



eMLS LEAGUE SERIES & CUP 2019 | COMPETITION RULES

January 14, 2018

TOURNAMENT FORMAT

REGULAR SEASON – eMLS League Series One & Two

The twenty-two (22) Club Competitors will be placed into two conferences, with ten (10) Club Competitors in the Western Conference and twelve (12) club Competitors in the Eastern Conference. For the “Regular Season”, each Club Competitor will play against every other Club Competitor in their Conference twice playing a total of eighteen (18) games in the Western Conference and a total of sixteen (16) games in the Eastern conference. A win is worth three points, a draw is worth one point, and a loss is worth zero points. There will be no extra time in Regular Season games. The Regular Season schedule will take place across three days, Tuesday, January 22nd, Sunday, February 17th, and (Date TBA).

FINALS – eMLS League Series One & Two

At the end of the Regular Season, the top four (4) competitors from each Conference will qualify for the Finals at each respective event; eMLS League Series One & Two. The Finals will be a livestreamed single elimination, Best of One (Bo1) bracket where the top four (4) players of the bracket will be awarded bonus points for their regular season overall standings based on the following placements:

- 1st Place: 6 points
- 2nd Place: 3 points
- 3rd and 4th Place: 1 point

REGULAR SEASON – eMLS CUP

The cross-conference matches of the regular season will be played at eMLS Cup 2019 (Date TBA). The twenty-two (22) club competitors, ten (10) club competitors in the Western Conference and twelve (12) club competitors in the Eastern Conference will compete against the other competitors in the opposite conference once. The ten (10) club competitors in the West will play a total of twelve (12) cross-conference matches and the twelve (12) club competitors in the East will play a total of ten (10) cross-conference matches. A win is worth three points, a draw is worth one point, and a loss is worth zero points. There will be no extra time in Regular Season games.

If there are point ties between Competitors after all Regular Season games have been played at each event, the following tie breakers will be applied to determine the final seeding of the eMLS Cup Playoffs (in this order):

- Head to Head Record: When the tied Clubs played each other, the Competitor who scored the most goals wins to break the tie.
- Goal Difference in Regular Season: Goals For (“GF”) minus Goals Against (“GA”) from the Regular Season games.
- Goals Difference Head to Head: Only applies if three Clubs are tied, the goal difference from the games against each tied Club combined.
- Goals For: The tiebreaker goes to the Club that scored the most goals during the Regular Season.
- Goals Against: The tiebreaker goes to the Club that had the least goals scored against it during the Regular Season.

PLAY OFFS – eMLS CUP

At the end of all Regular Season play the top five (5) club competitors in each conference will be entered into the eMLS Cup Playoff bracket. The 1st and 2nd seeds will receive a bye in the first round.

LAST CHANCE BRACKET – eMLS Cup

The remaining club competitors that did not place in the top five (5), seven (7) players in the East and the five (5) players in the West, will be placed into a “Last Chance Bracket” to compete for the 6th seed in their respective conference for the eMLS Cup Playoff Bracket. The losers of Round 2 of the Last Chance Bracket will play a tie breaker match, in order to avoid a tie in Global Series points between the 4 players that lose in round 2.

PLAYOFFS - FORMAT

The eMLS Cup Playoff seeding for each conference (Western and Eastern) will be as follows:

- Seed 1 & Seed 2 will be given a bye in the first round
- Seed 4 plays against seed 5
- Seed 3 plays against seed 6

The format for each game is a standard elimination, Best of One (Bo1), game. If a game is tied at the end of regular time, the game moves to standard extra time. If the game is still tied after extra time, a standard penalty shootout is used to determine the winner. The top two Competitors from each Conference will qualify to compete in their respective Conference Championship game.

CONFERENCE CHAMPIONSHIP

Both Conference Championship games will be a single elimination, Best of One (Bo1) game. If a game is tied at the end of regular time, the game moves to standard extra time. If the game is still tied after extra time, a standard penalty shootout is used to determine the winner. The winner of each Conference Championship will move onto the eMLS Cup Final.

eMLS CUP FINAL

The eMLS Cup Final will be played over two games (Total of Two) between each Conference Champion with the highest aggregate score at the end of the two games determining the winner. If the match is tied on aggregate at the end of the second game, the game will proceed into Extra Time and Penalty Kicks, if needed. The Extra Time and Penalty Kicks will be played on the same platform that the second game that the match is contested on.

