the tournament, unless a change is requested by SAFA or FIFA or EA SPORTS;

e) Be a resident in South Africa;

f) Not have represented any other FIFAe National Team as part of any FIFA esports competition held under the auspices of FIFA;

g) Hold a valid government-issued ID proof (or a South African passport) proving the South African Nationality, at the time of registration for the Tournament.

h) Not be in breach of these Regulations at any stage of the Tournament or any other rules or regulations governing any FIFA esports competition or event held under the auspices of FIFA or EA SPORTS (as determined by FIFA acting reasonably), which include, without limitation, any sanction from the EA SPORTS FIFA 23 Global Series.

3. REGISTRATION

3.1. During the registration for the Tournament, the Participating Athlete shall provide his/her necessary information and accept the Terms and Conditions on the Tournament management platform and/or the online registration form.

3.2. The Participating Athlete qualified for the Grand Finals shall submit all the necessary forms, identification documents and studio quality photographs to SAFA within the specified deadlines notified to the Athletes by SAFA.

3.3. After verification of the documents, the Athlete is deemed eligible to participate, shall be invited to register in the Tournament management platform.

3.4. Athletes deemed ineligible and their respective Teams shall not be considered further in the registration process.

3.5. No entry fees shall be charged from the Athletes for participation in the Tournament.

3.6. The decisions made by SAFA regarding the participation shall be final and binding upon all Athletes.

3.7. **Registration dates**: Registration window for the Tournament shall be 12th December 2022 to 31st January 2023.

3.8. The registration dates are subject to change and SAFA retains the final discretion to amend the registration period at any time without giving any reason to the Athletes.

4. GAMEPLAY

4.1. Athletes must play each match-up using the FIFA Ultimate Team (FUT) Competitive game mode or any other game mode communicated by SAFA.

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4.2. All games will use FUT Competitive mode default settings unless otherwise notified by SAFA, with:

a) Half Length: 6 minutes
b) Controls: Any
c) Game Speed: Normal
d) Substitutions follow the in-game mechanisms
e) Custom tactics are allowed
f) Custom formations are not allowed
g) Camera: Tele Broadcast
h) Audio guide instructions must be checked before each game
i) HUD: Player Name & Indicator
j) Player Indicator: Player Name
k) Time/Score Display: On
l) Radar: 2D
m) Gamertag Indicator: IN GAME PLAYER

n) Scrolling Line Ups: On
o) Commentary Volume: 0
p) Stadium Ambience: 8
q) Music Volume: 0
r) Tactical Defending Required
s) Pause Rules governed by in-Game mechanics
t) Trainer must be turned off

4.3. **Tournament Server:** Johannesburg server should be used by the Athletes for all matchups.

4.4. **In-game Squad Building Requirements:** The in-game squad of any Participating Team must adhere to the squad-restrictions as communicated by SAFA from time to time.

4.5. The Athletes are required to check their opponents' squad during the upcoming squad screen and report any issues immediately. Teams finding an incorrect squad should take a picture of the invalid squad and immediately contact the Referee appointed by FIFA. If a Game is played with incorrect squad/settings, then the Game score will stand up until a Referee was informed.; and

4.6. All sanctions related to an incorrect squad/settings will be decided by the Referee appointed by FIFA following the standard procedures defined by FIFA.

5. TOURNAMENT OPERATIONS

5.1. Fifa.gg will be the online platform used for Tournament management.

5.2. Bracket management, game scheduling, result reporting and dispute resolutions shall be carried out through the Fifa.gg platform.

5.3. Referees from FIFA shall decide on matters including but not limited to match-related disputes, match interruption, connection issues, delays, no show, game forfeit and squad related complaints.

5.4. Participating Athletes must be active on the Competition Platform 30 minutes before the official start time and ready to play 10 minutes before the scheduled kickoff time of the first Game. If an opponent has not arrived within 10 minutes before the scheduled time, Participating Athletes are required to contact a Referee on the Matchup chat of the Competition Platform and report the delay. For all consecutive Rounds of one competition day, Participating Athletes need to be ready to play at least 10 minutes before the scheduled kickoff times. Participating Athletes are required to continue to be available to the Referees in case of any delays that may occur and to be ready to play at any time after communicating a later kickoff time.

