

# Official ELOI EAFC 2026 Finals 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.
- 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 will use accounts provided by the League for their sole use during the Live Finals and will receive limited log-in details for the 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

## **Squad Restrictions**

Squad's will be restricted in two forms.

If the players have access to the tournaments accounts or personal account.

For the tournament accounts

- 12 Million in Squad Value
- No evo's

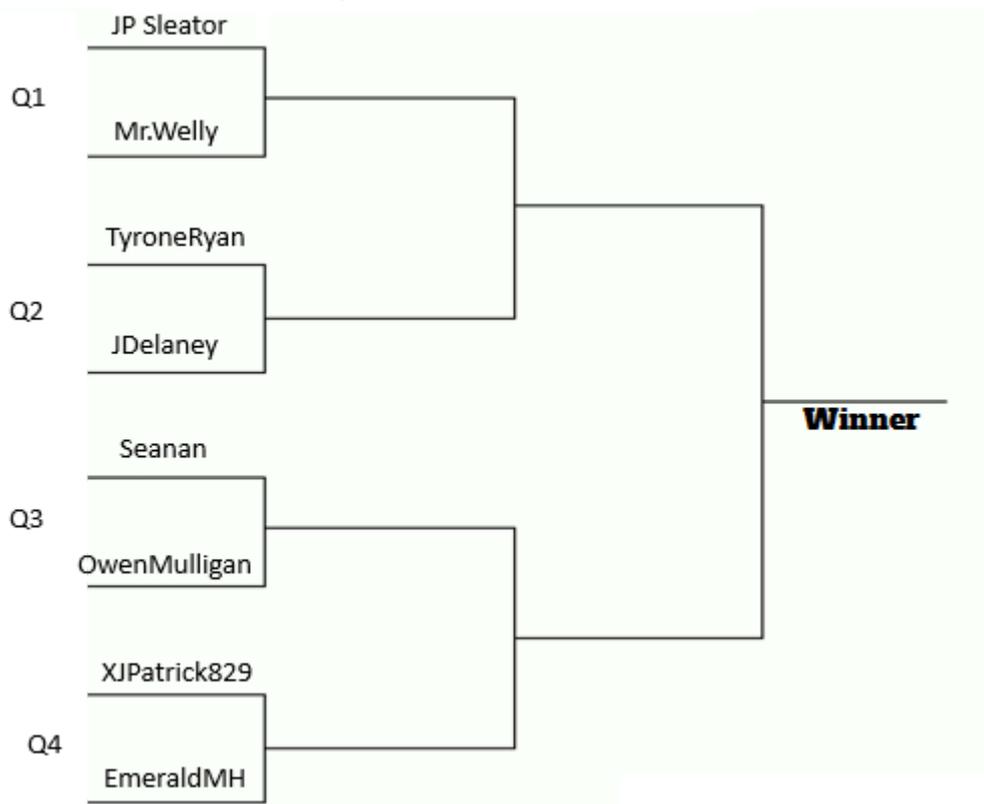
During the match it is the players responsibility to ascertain the opponents team fits within these restrictions. Once 5 minutes of ingame match time has surpassed or a goal has been scored. The match will be played out.

## **Tournament Format & Match Setup Finals**

- Matches will be only played on a Playstation 5
- The Finals will be played on FC Pro mode enabled by the League

## Bracket

The final bracket is the following.



## Playing Schedule Group Stage

Matches will be listed on the [IEF.IE](http://IEF.IE) platform

Sunday 22nd March

- 12:00 - Q2
- 12:40 - Q4
- 13:20 - Q1
- 14:00 - Q3
- 14:40 - Winner Q1 vs Q2
- 15:20 - Winner Q3 vs Q4
- 16:00 - Grand final

## Tournament Format Finals

- The tournament follows a single elimination bracket
- All matches are played in a Best of One
- All matches will have 9 minute halves
- The higher seeded players hosts through Direct (P-to-P) connection

## 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: 9 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, points get shared.
- 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.

## Coaches

Coaching is permitted during Matches, including during live gameplay. Coaches must not distract other Players while they are playing and any coach in breach of this Rule will be given a warning by a Tournament Official, and any further breaches may result in expulsion from the venue.

Coaches are requested to wear representative attire. What is considered not representative

- Clothing representing a competing brand of the club the player represents. Including but not limited to:
  - Sporting clubs
  - Clothing brands
- Pants that do not reach the ankles
- Shoes that are not closed

Coaches will be provided a WYLDE jacket to wear during the live matches.

## Devices

Players cannot plug any other devices than their controllers into the console. Players may use their own controllers as long as it does not give them an unfair advantage and doesn't require additional configurations to be needed. The tournament admin may at their discretion disallow any controller and provide a PS5 controller as a temporary replacement.

Players are allowed to listen to music during Matches using an external device, i.e. a mobile phone or an mp3 player. The external device must have wi-fi disabled and be on "airplane mode", be placed on a table with the front of the device facing upwards and Players are strictly prohibited from using the device while playing a Match or in any way using a device as a method of communication during a Match. Should a Tournament Official determine that a Player has breached this Rule, they may ban that Player from listening to music during Matches.

## Apparel

The player is required to wear its club jersey during all matches at the finals. The player commits to wear apparel that is appropriate for the representation of the club.

Players are not allowed to wear

- Pants that do not reach the ankle
- Hoodie
- Hats
- Shoes that are not closed for example flipflops
- Sunglasses

If such clothing is worn, the tournament admins reserve the right to request the player to change into appropriate attire.

## Broadcast

The finals will be broadcasted as a whole. During the finals, the players are expected to conduct themselves as professionals on and off the stream. Any infringement on the professional behavior can result into a penalty up to disqualification in the tournament.

## Availability during the Final

At the Live Finals, Players will need to be available throughout to play their Matches. Players will be given a reasonable warning that they will need to be ready to play, and Players leaving their location during the Live Finals will be responsible for returning in time for their Matches.

Players not present at the designated start time for any Match will be disqualified, and their opponent shall be granted the victory.

Players shall set up the game and begin play only when instructed to do so by a Tournament Official.

Each Player will have 5 minutes to configure controls, adjust line-ups and settings in accordance with the Rules described in the “Gameplay Settings” for the Live Finals.

## 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.

## 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.