

Official ELOI EAFC 2026 Qualifier Rulebook

General Rules

By registering for the tournament, each player agrees to comply with all General and Specific Rules outlined in this rulebook.

- Failure to read or follow these rules may result in disqualification and may lead to a permanent ban from future tournaments.
- Tournament Administration reserves the right to modify, edit, or update the rules at any time without prior notice.
- Any matter that relates to the Competition in any way that is not provided for in these Rules shall be determined by the League in its absolute discretion.
- All administrative decisions are final and binding.
- Unsportsmanlike conduct or inappropriate behavior toward players, admins, or staff may result in immediate disqualification and further sanctions.

Eligibility

- The Competition is open to Players who are at least sixteen (16) years old on March 4th 2026 and who meet all of the following eligibility criteria:
- own or have access to EA SPORTS FC 26 on a PS5;
- have a valid PSN ID;
- have a valid EA ID;
- have a valid Competition account for every stage of the Competition;
- are an Irish resident (proof of residency may be requested by the ELOI at any stage, with the sufficiency of any such documentation to be determined by the ELOI in its sole discretion) by one of the following criteria;
 - Is a citizen
 - Has permanent legal residence
 - In-Person Education
 - In Work Placement
- do not appear on any list of banned persons or similar of the League of Ireland, any Club and/or EA.

Registration

Registration Process

- Registration is open to all eligible players across Ireland.
 - U18's Qualifier is only open to individuals who turn 19 after 03/03/2026
- To enter the competition, players must register an account on [IEF.IE](https://www.ief.ie).

- Player need to link their valid PSN ID and EA ID through to their profile
- Players must complete all required registration fields accurately.
- Each player is fully responsible for the accuracy of their submitted information.
- Players providing false, misleading, or incomplete information may be removed from the tournament.
- For the avoidance of doubt, participants must be able to physically attend the applicable Finals in order to participate.

Parental Consent

Players aged sixteen (16) or over may enter the Competition, however the consent of a parent or guardian is required for Players under eighteen (18). Such consent may also be required again in relation to certain elements of the Live Finals and will be notified to Players ahead of the relevant stage. The Premier League reserves the right to validate whether consent has been granted by a parent or guardian at any stage of the Competition. To attend the Live Finals, Players under eighteen (18) must be accompanied by a parent or guardian.

Player Account Requirements

- Players must register using their EA Accounts
- Must not contain offensive or inappropriate language, including but not limited to abuse related to:
 - Sex, gender identity, or expression
 - Sexual orientation
 - Race, ethnicity, or nationality
 - Disability or physical appearance
 - Age, religion, or personal insults
- EA Accounts may not be changed during the tournament without prior admin approval.
- The Tournament Administration reserves the right to reject any account names and require a name change at its discretion.

Tournament Schedule

Registration

- U18's Qualifier February 25th – March 3rd 18:00
- Open Qualifier February 25th - March 5th 12:00

Tournament Qualifiers & Subsequent Dates

- March 4th 18:00 - U18's Qualifier
- March 5th 18:00 - Open Qualifier
- March 11th 18:00 - League Play
- March 12th 18:00 - League play
- March 14th - Playoffs
- March 22nd - Finals at National esports Centre Cork

Playoffs are subject to be broadcasted live on stream
Finals will be broadcasted live on stream

Check-In Qualifiers

- Check-in opens **1 hour before** the tournament start time.
- Players must check in during the **45-minute check-in window**.
- Check-in closes **15 minutes** before the tournament starts.
- Only checked-in players are allowed to participate.
- Failure to check in will result in removal from the bracket.

Tournament Format & Match Setup

- Players must communicate through [IEF.IE](#).
- Communication between Players should only take place via the 'match chat' functionality on IEF.IE
- Matches will be only played on a Playstation 5
- Players must add each other to join the match.
- Players must press **Ready within 5 minutes**, or they may be disqualified.
- Players have **10 minutes** to join the lobby once details are shared.
- Failure to join within 10 minutes will result in disqualification

Seeding

The players will be seeded according to

- Previous ELOI Placement
- Other EA FC tournament placements
- Rivals Placements

Tournament Format U18's

- The tournament follows a double elimination format.
- All matches are played in a Best of One
 - Except the Upper Bracket final and Lower Bracket final. These are played in Best of two's
- In the case of a Best of One, the higher seeded player hosts, In a Best of Two, the higher seed host the first leg, and the lower seed hosts the second leg.
- 2 players will qualify for the ELOI, these are the players that have reached to following matches
 - Grand Final

Match Format & Settings U18's

The following settings **must** be used:

- Game mode: **EA FC 26 Ultimate Team Friendly Classic Mode**
- 6 minute halves
- Squad restrictions: **None**

- Higher seed hosts lobby

Any setting not listed above must remain at its default value

- In the case of a tie in the Bo1 and Bo2, penalties will be the tie breaker.
- Each game is played as a single 1v1 match.
- Matches must be played consecutively unless otherwise instructed by an admin.
- Players must each have a light-colored jersey and a dark colored jersey and must choose the opposite of one other to avoid confusion. If Players can't agree, the home Player must choose a dark-colored jersey and the away Player a light-colored jersey

Result Submission

- The winning player must upload a screenshot of the final score when requested.
- Tournament Administration may request match screenshots.
- Failure to provide requested evidence may result in disqualification.

