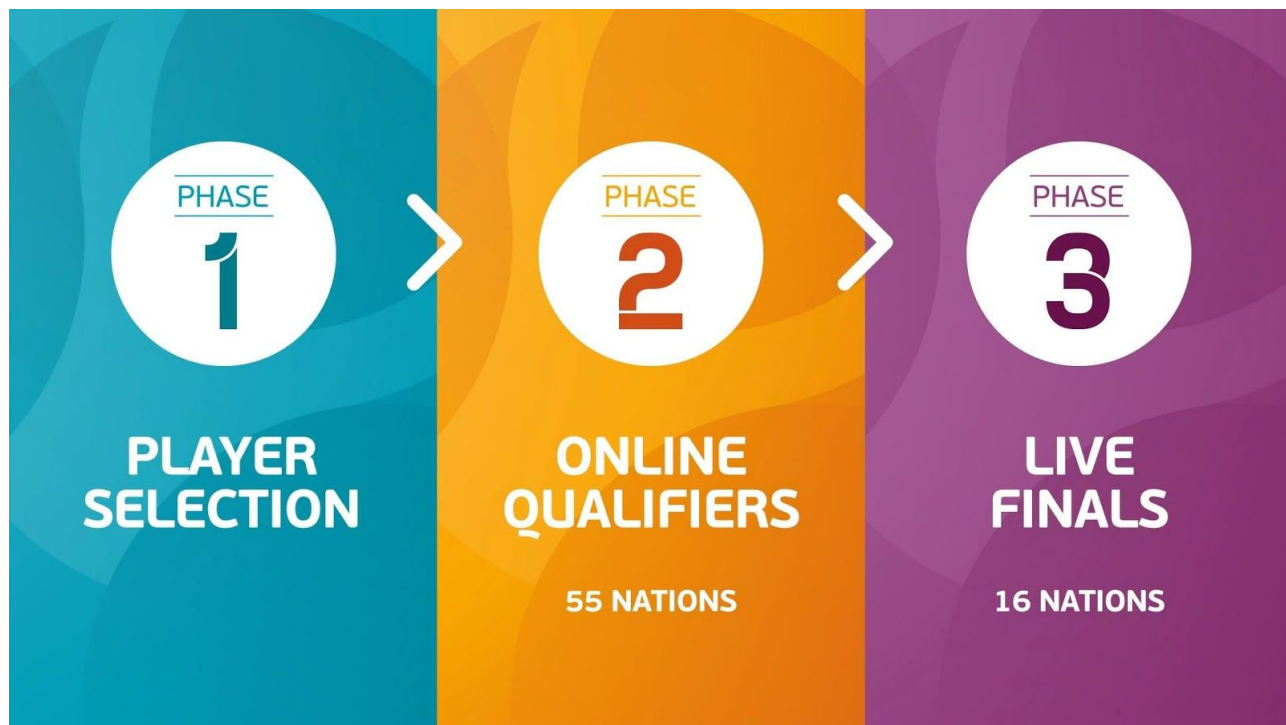# UEFA eEURO 2021 eTournament

Online Qualifiers and Live Finals (Phase 2+3) Rulebook

1. Overview

NO PURCHASE NECESSARY.

The UEFA eEURO 2021 eTournament ("Competition") is sponsored by UEFA and operated by ESL Gaming ("ESL").

The Tournament is a video game competition conducted using eFootball Pro Evolution Soccer 2021 ("PES 2021") for the PlayStation 4 console.

Participants must sign up to 'ESL Play' using the integrated PlayStation tournament app or at the official Competition website (https://www.eEURO2021.com/). Participants who meet the eligibility requirements in the Player Eligibility section below (individually a "Player" or "Competitor" or "Participant") must also (1) own or have access to the European version of PES 2021 on PlayStation 4; (2) have a valid PSN ID; (3) be a passport holder of the country of the National Football Association you wish to represent ("NA"); and (4) have a valid PSN+ subscription.

2. Player eligibility

All players competing in the UEFA eEURO 2021 Tournament must comply with the following:

- Players must link their PSN ID with their ESL Play account through the PSN integrated tournament app, or on the official Competition website (https://www.eEURO2021.com/). Failure to do this before the commencement of the first ESL-run player selection tournament in which they are due to participate will result in disqualification of the Player from the Competition.

