

EA SPORTS FC PRO 26 WORLD CHAMPIONSHIP

EVENT RULES

1. OVERVIEW

These Event Rules govern the EA SPORTS FC Pro 26 World Championship.

These Event Rules are hereby incorporated by reference into, and shall be read together with, the Official Rules located at: <https://www.ea.com/games/ea-sports-fc/fc-pro/ea-sports-fc-pro-26-official-rules>.

In the event of any conflict, inconsistency, or ambiguity between the two, the provisions of these Event Rules shall supersede and control.

2. DEFINITIONS

For purposes of these Event Rules, the following terms shall have the meanings set forth below:

- **League Stage:** A phase of competition where Competitors are divided into pools and compete against one (1) Competitor in each of the six (6) pools, including their own.
- **Single Elimination Bracket:** A tournament format in which Competitors are eliminated after a single Match loss.
- **Tiebreaker:** A procedure established by Event Officials to resolve a tie in Swiss standings when Competitors' records are identical.
- **Player Management Team:** The designated staff responsible for event-related logistics, player services, and communications, including through Discord.

2.1. Platforms and Tools

- **Draft Website:** The official online platform (<https://draft.fcpro.com/>) where Competitors must log in to create and submit their Drafted Squad for the Event.

2.2. Match and Discipline Terms

- **Match:** A competitive fixture consisting of one (1) leg of gameplay, with two (2) halves of nine (9) minutes each, played within the Game.
- **Drafted Squad:** The squad built by a Competitor using the Draft Website, including the starting eleven (11), substitutes, squad order, and formation, which must then be replicated in-Game.
- **Hosting:** The designation of which Competitor is assigned to act as the in-Game host for a Match, determined by Event Officials based on seeding.
- **Match Area:** The designated area of the venue specifically reserved for competitive play, as determined by Event Officials.
- **Forfeit:** The loss of a Match or advancement opportunity due to a Competitor's failure to appear, failure to comply with Event Rules, or other determination made by an Event Official.
- **No Show:** A Competitor's failure to appear for a scheduled Match within the time designated by Event Officials.
- **Disqualification:** The removal of a Competitor from an Event by an Event Official, whether for misconduct, rule violations, or other grounds as provided herein.

3. ELIGIBILITY

3.1. Qualification Requirement

Competitors qualify for this Event through the following:

- Competitors who qualified through the FC Pro Open 26 Finals as noted in Section 4.2.5.1. of the Official Rules;
- Competitors who qualified via the following Partner League Events;
 - ePremier League
 - eLigue 1 McDonald's
 - Esports Saudi Pro League
 - LaLiga FC Pro
 - eMLS
 - WOW Virtual Bundesliga
 - KPN eDivisie
 - eSerie A Goleador
 - CONMEBOL eLibertadores
- Competitors who qualified through the FC Pro 26 World Championship Play-Ins

4. EVENT FORMAT

4.1. League Stage

4.1.1. Schedule

The Event will take place on July 22 - 24, 2026.

4.1.2. Seeding and Matchups

Thirty-six (36) Competitors will be distributed into six (6) pools based on their EA SPORTS FC Pro World Ranking placement, as of July 13, 2026. This placement can be found at <https://www.fcpro.com/games/ea-sports-fc/fc-pro/fc-pro-world-rankings>.

Competitors ranked 1-6 shall be in Pool 1.

Competitors ranked 7-12 shall be in Pool 2.

Competitors ranked 13-18 shall be in Pool 3.

Competitors ranked 19-24 shall be in Pool 4.

Competitors ranked 25-30 shall be in Pool 5.

Competitors ranked 31-36 shall be in Pool 6.

EA shall have sole discretion to resolve any disputes or anomalies in seeding, provided such determinations are applied consistently and fairly.

4.1.3. Tournament Format

Each Competitor will play six (6) Matches, one (1) Match against another Competitor randomly selected from each of the six (6) pools of Competitors.

Each Match will be one (1) game. It will conclude in regulation time with no extra time or penalties to determine an outright winner.

Points will be awarded in each Match as follows:

3 Points per win

1 Point per draw

0 Points per loss

The top twenty-four (24) Competitors with the highest number of points will qualify for the Knockout Stage.

4.1.4. Tiebreakers

If Competitors are tied on points, the tie will be resolved by the following methods, in descending order of priority:

- Greater goal difference in all League Stage Matches
- Greater total number of goals scored in all League Stage Matches
- Greater total number of points earned by all League Stage opponents
- Best head-to-head record (if only two (2) Competitors are tied)
- Rematch between tied Competitors

4.2. Knockout Stage

4.2.1. Schedule

The Knockout Stage will take place on July 25 - 26, 2026.