Technical Issues & Disconnections U18u's

- All restart decisions are solely at the discretion of Tournament Administration.
- Matches **cannot** be restarted if:
 - A goal has been scored
 - A penalty, free kick, yellow card, or red card has been given
 - 30 seconds of real-time gameplay has passed
(exceptions may apply if the disconnected player is winning)
- If a player disconnects **before 30 seconds** the match may be restarted.
- A **second disconnection** results in disqualification.
- Matches may be restarted due to incorrect settings **only if both players agree**.
- Players may switch hosts before kickoff if latency is poor.
- Lag during the match does **not** justify a restart.

Tournament Format Open Qualifiers

- The tournament follows a double elimination format.
- All matches are played in a Best of One
 - Except the Upper Bracket Quarter Finals, Lower Bracket Quarter Final and the additional match of Losers of Lower Quarter Finals. These are played in Best of two's
- In the case of a Best of One, the higher seeded player hosts, In a Best of Two, the higher seed host the first leg, and the lower seed hosts the second leg.
- 12 players will qualify for the ELOI, these are the players that have reached to following matches
 - Upper Bracket Semi Final
 - Lower Consolidation 4

Match Format & Settings Open Qualifier

The following settings **must** be used:

- Game mode: **EA FC 26 Pro mode**
 - if this mode isn't available to both players, use Ultimate Team Friendly Classic Mode
- Difficulty Level: World Class
- Half Length: 6 minutes

Stadium Settings

- Stadium: UT Stadium
- Season: Fall/Autumn
- Time of Day: 3:00PM
- Pitch Wear: No

Mandatory Settings

- HUD: Player Name & Indicator
- Player Indicator: Player Name
- Time/Score Display: On
- Radar: 2D
- Gamertag Indicator: Off
- Scrolling Line Ups: Off
- Commentary Volume: 0
- Stadium Ambience: 8
- Music Volume: 0
- Camera Settings

The following single player camera settings are not allowed:

- Pro
- End to End
- Dynamic
- Squad restrictions: **None**
- Higher seed hosts lobby
- In the case of a tie in the Bo1 and Bo2, penalties will be the tie breaker.
- Each game is played as a single 1v1 match.
- Matches must be played consecutively unless otherwise instructed by an admin.
- Players must each have a light-colored jersey and a dark colored jersey and must choose the opposite of one other to avoid confusion. If Players can't agree, the home Player must choose a dark-colored jersey and the away Player a light-colored jersey

Result Submission

- The winning player must upload a screenshot of the final score when requested.
- Tournament Administration may request match screenshots.

- Failure to provide requested evidence may result in disqualification.

Technical Issues & Disconnections Open Qualifiers

If a player disconnects, two different actions plans are applied depending on the game mode.

IF FC Pro Friendlies

- All restart decisions are solely at the discretion of Tournament Administration.
- Matches **cannot** be restarted if:
 - A goal has been scored
 - A penalty, free kick, yellow card, or red card has been given
 - 30 seconds of real-time gameplay has passed
- If a player disconnects **before 30 seconds** the match may be restarted.
- A **second disconnection** results in disqualification.
- Matches may be restarted due to incorrect settings **only if both players agree**.
- Players may switch hosts before kickoff if latency is poor.
- Lag during the match does **not** justify a restart

IF FC Pro Mode

- If a player disconnects for the first time. Restart the match with the game time and score at the disconnect. Kickoff goes to the team in possession
- If a player disconnect a second time, this will result in a forfeit of the match
- Players may switch hosts before kickoff if latency is poor.
- Lag during the match does **not** justify restart

Cheating & Fair Play

The following actions are strictly prohibited:

- Modifying the game client
- Using third-party software, cheats, or hacks
- Playing under another player's account
- Allowing another person to play on your account
- Exploiting in-game bugs or unintended mechanics
- Any glitched, bugged, or unintended cards are strictly prohibited.

Violations will result in **immediate disqualification** and further penalties.

Reporting

- All reports must include **video evidence**.
- Reports without proof will not be reviewed.

Code of Conduct

All participants must:

- Treat others with respect
- Play honestly and fairly
- Respect opponents, admins, and staff
- Communicate respectfully in-game

The following behaviors are prohibited:

- Harassment or hate speech
- Discrimination of any kind
- Stalking, intimidation, or threats
- Spamming or disrupting matches or channels
- Doxing or sharing personal information
- Unwanted sexual comments or advances
- Encouraging or supporting prohibited behavior

Final Authority

- This rulebook is not exhaustive.
- Tournament Administration has the final say in all matters.
- Claiming ignorance of the rules is not a valid excuse.