FIFA 19 GLOBAL SERIES

eMLS is the Official League Partner of the EA SPORTS FIFA 19 GLOBAL SERIES (“FGS”) sponsored by Electronic Arts Inc. (“EA”), 209 Redwood Shores Parkway, Redwood City, CA 94065, USA. MLS is not responsible for the distribution of the Global Series points.

eMLS Cup Global Series Point Breakdown:

- eMLS Cup
 - 1st 850 – One (1) player will receive
 - 2nd 450 – One (1) player will receive
 - 3rd - 4th 315 – Two Players will receive
 - 5th - 8th 150 – Four (4) players will receive
 - 9th - 12th 110 – Four (4) players will receive
- Last Chance Bracket
 - 13th - 14th 110 – Two (2) players will receive (Losers of Last Chance Bracket Final)
 - 15th - 16th 110 – Two (2) players will receive (Winners of tie break match played between the losers of round 2 in the Last Chance Bracket)
 - 17th - 22nd 80 – Six (6) players will receive

This is based off the Official allotment of points from the Global Series League Partners.

PLACEMENT	POINTS
1 st	850
2 nd	450
3 rd – 4 th	315
5 th – 8 th	150
9 th – 16 th	110
17 th +	80

Below are gameplay rules for eMLS Cup. Unless otherwise stated, these rules are in direct agreement with EA’s rules for the Global Series Playoffs and the FIFA eWorld Cup.

GAMEPLAY RULES

All eMLS events are played using the FIFA Ultimate Club Friendly Seasons mode on a version of FIFA 19 provided by MLS. Additional rules that apply to all eMLS events are listed below:

- All games will be played on the Sony PlayStation 4 Pro console
- Unless express permission has been given by MLS, no coaching is allowed during the tournament (for example, people in the audience may not advise a Competitor while playing)
- Competitors cannot plug in non-controller devices
- All video game consoles, controllers, and monitors will be supplied by MLS
- Competitors may provide their own wired controller so long as the controller does not provide an unfair competitive advantage to the competitor, does not interfere with the operations of the game or tournament, does not require any special configuration, cabling or adapters to function and is designed to work natively on the consoles being used in eMLS. MLS may, at its sole discretion, disallow any controller and require the competitor to use an approved controller provided by MLS.
- Any action designed to disrupt the opposing Competitor's view of the field or ability to select controlled player is prohibited.
- Each game will begin play at its designated start time and as designated on-site at the tournament.
- Tournament Organizer will provide a grace period of 10 minutes after the official start time. Competitors not present at the end of the grace period for any game will be disqualified, and their opponent shall be deemed the winner, receiving 3 points for the win and granted a 2-0 score.
- Competitors are required to be in the designated play area 15 minutes prior to designated start time.
- Competitors will be shown their designated station, shall set up the game, and begin play only when instructed to do so by the tournament organizer.
- Each Competitor will have a maximum of 3 minutes to configure controls, adjust line-ups and settings in accordance with the “Game Play Settings”.
- In all situations possible, tournament organizer will monitor the game, so that it may be restored in the event of game interruptions.
 - Example: A Competitor disconnects at the 50th minute. The score of the game was 2-1. Tournament Organizer instructs the game to resume in 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.
- Competitors shall raise their hands at the end of the game and take a screenshot using the share button on the PS4 Pro, so the Tournament Organizer can record their score. Only scores reported to the Tournament Organizer are official.

GAME INTERRUPTIONS AND PAUSES

- Each Competitor can pause the game up to three (3) times per half, no more than five (5) times per game. If a

Competitor pauses the game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.

- Pauses should be limited to forty (40) seconds in duration.
- Competitors are only allowed to pause the game when the ball is not in play, meaning it has left the field of play or a foul has been committed, and it is a dead ball situation.
- If a game is paused or interrupted intentionally while the ball is in play by any Competitor, Tournament Organizer has the right to immediately disqualify that Competitor.
- If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game shall be continued from a point determined by the Tournament Organizer.
- Notwithstanding the above, a Competitor can pause the game to change strategy and/or formation if (i) a Competitor of his Club is sent off (ii) a Competitor of his Club is injured.