5.5. **Reporting Scores**:

a) The Team on the on the left side of the match lobby must report the score of both the legs along with a screenshot. The process of taking a screenshot on the console is explained in this article;

b) The Team on the right side of the match lobby shall confirm/veto the result entered by the other team, within the time period allotted.

c) If both Teams are disputing the result and neither can provide suitable evidence, both Teams may be given a default loss.

5.6. **Connection issues**:

a) NAT Type

i. Athletes should check their NAT Type before competing, this can be easily accessed from the console network settings;

ii. Athletes should compete on NAT TYPE 1 (OPEN) or NAT TYPE 2 (MODERATE);

iii. If NAT TYPE 3 (STRICT) is used, the Athlete may be unable to connect to opponents and/or fail to hold a strong connection for a competitive game, leading to an automatic match loss or disqualification from the Tournament;

iv. The Athletes may be asked to provide the proof of their NAT Type by Admins in the case of a connection failure. Failing to do so will result in a Disqualification. Athletes may read instructions on how to change their NAT Type 'here'.

b) Communicating connection issues

i. If the Teams are unable to connect to their opponent, they must both contact Tournament Referee, within fifteen (15) minutes of the start of the stage. Failure to do so will result in both Athletes receiving a loss;

ii. The Athletes are required to follow these actions immediately once Admin contact has been made:
Step A: Teams should swap who invites;
Step B: Athletes of BOTH Teams must Restart Internet Modem, if Step A did not work;
Step C: Athletes of BOTH Teams must Restart Router (if connected), if step A or step B did not work; and

iii. Repeated connection issues in the same match may lead to a loss for both Teams being applied at the discretion of the Tournament Admin Team.

5.7. **Match interruption**

a) In the case of any interruption to a match, such as a disconnection from the match or servers, the Teams must first make note of this in the Match Chat before making a new match and playing on from the time remaining in the match before interruption;

b) If a Game is interrupted, for example, by being disconnected, it must be resumed at the time of the disconnect.

i. The score, the minutes played at the time of the interruption, the Participating Team in possession of the ball, and the score shall be noted and communicated with the Referee for evaluation.

ii. The Game will be resumed at the time of the interruption and with the appropriate score. Possession shall be awarded to the Team who was in control of the ball at the time of the interruption.

iii. The Teams are obliged to reconstruct the situation as best as possible when the Game was interrupted or as instructed by the Admin. The default restart situation shall always be a Kickoff situation. This includes that the Teams must enter the remaining time of the Game with the same in-game line-up and in-game items as at the time of the interruption. The in-game player must be the same as they were at the time of the interruption. The substitutions already made by both Participating Teams at the time of interruption shall remain valid when the Game is restarted. For example, suppose a Team has already made five substitutions at the time of the disconnection. In that case, the Team may not make any more substitutions after the resumption of play and is required to recreate the same substitutions as before to restart the interrupted Game.

c) If one or both Participating Teams have received one or more red and/or yellow-red cards in the interrupted Game, the following procedure will be applied:

i. Yellow cards from the interrupted Game are disregarded.

ii. The Game will be resumed 10 in-game minutes prior to the interruption time. The Team who has the home right in the interrupted Game is responsible to set the corresponding correct game time in the game settings.

iii. The Participating Team(s) must recreate the red card in those 10 in-game minutes with the in-Game player(s) who received a red card in the interrupted Game.

iv. The Game may not resume in regulation until the 10 in-game minutes have elapsed and the remaining Game time starts. The Team who was in possession of the ball at the time of the interruption must restart the play from their half.

v. If either/both Participating Team(s) score a goal in the restarted Game before the red card situation from the interrupted Game has been recreated, those goals will be forfeited.

d) The Participating Team is responsible for verifying that the opponent has made the correct adjustments and, in the event of any violations, must immediately provide the Referee with proof via the Competition Platform that clearly indicates that the opponent has violated any of the items listed in this Section. Reports must happen immediately, as otherwise, they will not be considered.

e) Multiple interruptions of a match may lead to a Referee decision being required to determine the result of the round. This decision is up to the discretion of the Referee Team and based on information available to the Referee at that time.