- Players must be a national of the country they wish to represent in the UEFA eEURO 2021 Tournament.*

- Players must be 16 years of age or older prior to the commencement of their first match. All players under the age of 18 must have a parent/legal guardian accompany them to any and all live events, as required by law.

Citizens residing in another country are eligible to compete in their home nation's qualifier if they provide evidence of their nationality (i.e., passport or national ID card) to the tournament administration before the commencement of the qualifier. This can be done by opening a support ticket (https://www.eeuro2021.com/support/add).

3. Player conduct

UEFA and ESL have a zero-tolerance policy on rude, abusive or violent behaviour. Any incidents of the aforementioned behaviour will be taken seriously, and sanctions will be given as appropriate by Tournament Officials.

Players are expected to play and act to the best of their ability at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behaviour will be penalised at the discretion of the Tournament Officials. Violating the player code of conduct can in the worst cases result in suspension or removal from the Tournament. The Tournament Officials maintain sole judgement for violations of these rules.

Players may not use obscene gestures, profanity, political and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. Tournament Officials reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and [Competition Discord](#) (or other communication) channels.

Any general disputes from a participating Player that they may have with the current operation of the Tournament should first be addressed by messaging a Tournament Official via [Competition Discord](#) or through the support and protest ticket channels. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.

4. Tournament structure

4.1 Player submissions

Teams must submit the players for all matches (best-of-2, best-of-3 and best-of-5) of each respective fixture no later than 30 minutes before the start of the first match. Failure to do this may result in penalties being levied against the teams.

4.2 UEFA eEURO 2021 eTournament Online Qualifiers (Phase 2)

55 National Teams will be placed into groups of five or six for promotion to the Finals (Phase 3).

Each national team will be drawn in groups on the basis of the UEFA eEURO2020 results, adhering to UEFA Executive Committee decisions which prevent certain teams from being drawn in the same group as other teams.

The total number of groups is 10: 5 groups of 5 National Teams, and 5 groups of 6 National Teams. Each National Team consists of 2, 3 or 4 players.

The group format will be "double round robin"*, where each National Team will play two fixtures against each of the other National Teams in their group. Each fixture will consist of 2 matches (home and away), with the aggregate score representing the fixture result.

Each member of the National Team has to play at least twice in this phase (Phase 2) of the tournament and no one player should play more than 50% of the total matches (8 matches for 5-teams groups, 10 matches for 6-teams groups). If this rule is not respected, for each player who fails to play the required number of matches, the national team will be deducted 3 points per match from the final score of points in the group. **At least 2 different players from each team must play in each fixture of the Online Qualifiers.****

Winning a fixture earns the National Team 3 points, a draw earns 1 point and losing earns 0 points. In the case that National Teams are tied on points after the final match of this phase, the following criteria will be applied (in order) to determine the ranking:

a. Greater number of points obtained in the fixtures between the teams in question.

b. Goal difference resulting from the matches between the teams in question (if more than two teams finish equal).

c. Greater number of goals scored in the matches between the teams in question (if more than two teams finish equal).

d. Goal difference in all the group matches.

e. Greater number of goals scored in all the group matches.

Note: there is no weighting given to "home" vs "away" goals/wins.

The winner of each group will qualify directly to the UEFA eEURO 2021 eTournament Live Finals (Phase 3).

4.2.1 Playoffs: UEFA eEURO 2021 eTournament Online Qualifiers (Phase 2)

The runner up from each group will then be drawn into 2 new groups of 5 teams. Once again, the group format will be "double round robin"*, where each National Team will play two fixtures against each of the other National Teams in their group. Each fixture will consist of 2 matches (home and away), with the aggregate score representing the fixture result.

Each member of the National Team has to play at least twice in this iteration of the double round robin, with not one player playing more than 50% of the total matches (8 matches). If this rule is not respected, for each player who fails to play the required number of matches, the national team will be deducted 3 points from the final score of points in the group. **At least 2 different players from each team must play in each fixture of the Playoffs.****

The point system and tiebreaker criteria remain the same as for the group phase. The top 3 teams in each of the two groups will qualify for the UEFA eEURO 2021 eTournament Live Finals (Phase 3).

Double Round-robin means all teams play against all other teams in the group twice.

** Should there be an emergency situation, in which a player is unable to play on a given day (e.g. due to illness, or similar), their teammates should inform Tournament Officials at least 6 hours (if possible) before the start of their first game. Each time can exercise this privilege twice during Phase 2.