MAJOR OUTAGE MITIGATION

- In the event of a major outage affecting any infrastructure required for game play in the designated mode, MLS reserves the right to change the format in which the tournament is played.
- If the first party platform holder's online platform is down and online games cannot be initiated, MLS reserves the right to change the console platform on which the eMLS tournament is played.

TOURNAMENT ORGANIZER

- Tournament Organizer will be on-site to monitor all game play. Tournament Organizer will begin play and will record scores for each game.
- Tournament Organizer will be clearly identified by a special ID tag or badge as indicated by MLS.
- The decision of the Tournament Organizer is final and binding.

ACCOUNT USE AND SQUAD CREATION

Competitors will use accounts provided by MLS for their sole use at the tournament. Competitors will not receive any log-in details for the accounts. The accounts are the sole property of MLS and are not to be used for personal use by any individual, including Competitors.

Competitors will have an opportunity to set their squad of eleven (11) starting players, seven (7) bench players, and five (5) reserve players. These squads will remain unchanged throughout the tournament and will be subject to any squad building restrictions announced.

Squad restrictions are as follows:

- Each Competitor must have three (3) current MLS players on the field always, including two (2) current players from their respective MLS club, with exceptions made for unforeseen circumstances (e.g., red card).
 - Any players transferred out of a Club or MLS before roster submissions cannot be used in the roster.
 - Example: Tyler Adams transferring out of New York Red Bulls, and David Villa out of NYCFC.
- If an MLS player is substituted during a game, they must be replaced with another MLS player from the bench.
- Each competitor's squad must feature their respective Club's crest and kit when playing in all eMLS events.
 - With exception to FC Cincinnati
- Squads will be allowed to include Player of the Week and/or Team of the Year cards.
- Only 99 TOTY cards are permitted, no other 99 cards are allowed.
- Icons are not allowed in the eMLS squads. All players used need to be current players.

ROSTER SUBMISSION DEADLINE

Each player should visit [FUTHEAD](https://www.futhead.com) and build their squad for eMLS League Series One, Two & eMLS Cup. Squads should be submitted via FUTHEAD link <https://www.futhead.com/19/squads/?????> and screenshot (pdf preferred), no other form of submission will be accepted. Before each event we will allow players to submit & swap out their cards to adjust to any new updates or cards that EA releases prior to eMLS events. Players are required to only use the cards submitted in their squads throughout each events respective regular season matches and Finals, etc.

The dates for final submissions will be:

- January 14th 11:59PM – eMLS League Series One: LA
- February 3rd 11:59PM – eMLS League Series One: Dallas
- March 8th 11:59PM – eMLS Cup

CONSUMABLE RESTRICTIONS

Competitors will be limited in which consumables they can use for their squad.

Competitors will be allowed to use the following consumable types:

- Contract Consumables
- Position Change Consumables
- Healing Consumables
- Chemistry Style Consumables
- Manager League Consumables
- Fitness Consumables

Competitors will not be allowed to use the following consumable types:

- Training Consumables

GAME PLAY SETTINGS

The below game rules apply to every game in eMLS League Series One, Two, & eMLS Cup. Some of these rules are defined by the game mode, FIFA Ultimate Club Friendly Seasons, and some are user definable.

- Difficulty Level: World Class
- Half Length: 6 minutes
- Specific Controller Setting Exceptions: Legacy Defense prohibited
- Commentary Volume: 0
- Music Volume: 0
- Time/Score display: On
- Camera: The following Single Player Camera Settings are NOT allowed in eMLS:
 - Pro; End to End; Dynamic
- Radar: 2D
- HUD: Indicator
- Custom tactics are allowed
- Custom formations are disallowed
- Extra Time: Two (2) minute halves will be played in the event of a draw after regulation time (Playoffs only). Penalties will decide the winner if after extra time the scores are level.
- Custom formations are not permitted. Custom tactics and set pieces are available. However, MLS can decide to turn them off at any point in its absolute discretion.
- Stadium Settings
 - Stadium: FEWC Stadium
 - Season: Fall/Autumn
 - Time of Day: 3:00PM
 - Pitch Wear: None

GLITCHES

Any attempt to glitch the game to gain an advantage is prohibited.

POST-GLITCH PROCEDURE

Procedure After a Glitch Penalty: If MLS determines that an action, goal, move, penalty, or any other in-game action was caused by an unauthorized glitch, MLS will decide in its sole discretion to return the game to a fair state depending on

the result of the play.