6. MEDIA

6.1. The Athletes should record each match-up in its entirety using the built-in recording function on PS5.

6.2. The recorded game footage should be uploaded by the Athletes to their personal online Drive and the video link (without access restriction) should be sent via E-mail to the SAFA Gaming (info@safa.gg) by both the Athletes (winner and loser) of the match-up, clearly indicating the match-up number, round, stage, opponent and Final Score in the E-mail. This shall be done WITHIN 2 HOURS OF THE COMPLETION OF THE MATCH-UP. This shall apply to all the stages, including the ones livestreamed. The recordings must also be saved by the Team until the end of the Tournament.

6.3. In the event where a Team does not send the footage within 2 hours after the completion of the match-up as required, SAFA shall have the right to refer the matter to its Disciplinary Committee for its

decision, which may extend to banning the defaulting Athlete from future participation in SAFA related e-sport events.

6.4. The Athletes of the Participating Teams shall share their images, as and when requested, for use without limitation in SAFA's website, social media content, newsletters and brochures. The Athletes shall grant SAFA the rights necessary to use their images for without limitation, any future promotional events, training videos or commercial exploitation through the Tournament. The Athletes shall be required to provide their express consent for the same to SAFA during the registration for the Tournament.

6.5. No FIFA23 game asset from the Tournament shall be used separately by any Athlete for distribution over social media.

7. STREAMING

7.1. All match-ups until and including the Semi Finals are intended to be streamed on fifa.gg and/or SAFA's Social Media channels, subject to the streaming capability of the Athletes.

7.2. The Round 1, Round 2 and the Grand Finals will be streamed across SAFA's Social Media channels.

7.3. The Athletes shall share their gameplay as well as their camera feed using the streaming software and hardware suggested by SAFA.

7.4. Detailed instructions for setting up the stream will be provided to the Teams by SAFA.

7.5. The Athletes shall not stream their gameplay publicly during any stage, to their personal social media page/website or on any other locations or platforms, whether online or otherwise.

8. EQUIPMENT AND CONNECTION

8.1. It is recommended to connect the console and the streaming setup to TWO different internet connections to ensure that the gameplay is not affected by the streaming data. Both the connections should be WIRED connections (DSL, Cable Modem, Fiber etc.); use of wireless/mobile internet

connection is strictly prohibited. The internet speeds required for the wired connections are:
Connection for the console: Minimum 15 Mbps **Download**
Connection for the streaming setup: Minimum 15 Mbps **Upload**

8.2. In the event the Athlete decides to connect their console and streaming setup to a common internet connection, the minimum internet speeds required for the connection are 25 Mbps **Download** and 25 Mbps **Upload**.

8.3. A Connection Score of 65 or above as per the EA Connection Quality Report Tool is mandatory, else the Athlete and their Team may be debarred from participating in the Tournament.

8.4. The Athletes are obliged to provide a screenshot of their internet speeds and connection score whenever asked for by SAFA or the Referees.

8.5. The Athletes should arrange a video capture card and a computer with a webcam (in-built or external) for streaming of the Key Matches.

8.6. Only wired headsets/earphones with microphone should be used during the Tournament.

8.7. Ethernet cables should be mandatorily used to connect the equipment to internet (and not Wi-Fi) to ensure a steady internet connectivity.

9. PRIZE POOL

9.1. The total prize pool of the competition will be R100 000.00.

9.2. The winning Athlete of the Grand Final match shall be awarded R40 000.00.

9.3. The runner up Athlete of the Grand Final match shall be awarded R20 000.00

9.4. The Third-placed Athlete shall be awarded R10 000.00.

9.5. The Athletes will be entitled to the prize money only if the Athletes show up and complete all the matches of their qualified stages and fulfil all their obligations towards SAFA, which shall include

without limitation full compliance with these Regulations as well as with any other directives issued by SAFA. Also, Disqualified Teams and their Athletes will not receive any prize.