4.3 UEFA eEURO 2021 eTournament Finals (Phase 3)

The 16 finalists will compete for the UEFA eEURO 2021 eTournament Champions title. The

finals consist of two parts: the Group Stage and the Knockout Stage.

4.3.1. Group Stage

The 16 National Teams competing at the Live Finals will be drawn into 4 groups of 4 teams, based on Phase 2 results, and UEFA eEURO 2020 results. Each group will play in a Dual Tournament bracket format (Double Elimination). Each fixture will be composed of 2 matches. The higher seeded team will be deemed to be the home team in match 1. The lower seeded team will be deemed to be the home team in match 2.
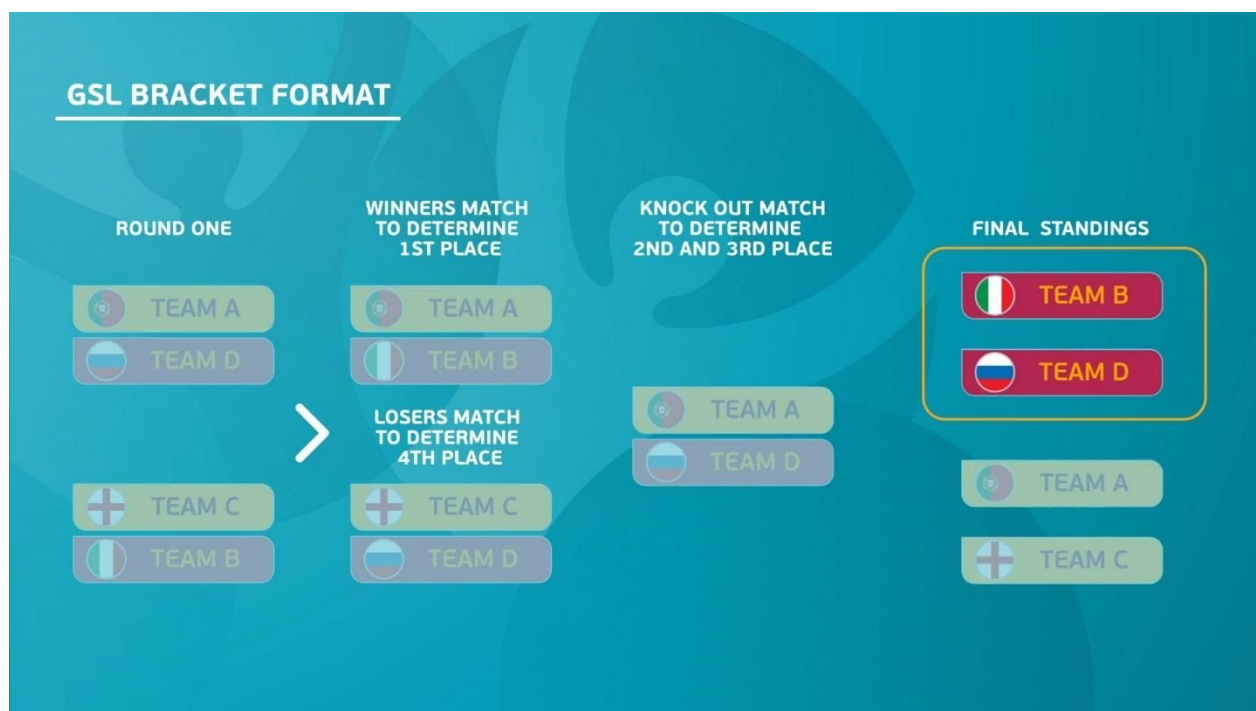
In the decider match (Lower bracket Final), the loser from the upper bracket will play as the home team in match 1 and the winner from the lower bracket will play as the home team in the match 2.

Matches will be played 1v1. **At least 2 different players from each team must play in each fixture of the Group stage**.

The order will be, as an example:

Player A plays match 1

Player B must play match 2

GSL BRACKET FORMAT

ROUND ONE	WINNERS MATCH TO DETERMINE 1ST PLACE	KNOCK OUT MATCH TO DETERMINE 2ND AND 3RD PLACE	FINAL STANDINGS
TEAM A	TEAM A		TEAM B
TEAM D	TEAM B		TEAM D
	LOSERS MATCH TO DETERMINE 4TH PLACE	TEAM A	
		TEAM D	
TEAM C	TEAM C		TEAM A
TEAM B	TEAM D		TEAM C

The scores of both matches will be added to calculate an aggregate score. The following is to be considered:

- If both matches end in a draw (the same number of goals in both matches for both teams), then the players from match 2 will go to extra time. If the score is still tied after extra time, the match will go to a penalty shootout to determine the winner.
- If both matches end in a win for one of the teams, but there is a tie in the total score (for example a 2-1 and 1-2 score), then a third match will be played with the Golden Goal rule (the first player to score a goal wins the fixture) by the winners of both matches. If, after regulation time, no goals have been scored, the match will go to a penalty shootout to determine the winner.