4.2.2. Seeding

Competitors will be seeded based on their finishing placements in the League Stage. The top eight (8) Competitors will be seeded in, and advance directly to, the Round of 16, while the remaining Competitors will be seeded in and start in the Round of 24.

4.2.3. Tournament Format

Competitors will compete in a Single Elimination Bracket. Those who win their Matches will proceed to the next round, whilst the losers will be eliminated from the Event.

Each Match will be one (1) game. If the game is tied, extra time will be played, followed by a penalty shootout (if needed) to determine the outright winner.

The bracket will conclude when only one (1) Competitor remains. The Competitor with the highest finishing placement will be deemed the winner of the tournament.

4.3. Draft Requirements

Competitors must log in to the Draft Website and create a Drafted Squad by the deadline communicated by the Event Officials.

A Drafted Squad must include starting eleven (11), substitutes, squad order, and formation.

Any Competitor who fails to submit a Drafted Squad by the deadline shall be assigned a default squad.

For each Match, Competitors must build their in-Game squad to replicate their Drafted Squad.

5. EVENT SCHEDULE

Date	Timings	Round
Wednesday, July 22, 2026	18:00 - 23:00	League Stage - Round 1 & 2
Thursday, July 23, 2026	18:00 - 23:00	League Stage - Round 3 & 4
Friday, July 24, 2026	18:00 - 23:00	League Stage - Round 5 & 6

Saturday, July 25, 2026	17:00 - 23:30	Knockout Stage - Day 1
Sunday, July 26, 2026	17:00 - 23:30	Knockout Stage - Day 2

6. MATCH RULES

6.1. Match Setup

6.1.1. Game Settings

All Matches shall be played using the Game using the settings below.

6.1.1.1. Basic Settings

- Data Centre: Direct
- Start Time: 0
- Home Score: 0
- Away Score: 0
- Leg: First.

6.1.1.2. Advanced Settings

- First Ball Possession: Home
- Game 1 Tiebreaker: Extra Time.

6.1.1.3. Default Gameplay Settings

- Half Length: 9 minutes
- Stadium: UT Stadium
- Ball: FC Pro Ball.

Event Officials may amend or adjust settings as necessary.

6.1.2. Hosting

In the League Stage, each Competitor will host an equal number of Matches.

Hosting designations will be pre-determined by EA and communicated before the start of the competition.

In the Knockout Stage, the higher-seeded Competitor will host the Match. The higher-seeded Competitor is the Competitor who finished higher in the League Stage.

Competitors must follow the hosting designation provided by EA.

Failure to comply with hosting assignments may result in penalties, including but not limited to a Match restart or Match loss, at the discretion of Event Officials or EA.

6.1.3. Kit Selection

In the event of an in-game kit clash, the **host** shall have priority in kit selection.

Competitors must comply with Event Officials' instructions to resolve kit clashes promptly.

6.2. During Play

6.2.1. Match Procedure

Competitors must be ready to play at the scheduled time.

Disputes must be raised on-site with Event Officials without delay. Event Officials can escalate issues to EA for further review.

6.2.2. Pauses

Each Competitor is permitted to pause the game a maximum of three (3) times per half. Pauses will only activate when the ball is out of play, and may not be abused for time-wasting or gamesmanship. Event Officials shall have discretion to issue penalties for improper or excessive pausing.

6.2.3. Technical Issues and Disconnections

In the event of technical issues (e.g., console, display, or network failures), Event Officials will determine whether the Match shall be restarted, resumed, or otherwise resolved.

Event Officials shall have sole discretion to determine whether a Match must be replayed, resumed, or forfeited in the event of disconnection, system error, or other technical issue.

6.2.4. Forfeits and No Shows

A Competitor who fails to appear for a scheduled Match shall be deemed a No Show and shall forfeit the Match.

A Forfeit shall result in the awarding of a win to the opposing Competitor. The scoreline for a Forfeit shall be recorded as determined by Event Officials.

Multiple No Shows or repeated Forfeits may result in Disqualification from the Event.

6.2.5. Disputes

Any dispute regarding a Match must be reported immediately to an Event Official on-site.

A Match's final score shall stand if play continues beyond the first half with incorrect settings before an Event Official is contacted.

If Event Officials determine that a Competitor has violated the Official Rules and an automatic Match loss is applied, the opponent shall be awarded a win for that Match with either:

- a three (3) goal differential, or
- the goal differential (if the opponent was leading) at the time the issue was reported, whichever is greater.

False or bad-faith reporting may result in penalties under Section A6 (Penalties) of the Official Rules.