9.6. TAX or VAT as per applicable rates by South African government will not be deducted but Participating Athletes have the obligation aligned to their tax bracket.

10. FIFAe NATIONS SERIES PARTICIPATION

10.1. The Athletes shall agree explicitly, during the registration process of the Tournament, to take part in the FeNS23 if selected, which may involve overseas travel, e.g., for the FIFAe Nations Cup 2023.

10.2. In the event the current FIFAe National Squad qualifies for the FIFAe Nations Playoff 2023 through the FeNOQ Play Ins, only the medalist (Gold, Silver & Bronze) Athletes of the SAFA eCup 2023 qualifies to the FIFAe National Squad for the remainder of the FIFAe Nations Series 2023.

10.3. In the event the current FIFAe National Team does not qualify for the FIFAe Nations Playoff 2023 through the FeNOQ Play Ins, the medalist (Gold, Silver & Bronze) Athletes of the SAFA eCup 2023 qualifies to the FIFAe National Squad for the remainder of the FIFAe Nations Series 2023.

10.4. If any the medalist (Gold, Silver & Bronze) Athletes of the SAFA eCup 2023 is already a part of the current FIFAe National Squad, the qualification spot(s) will not be given to the Athletes of the next best team in the Tournament, unless otherwise deemed necessary for the FIFAe National Squad selection, which shall be at the sole discretion of SAFA.

10.5. Being part of the FIFAe National Squad does not guarantee selection to the FIFAe National Team nominated for any stage of the FIFAe Nations Series 2023. Selection to the FIFAe National Team to be nominated for each stage of FeNS23 shall be done in a fair and skill-based manner, collectively taking into consideration the performance of the Athletes in the internal matches played between the FIFAe National Squad members, SAFA eCup 2023, FIFAe Friendlies and FIFAe Nations Series 2023 matches.

10.6. The selected Athletes, if found to have violated the SAFA Tournament Regulations at any stage of the Tournament, shall be replaced by the next eligible Athlete(s) for the Tournament, as determined by SAFA.

10.7. SAFA retains the final discretion in the selection of Athletes to the FIFAe National Squad and the nomination of the FIFAe National Team for any stage of FeNS23 without giving any reason to the Athletes.

11. WITHDRAWAL & CANCELLATIONS

11.1. Entrant Teams as per these Regulations, are not generally permitted to withdraw from the Tournament after completion of their registration process for the Tournament. The same can be done however, after notifying the SAFA. Notification of such withdrawal must be given at least 48 (forty- eight) hours before a scheduled match of that Team, to the SAFA, whatever the reason. The SAFA, through its Disciplinary Committee, may take appropriate disciplinary measures against any Team and its Athletes withdrawing from the Tournament either post registration or mid Tournament on a case-to-case basis. Notification of withdrawal by an Athlete from the Squad after being selected to represent South Africa in FeNS23 through this Tournament, may attract disciplinary measures being taken against such Athlete by the SAFA Disciplinary Committee.

11.2. This Tournament or any part of it may be cancelled for any reason at any time by SAFA. Entrants will be given a minimum of 12 (twelve) hours' notice in the case of cancellation. This Tournament or any part of it may also be rescheduled for any reason by SAFA. Entrants will be given a minimum of 12 (twelve) hours' notice in the case a rescheduling of the matches or the Tournament takes place.

12. FAILURE TO SHOW

12.1. If no notice of withdrawal has been formally provided by a Team, and in the event that such Team fails to show up for their match or login to the server at the designated time of his match, the Referees may take disciplinary measures against such Teams through its internal disciplinary process and notify that decision to SAFA.

12.2. The Athlete may also be sanctioned by the SAFA Disciplinary Committee, if the SAFA deems it necessary, depending on the circumstances of the Athlete and the decision of the Referees.