Example:

Player 1a from Team A won a match against Player 1b from Team B with a score of 2-1

Player 2a from Team A lost a match against Player 2b from Team B with a score of 1-2

In this case, players 1a and 2b will play the third match with the Golden Goal rule.

The top 2 teams in each group will progress to an 8 team single elimination bracket (i.e. the Knockout Stage).

4.3.2.   Knockout Stage

4.3.2.1.   Quarter & Semi-finals

The four group winners will be randomly drawn against a group runner-up that was not in their group in the previous stage. Each fixture with the exception of the Grand Final will be a best of 3 series. Matches will be played in 1v1 and 2v2 format.

In the quarterfinals, the higher ranked seed in the fixture will be deemed to be the home side for matches 1 and 3. The lower ranked seed will be deemed to be the home team for match 2.

In the semi-finals, the respective home and away side will be decided by a random draw. The first team drawn will be deemed to be the home side for matches 1 and 3. The second team drawn will be deemed to be the home side for match 2.

At least 2 different players from each team must play in each fixture. The order will be:

Player A plays match 1 of the best of 3

Player B plays match 2 of the best of 3

Any player can play match 3 of the best of 3 (if necessary).

In the best of 3, the scores of all matches are standalone, and there can be no draws. If, after regulation time, the score is a draw, the match will go to extra time. If the score is still tied after extra time, the match will go to a penalty shootout to determine the winner.

Matches from this stage of the competition onwards will no longer be played purely 1v1 (i.e. by individuals). Some will be played 2v2, where each national team will have two players of their team play alongside each other against 2 players of the opposing National team. See below for match format/order:

- 1v1

- 2v2*

- 1v1 (if necessary)

*Each national team will have to choose 2 players to play this match.

4.3.2.2.   Grand Final

The Grand Final will be a best-of-5 series.

The home and away side for the first match will be decided by a random draw. The first team drawn will be deemed to be the home side for matches 1, 3 and 5. The second team drawn will be deemed to be the home side for matches 2 and 4.

In the best of 5, the scores of all matches are standalone, and there can be no draws. If, after regulation time, the score is a draw, the match will go to extra time. If the score is still tied after extra time, the match will go to a penalty shootout to determine the winner.

The match format/order will be:

- 2v2
- 1v1
- 2v2
- 1v1 (if necessary)
- 2v2 (if necessary)

5. Tournament guidelines

5.1 Phase 2 Tournament guidelines

5.1.1.   Rescheduling matches

During Phase 2, the announced starting time for the matches can be moved 30 minutes in either direction if both teams agree on the new starting time. This agreement has to be posted into the official tournament [Competition Discord](#) group stage channel for everyone to see.

5.1.2.   No Show

Each player has **15 minutes** to show up to a match. (Time from scheduled time +15 minutes). Not showing up within 15 minutes results in a default loss.

During the UEFA eEURO 2021 eTournament Online Qualifiers (i.e. Phase 2), the tournament system will automatically assign a win to the team that was on time and these wins cannot be

protested.

5.1.3.   Match operation procedure

During the UEFA eEURO 2021 eTournament Online Qualifiers (i.e. Phase 2), teams will use the Konami tournament system. Matches are to be played on the Konami tournament system and results need to be entered into the eEURO tournament page at https://www.eeuro2021.com/. For a detailed guide on how to enter and play the in-game tournament please check out this link.

5.1.4.   Results

During the UEFA eEURO 2021 eTournament Online Qualifiers (i.e. Phase 2), teams are responsible for entering correct results on the UEFA eEURO 2021 eTournament platform via the website or by reporting their score to the tournament admin on the dedicated Competition Discord channel for their designated group.

All players must take a screenshot at the end of the match, where the correct results can clearly be seen together with nicknames of the players. These screenshot(s) must then be uploaded to the match page on the UEFA eEURO 2021 eTournament website. If a player has a conflict in the match, he/she is advised to contact Tournament Officials directly on Competition Discord.