LIVE EVENT PRIZES

The winner of eMLS League Series One Los Angeles will be awarded five thousand dollars (\$5,000). The winner of eMLS League Series Two Dallas will be awarded five thousand dollars (\$5,000). The prizing for eMLS Cup is to be announced.

APPENDIX: CODE OF CONDUCT

The below Code of Conduct applies to all Competitors in the Ultimate Club Championship Series at all levels of the competition unless otherwise specified. MLS reserves the right to levy penalties, sanction, or disqualify any Competitor at its discretion.

COMPETITOR BEHAVIOR

- Competitors must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to Tournament Organizers, spectators, members of the press, MLS officials, and to other Competitors. All Competitors are expected to adhere to the standards of good sportsmanship.
- Competitors will refrain from using vulgar or offensive language.
- Abusive behavior, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any Competitor, spectator, official or any other person is prohibited.
- Damage and/or abuse to game consoles, controllers, or any tournament equipment is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in game forfeiture and/or disqualification from the competition.
- Gambling, including betting on the outcome of games, is prohibited.
- All Competitors must not disclose any confidential information provided by MLS or any of its affiliates to any other people or groups of people, including via social media.
- No Competitors may accept any gifts, rewards, or compensation for services that are promised to be rendered relating to competing in eMLS. The only exception to this rule is for Competitors whose Clubs and/or Club Sponsors who are paying them based on their performance.
- All Competitors must be available for any post-tournament awards ceremonies, interviews, and the entirety of the live event and any promotional activities reasonably requested by MLS. A Competitor who if having been invited by MLS fails to attend such ceremonies shall forfeit the right to any award that may be granted, or the benefit that may accompany such award.

COLLUSION POLICY

Collusion is defined as any agreement among two or more Competitors to disadvantage other Competitors in the Competition. Collusion between Competitors is strictly prohibited. Any Competitors determined by MLS at any phase to be engaging in Collusion will be removed from the competition, be forced to return any compensation and prizes they've received from Live Events.

Examples of collusion include, but are not limited to:

- Intentionally losing a game for any reason.
- Playing on behalf of another competitor, including using a secondary account, to aid them.
- Any form of game-fixing.
- Soft play, defined as a Competitor not trying their hardest to allow an opponent to run up the score and gain a Goal Differential advantage.
- Agreeing to split prize money.
- Allowing an opponent to score more or less goals than they normally would to impact the Goal Differential tiebreaker.

LIVE EVENT DRUG & ALCOHOL POLICY

- Competitor use of alcohol or drugs is prohibited on the premises of, or during the attendance of, Live Events for the duration of the event.
- Competitors must not be under the influence of drugs or alcohol while participating.
- Smoking, including the use of eCigarettes and vaporizers, is prohibited at all Live Events except in designated areas.

LIVE EVENT DRESS CODE

- Competitors are required to wear MLS kits and associated adidas apparel when competing in eMLS competitions provided by their respective Club

The kit will feature the player's gamertag on the back. Kits will be provided.

- Competitors may not feature sponsor branding not included in their respective Club's kits.
- On-field apparel branding rules apply to the kits featured in eMLS competitions (e.g., no sleeve branding).
- No Club or Competitor Tournament Organizers may be featured on apparel, other than Tournament Organizers featured on the MLS Club kit.
- Competitors must wear attire appropriate to the circumstances and location at which an event is taking place.
- Competitors shall not wear, carry, or bear any items of a political nature, or which in MLS's opinion reflect unfavorably upon MLS, its partners, or the competition.

PENALTIES

Violation of any part of these Official Rules will, at MLS's election, result in (a) sanction(s) and/or (b) loss of winner status. All decisions and rulings of MLS are final and binding. MLS reserves the right to sanction any Competitor at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

- Warning
- Reprimand
- Forfeiture of single game
- Forfeiture of all games
- Loss of awards (including prize money and paid travel expenses);
- Disqualification from the Ultimate Club Championship Series.

MLS also has the right to publicly announce penalties that have been levied on Competitors. Competitors who have been penalized by MLS hereby waive any right of legal action against MLS and/or any of its affiliates.

GAMERTAG/PSN ID

Competitors will be asked to select a unique name to identify themselves for eMLS events and competitions. This name can be the same as their PlayStation Network ID, but is not required to be the same. The name must be unique from other competitor names and must not be deemed vulgar by Tournament Organizer and its affiliates.