13. LIMITATION OF LIABILITY

13.1 Every participating Athlete's liability under these Regulations shall be determined by the applicable laws and in case of, without limitation, negligence, willful misconduct, defamation of the name or

goodwill of SAFA, violence or non-sportsman like behavior on the part of any Athlete or his representatives, appropriate damages shall be claimed by SAFA from such Athlete.

13.2 SAFA's liability will be restricted only to its obligations under these Regulations i.e. those related to the organization, hosting, administering and supervising the Tournament. SAFA shall not be liable to pay any monetary amounts whatsoever, at any point to any Athlete or third party. No Athlete participating in the Tournament or his representatives or any other third party claiming under or on behalf of the Athlete, shall ever claim any monetary amount from the SAFA or without limitation its affiliates, associates, staff, personnel or contractors in any manner whatsoever.

14. CONFIDENTIALITY & DATA PROTECTION

14.1 In order for SAFA, the Athletes and the Tournament Staff to perform their roles and obligations as per these Regulations, it may be necessary for them to provide each other with confidential information regarding and not limited to their business practices, personal information, development plans, strategies, club related information and future events ("**Confidential Information**").

14.2 SAFA, the Athletes and the Tournament Staff shall use any and all information obtained as a result of performance of their roles and obligations as per these Regulations, only in the best interests of the other remaining persons/entity(ies) herein and shall not use it in an unethical manner or for the benefit of any person or entity other than SAFA, the Athletes or Tournament Staff themselves, or disclose such confidential information without the written authorization of the other remaining persons/ entity(ies) , either during or after the redundancy of these Regulations, unless expressly required to do so under the law.

14.3 SAFA, the participating Athletes and the Tournament Staff may be required to collect, use, transfer, store or otherwise process (collectively "**Process**") any SAFA's or the Athlete's or a third party's information or data that can be linked to without limitation specific individuals, gaming styles, manner of operation, relationship with other agencies and future strategic plans ("**Private Data**"). SAFA and the Athletes, including all those representing through them or under their name, will be required to Process the Private Data in accordance with the applicable laws and professional regulations in this regard and will at all times, adopt the best practices to fully protect such Private Data and will refrain from divulging any such Private Data to any interested third parties either during or after the non-enforceability of these Regulations, unless expressly required to do so under the law.

15. COMMERCIAL AND INTELLECTUAL PROPERTY RIGHTS

15.1. All commercial rights whatsoever including but not limited to all sponsorship, merchandising, licensing, digital, marketing and media rights related to the Tournament, are exclusively owned and controlled by and therefore, shall be exploited SAFA.

15.2. SAFA shall be free to contract with any sponsor that it may see fit and the Athletes or their representatives or teams shall not have any right to object to the sponsor chosen by SAFA to partner with, for any reason whatsoever. SAFA may enter into any type of agreement with its sponsor or partners for fully exploiting its commercial rights under these Regulations and earning revenue from the same in any form.

15.3. No participating Athlete, his team or representatives of any kind shall be permitted to do anything which causes an infringement upon the registered trademarks, logos, word mark or any other intellectual property right owned SAFA. If any Athlete his team or representatives are found to have infringed upon SAFA intellectual property(ies), then SAFA shall take appropriate legal recourse against such Athlete and/or his representatives and may also take disciplinary measures against them to the extent of their dismissal from the Tournament.

15.4. Any Athlete or his sponsor or his team's sponsor wishing to engage in any promotional or marketing activities with respect to the Tournament, including advertisements and other promotional material, either before or during the Tournament, will need prior written consent from SAFA, which may be granted or withheld at SAFA's sole discretion.

15.5. The Athletes are required to take all measures to protect their intellectual property rights, however such Athletes must ensure that none of their intellectual properties conflict with those of SAFA in any way. SAFA shall not be responsible for the infringement of any Athlete's or his representative's, club's or associates' intellectual property being infringed by other Athletes or other third parties either during or before the Tournament.

15.6. Athletes are expressly prohibited to display any brands or promotions through their imagery or through their camera feed during livestreams. Their apparel and equipment should be free of any personal sponsorship branding as well as that of the esports team or organization they represent.