For communication with other players, competitors and Tournament Officials, please use the official Competition Discord group channels. This is especially important in case of match time rescheduling and match player confirmation, so the respective Tournament Officials and all competitors are made aware of the situation.

5.1.5.   Match Media

All match media (screenshots and videos) must be kept for at least 15 days.

Participating players should upload match media from their match as soon as possible. Faking or manipulating match media is strictly forbidden and will result in severe penalties at the discretion of the ESL Tournament Officials.

5.1.6. Screenshots

Both participants are responsible for ensuring that screenshots of match results are uploaded. The screenshots must contain the nickname of both participants and the match result.

It is highly recommended that players take screenshots of disputable situations (such as disconnects, game settings problems, etc). These screenshots can and will be used as evidence in the case of a dispute by Tournament Officials.

5.1.7. Match Changes

Tournament Officials may, at their sole discretion, change the start time of a match. Tournament Officials will notify all involved players about such a change at the earliest possible convenience.

All matches must begin as soon as they are assigned.

Any delay to the start of a match may result in a disqualification of the player(s) who did not show up in time.

All visible match times are the intended start time. Players must start their matches as soon as their opponent appears.

Potentially clarifying examples:

A) *The start time of the match between player A and B is 17:00 CEST. However, both players have already finished their previous matches at 16:30. In this case, the Tournament Official may ask the players to start their match earlier than planned, should it be reasonable to do so.*
B) *The start time of the match between player A and B is 17:00 CEST. As a result of delays, players end their previous matches at 17:30. In this case, players must start their match as soon as possible. Communication must be upheld with Tournament Officials and normal communication procedures apply.*

5.1.8. Rule Enforcement

Tournament Officials reserve the right to make exceptions/interpretations to rules outlined in this document at their discretion.

The Tournament Officials may change these rules at any time without prior notice.

5.1.9. Game Preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match may lead to a disqualification if not handled correctly. Agreements between the players must be communicated to Tournament Officials via Competition Discord, so that they are aware of the situation. If a player experiences connection problems (either connecting to the game, inviting the other player, or in the game itself), they are required to immediately pause the game and raise the issue with Tournament Officials via Competition Discord. They must also provide admins with a screenshot of their PlayStation Console NAT settings (Tutorial: http://esl.gg/Tutorial-NAT-Type).

5.1.10. Disconnects

During the UEFA eEURO 2021 eTournament Online Qualifier (i.e. Phase 2), in case a game is disconnected before the match is finished, the match should be restarted using the backup tournament available in the Konami in-game tournament system. Any result from the previous match is counted, the match will be continued and played with whatever time was remaining at the time the disconnect occured. If there is a dispute regarding time remaining, both players should speak to a Tournament Official immediately to raise the issue. In case the other player then also disconnects, both players should go back to the original tournament and try again.

In all disconnect cases please contact Tournament Officials immediately in the tournament Competition Discord.

In case the same player disconnects twice, their match will be considered a forfeit in favor of the other team with a score of 3:0.

Connection or hardware problems during a match may lead to a disqualification if not handled correctly. Agreements between the players must be communicated to Tournament Officials via Competition Discord, so that they are aware of the situation. If a player experiences connection problems (either connecting to the game, inviting the other player or in the game itself), they are required to immediately pause the game and raise the issue with admins via Competition Discord. They must also provide Tournament Officials with a screenshot of their

PlayStation Console NAT settings (Tutorial: http://esl.gg/Tutorial-NAT-Type).

5.1.11.   PSN Account Restriction

After the UEFA eEURO 2021 eTournament Player Selection (i.e. Phase 1) is finished, the participating players are not allowed to change their PSN accounts.

The only exception is when a valid reason is provided at least 72 hours before the next fixture to the Tournament Officials.

5.1.12.   Force Majeure

In case of the tournament not being playable due to technical reasons (e.g. PSN being down), the Tournament Officials reserve the right to reschedule the tournament(s) and will announce the new time(s) to all the Players using official communication channels.

In case of a player being unavailable to play for the rest of the Tournament (illness, death or similar), the relevant National Association is allowed to nominate a new player to replace the original member.

5.2 Offline Tournament guidelines

5.2.1   Referees

The Referees will instruct players on when to set up the games. Referees will also instruct players on when to begin/resume games, e.g. before the match begins, after half-time, following disputes/pauses, etc.

Players may be asked by referees to pause the game at any time during the tournament.