6.3. Equipment & Environment

6.3.1. Controllers

All controllers must remain wired at all times; wireless use is not permitted.

Competitors are encouraged to bring their own controllers for use during the Competition.

All controllers must be reviewed and approved by Event Officials prior to use during an Event.

The use of macros, turbo functions, or any hardware or software modifications that provide a competitive advantage is strictly prohibited.

Any controller suspected of malfunctioning, tampering, or providing an unfair advantage may be inspected, tested, or disallowed by Event Officials at their sole discretion.

Competitors are solely responsible for ensuring their controller is functioning properly prior to the start of each Match.

6.3.2. Personal Devices

Competitors may not possess personal communication devices (including smartphones, tablets, or any items capable of mobile communication) while actively engaged in a Match.

An exception is permitted if the device is used solely for listening to music via in-ear monitors (see “Headphones and IEMs” below). Competitors must start their music prior to the start of the Match and are not permitted to interact with the device controlling it until the Match has ended. A container may be provided to secure the device inside while the Match is ongoing to ensure it cannot be used.

Event Officials will provide a storage area for all personal items.

6.3.3. Match Area

While inside the Match Area, Competitors and Coaches may only interact with equipment approved for gameplay (controllers, peripherals, or devices expressly permitted by Event Officials).

Competitors are not permitted to interact with any audience member or event crew whilst they are in the Match Area. Competitors are also not permitted to leave the Match Area to interact with the individuals listed above without prior consent from Event Officials.

Food and drink are prohibited in the Match Area. Only water, in Event Official–provided vessels, is permitted.

Competitors must treat all Event-provided equipment with care, including consoles, monitors, controllers, headsets, chairs, desks, and any other hardware or furniture placed in the Match Area by Event Officials.

6.3.4. Headphones and In-Ear Monitors (IEMs)

Competitors may use personal in-ear monitors (“IEMs”) solely for listening to music. Personal headphones are not permitted for use during Matches at any time.

If IEMs are used, Competitors must cover them with an Event Official–provided pair of headphones, if provided.

6.4. Oversight

6.4.1. Officials' Authority

Event Officials shall oversee the conduct of all Matches and shall have full authority to interpret these Match Rules, resolve disputes, and impose penalties.

All decisions of Event Officials relating to Match outcomes, technical issues, or application of these rules shall be final and binding.

6.4.2. Communication

All Match-related issues must be communicated immediately to Event Officials on-site. Competitors are required to raise disputes, technical issues, or rule concerns without delay so that they may be resolved promptly

All Event-related communication (including schedules, logistics, travel, or player services) shall be directed to the Player Management team.

Discord will serve as the primary tool for Player Management communication. Competitors must ensure they are connected to the designated Event Discord server and remain reachable throughout the Event.

7. EVENT PARTICIPANT OBLIGATIONS

Competitors competing in a Live Event are required to adhere to the following:

- **Attire Requirements:** Competitors must wear closed-toe shoes during the Event.

7.1. Coach Limitations

Each Competitor may be accompanied by one (1) Coach throughout the Event. The Coach cannot be changed once the submission deadline for the event has passed.

Coaches are permitted to enter the Match Area only at times designated by Event Officials and must vacate the area when instructed.

Coaches may not use communication devices, including mobile phones or headsets, within the Match Area unless explicitly authorized by Event Officials.

7.2. Flags

Competitors and Coaches acknowledge that they are not permitted to display the flags of any countries anywhere on their person, including on clothing and apparel.

Physical flags may not be brought into the tournament venue.

Any physical flags attempted to be brought to the tournament venue will be confiscated, and any displays of flags otherwise will be covered up by the Event Officials.

7.3. Account Usage

Competitors will be provided with EA Accounts for competitive play, for the sole purpose of taking part in Events.

Competitors may not:

- Use a provided account outside of active event days.

- Use the account for any function outside of playing a Match in the Event or creating and/or editing their squad for upcoming Matches in the Event.
- Share the account, login details, or information with any other individual(s), including but not limited to Coaches or other Competitors.

Prior to the event days, Competitor accounts will have access to their respective EA account, which they may only use for practice ahead of the Event.

The accounts provided will be limited to items from a Competitor's Drafted Squad. The player items from EA shall only be used by Competitors in the in-Game Ultimate Team game mode in the dedicated 1v1 FC Pro Mode. If these items are used by a Competitor in any other mode, they will be removed from the account, and such items will not be reissued.

It is the Competitors' responsibility to configure their account to their preferences, including the creation of their squad and account settings.

Competitors must ensure they do not access accounts that have not been given to them specifically.