15.7. The Athletes shall neither use, exploit or distribute SAFA's Intellectual Property Rights nor shall they permit any third parties to do so or assign to them any such rights without acquiring the express consent of SAFA for the same in writing.

16. DISCIPLINARY MATTERS

16.1. An Athlete/ may raise a protest regarding any disciplinary conduct other than the ones specified in article 5.3 against a fellow Athlete, Participating Team, SAFA or Tournament Staff at any point during the Tournament. Such protest is required to be raised by the aggrieved Team/Athlete, within a period of 2 (two) hours after the conclusion of that Team/Athlete's match. Such protest shall be in written form and submitted to SAFA for further investigation and, if deemed necessary by SAFA, a decision may be passed by its Disciplinary Committee.

16.2. In relation to the protest raised by an Athlete, the SAFA Disciplinary Committee after investigating the matter shall pass a decision which, if found legitimate, shall at the maximum extend to the dismissal of the person(s) protested against either with or without the imposition of appropriate fines and in case of SAFA itself, an appropriate sanction as per the provisions of the SAFA Disciplinary Code may be applied.

17. GENERAL TERMS AND CONDITIONS

17.1. By entering the Tournament, the Athletes accept and agree to abide by these Regulations as well as the general terms and conditions set forth by FIFA and EA SPORTS for such e-sports tournaments.

17.2. **Conduct contrary to the Integrity**

The Athletes at all times during the registration period and during the Tournament itself:

a) Refrain from engaging in any conduct contrary to the integrity and sporting ethics towards SAFA representatives, Tournament Staff or other Athletes or viewers, and

b) Abstain from making or displaying without limitation hate speech, offensive behavior, or spew verbal abuse related to without limitation, sex, religion, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, age.

17.3. Athletes should not display any political statements on their apparel, equipment or anywhere else during the Tournament and especially when that Athlete's match is being livestreamed.

17.4. **Other unsporting and prohibited activities:** Other unsporting and prohibited activities include but are not limited to:

a) Exploitation of bugs in the game;

b) Interfering with or interrupting the gameplay and/or broadcast;

c) Attempt to deceive officials and Referees with wrong statements and information;

d) Use of cheats or hacks to influence gameplay;

e) Spamming on the communication channels;

f) Collusion and match-fixing to pre-determine the outcome of a match and agreeing to split the prize money;

g) Gambling, including betting on the outcome of matches;

h) Corruption and bribery, and

i) Doping, use of alcohol and display of smoking during livestreams.

17.5. **Sanctions**

17.5.1 SAFA and/or FIFA Referees depending on the nature of the case, have the right to sanction any Athlete in the Tournament at any stage, upon having found out that such Athlete is in contravention of the provisions of these Regulations.

17.5.2 Sanctions may include, but are not limited to any of the following:

i. Warning;

ii. Final Warning;

iii. Forfeiture of single match;

iv. Forfeiture of all matches;

v. Loss of prizes and qualification;

vi. Suspension from the Tournament; and

vii. Disqualification from future SAFA events

17.6. **Governing Law, Jurisdiction and Compliance**

17.6.1 The Tournament shall be operated in compliance with all applicable local and national laws of South Africa.

a) Such compliances shall include but not limited to any registration requirements with relevant sports or gaming licensing bodies, any binding guidance or other regulations and/or restrictions relating to the COVID-19 outbreak, any applicable security and/or health and safety regulations, any regulations governing the payment of prize money, any and all tax codes, legislation and regulations and/or any export control and sanctions laws and regulations of South Africa ; and

b) In case any objection or dispute of civil or criminal nature is sought to be resolved through the judicial system, the applicable law shall be the laws of South Africa and the Courts at Gauteng shall have the exclusive jurisdiction to hear such matters. This sub-Article shall survive the termination, cancellation or expiry of the Tournament and/or these Regulations.

Dr. Danny Jordaan
President.

Adv. Tebogo Motlanthe
Secretary General/CEO