Referees will record the scores of games before players are allowed to leave the game session or set up a new game.

Players are to obey the instructions of the referees throughout the tournament.

5.2.2   Disputes

If any player has an issue before, during or after a game, they should raise their concerns with a referee. The referee will evaluate the validity of the issue, make a ruling and instruct players on the next steps. The referee may consult the head referee and tournament organiser(s) at their sole discretion.

The player may also request the referee consult with the head referee. The referee may then choose to consult with the head referee and tournament organiser(s) at their sole discretion.

All disputes must be made either before the game starts, or as soon as the relevant event occurs in-game. Any disputes raised after a game ends will be dealt with at the discretion of the head referee.

5.2.3 Player punctuality

Players will be given reasonable warning by referees (or via proxy, e.g. player management) as to when they need to be present.

Any penalties for late arrivals will be given at the discretion of the lead referee.

5.2.4 Player equipment

Playstation controllers will be provided by the tournament organiser(s), however players may provide their own controllers as long as they do not create an unfair competitive advantage for the player, do not interfere with the operations of the game or tournament, do not require any special configuration, cabling or adapters to function and are designed to work natively on the PlayStation 4.

All personal controllers will be inspected by the referee team to ensure no illegal modifications have been made. The tournament organiser(s) and referee team reserve the right to disallow a personal controller at any time if it is deemed inappropriate and the player will be required to use an approved controller.

5.2.5 Game disconnects

In the case of a player disconnecting from the game, the game will be remade and the time remaining, from before the disconnection, will be played. The score before the disconnect will be carried through to the remade game.

Example: A player disconnects at the 50th minute. The score of the game was 2:1. The referee instructs the game to be remade from the 1st half with the implied score to be 2:1

and the implied half to be the 2nd. The competitors will play until halftime to determine the winner.

If a Player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the game (or request their opponent pause the game), and bring the issue to the attention of a referee. The referee will address the issue; however, if they feel the referee hasn't addressed the issue properly, they may request the head referee also address the issue.

Rulings made by the head referee and tournament organiser(s) are final.

5.2.6 Accounts

All offline tournament games will be played on player's personal accounts. Access to this account is the responsibility of each player. Any log in/account issues must be resolved prior to the communicated start time of all games. Failure to do this may result in penalties, at the discretion of the head referee.

5.2.7 Dress code

Players are not permitted to wear any clothing with political messages. The tournament organiser(s) reserve the right to disallow player clothing based on vulgarity, political messaging or conflicting sponsors. Players must wear long pants and closed shoes at all times when on camera.

Players will be provided with jerseys of their National Team. These must be worn during all competition days, and during media days. If a player is found to be in breach of this rule, they will be asked to change by a referee. If the player refuses, further sanctions may be placed on them at the discretion of the head referee and tournament organiser(s).

5.2.8. Prizes

All prizes will be transferred to the respective National Association. It will then be the responsibility of each National Association to distribute prizes to their players. The prize pool is as follows:

1st: €40,000

2nd: €20,000

3rd – 4th: €8,000

5th - 8th: €3,000

9th - 16th: €1,500

6. Match settings

6.1. Match settings - UEFA eEURO 2021 Online Qualifiers Phase

This part of the competition will run in "Online Tournament" mode, which will be opened for qualified players. **Important difference - stat balancing (meaning players on both teams have the same stats) is active**.

- Level: Super Star
- Match Time: 10 Minutes
- Injuries: Off
- Ball type: REGISTA
- Extra Time: Off
- Penalty Kicks: Off
- Weather: Summer/Fine
- Number of Substitutions: 3
- Game Speed: Normal
- Time: Night
- Length of grass: Normal
- Pitch Conditions: Normal
- Control: All
- Team: Your National Team (e.g. Finnish players have to choose Team Finland)
- Balanced Stats: On

6.2. Match settings - UEFA eEURO 2021 Offline Finals Phase

This part of the competition will be run in "Tournament" mode, where stat balancing will be active. The referees will instruct the players on the settings.

7. Data collection

By participating in the tournament "UEFA eEURO 2021", Players agree that their personal data (name, nickname, email address, PSN account name, tournament results and invoice data (including: invoiced amount, specification of winnings) will be transmitted to UEFA, Konami Holdings Company and the UEFA National Association relevant to their country, for the purpose of conducting the tournament. With regard to the handling of data by the cooperation partners, ESL refer to their data protection declarations, which can be viewed via their respective websites.