

## Local League Regulations 2026

<i>LATEST AMENDMENTS TO THE REGULATIONS</i>	
<i>DATE</i>	<i>SUBJECT</i>
<i>15/01/2026</i>	<ul style="list-style-type: none"><li>- <i>Adjustment of transfer window dates</i></li><li>- <i>Update of the competition circuits</i></li><li>- <i>Easier player switching in new arenas</i></li><li>- <i>Token pricing per player or per team</i></li><li>- <i>Addition of the Cosmonaut as a playable character</i></li><li>- <i>Removal of the residency restriction</i></li><li>- <i>Mandatory placement in Local Leagues based on points rankings (starting Split 2 2026)</i></li><li>- <i>Impossibility to be registered in both a Local League team and an EVA League team</i></li></ul>
<i>19/01/2025</i>	<ul style="list-style-type: none"><li>- <i>Précision quant aux interdits de communication lors du retour au spawn</i></li><li>- <i>Précision quant à la vitesse à adopter pour le retour au spawn</i></li></ul>

### Article 1. Général Provisions

#### 1.1. Organizers

EVA (smartVR Studio), a company registered with the Bobigny Trade and Companies Register under number 834 704 447, with its registered office located at 145 boulevard Chanzy, 93100 Montreuil, France (hereinafter “EVA” or the “National Organizer”), organizes, in partnership with the various franchised venues of the EVA network located in Europe (hereinafter individually an “EVA Arena” and collectively the “Co-Organizers”), a multitude of competitions entitled “Local League” or “Tournament”, taking place from January 2026 to December 2026 within the premises of the various EVA Arenas.

Each EVA Arena organizes its own Local League locally, in compliance with these regulations common to all Local Leagues (hereinafter the “Regulations”).

The purpose of these Regulations is to define all rules applicable to any Local League, including in particular the organizational arrangements, participant eligibility conditions, participation rules, the code of conduct to be respected, as well as the sanctions applicable in the event of non-compliance.

These Regulations are binding on:

- EVA, as National Organizer,
- each EVA Arena organizing a Local League, as Co-Organizer,

- and any person participating in the Local League, including in particular registered players, substitutes, teams, coaches, and managers (hereinafter the “Participants”).

## **1.2. Official Regulations**

The Local League is a specific type of tournament integrated into two competitive circuits composed of several segments and multiple stages (hereinafter the “Segments & Stages”). It is played exclusively offline and requires the players’ presence within the Co-Organizer’s venue, or, where applicable, within a venue of the National Organizer. By registering for or participating in the Local League, you accept all the provisions of these Regulations.

No purchase of any kind may increase the chances of winning the Local League. The chances of winning the Local League rely exclusively on the skill, talent, and individual abilities of each participant.

## **Article 2. Local League Administrators**

The Organizers appoint administrators in charge of managing the Local League (the “Administrators”).

The Organizers and the Administrators alone are empowered to take any measure necessary for the proper conduct of the Local League, including adapting the code of conduct and imposing disciplinary sanctions against participants who have breached the code of conduct or have adopted behavior harmful to other participants, the Organizers, the Administrators, or third parties in general. Decisions taken by the Organizers or the Administrators during the Local League are immediately enforceable and binding on the participants.

## **Article 3. General Eligibility Conditions**

Participants wishing to take part in the Local League must comply with the eligibility conditions set out below. The Organizers reserve the right, at their sole discretion, to verify the Participants’ eligibility conditions by any reasonable means and at any stage of the Local League.

### **3.1. Age Requirements**

To validate their participation in the Tournament, Participants must be at least 12 years old as of the date of the start of their first match to be played.

To validate their participation in the Tournament, minor Participants (under 18 years of age) must provide the Organizers with a parental authorization duly completed and

signed by their legal representatives. Minor participants must send this parental authorization to the Organizers, together with official documents proving the identity of the legal representatives and of the minor participant.

A sample parental authorization is available at the following address: [\[link\]](#)

Minor Participants must send this parental authorization to the Organizers at the following address: [esports@eva.gg](mailto:esports@eva.gg)

### 3.2. Team Composition

Teams are composed of 4 to 7 players (one captain and 3 to 6 players) who are eligible to participate in the Local League.

The following players are considered ineligible to participate in the Local League:

- Players registered in an EVA League team,
- Any Participant registered or having been registered in another Local League during the same Segment (Split),
- Any Participant registered in another team entered in the same Local League during the current or the previous Stage,
- As well as any person subject to an esports sanction specifying a ban, whether specific or not, from participating in an EVA esports competition.

For venues running their first two months of competition, the third eligibility criterion is relaxed by removing the wording “or the previous one”.

Registering a team in the Local League commits each player of that team to participate in the Tournament.

The team roster may be completed (up to a maximum of 7 players per team) with eligible players. Any change must be announced to the Co-Organizer at least 72 hours in advance, providing the necessary information to add a player to the team registration.

At least two players from the initial roster must remain unchanged from one Stage to another within the same Segment. Failing this, the points earned by the team during the Tournament may be cancelled.

As from January 2027, a Local League team may include no more than two persons whose main professional activity is carried out within an EVA venue.

Twice a year, the Local League registration history of all Participants will be cleared, releasing each of them from their commitments within the Local Leagues. The histories will be deleted on the following dates:

\* 01/05/2026 (#1)\*

\* 31/12/2026 (#2)

*For teams entered in the Regional Tournaments, their history will be reset after their elimination from those tournaments.*

### **3.3. Participant Names**

The name, logo, or any official element representing the team or the participant must not contain any offensive, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory content, nor anything that is contrary to or likely to harm the interests of any of the Organizers, the Local League partners, and more generally any element contrary to ethics, esports values, or punishable under any applicable law or regulation.

The team name may be changed by the team captain, subject to notifying the Organizers within a reasonable time. The Organizers may, however, refuse any request for modification deemed abusive and/or repeated.

It is the responsibility of the Co-Organizer to apply this name change retroactively to any stages in which the team may have participated.

Participants must keep the same account identifier (EVA.GG account and usual in-game nickname) for all competitions in which they take part, for the entire duration of the Local League. It is strongly recommended to prefix one's nickname with an abbreviation of the team name followed by an "x"; this abbreviation may be freely modified as long as it represents the team to which the player belongs.

Any change of identifier not authorized by the Organizers may result in a disciplinary sanction and, where applicable, disqualification from the Local League and the loss of titles and victories.

A player is a member of the team, a natural person who may participate in Local League matches.

A captain is the person who represents the voice of all team members. They speak on behalf of their teammates and are responsible for choosing the maps played during matches. By default, this person is also the one who answers interview questions.

A team is the set of players including the captain. Each team must have a legal representative or an entity (organization/structure) designating a legal person who will be defined as the point of contact with the Organizers. This person will be the sole contact with EVA for all matters concerning decisions taken for/with regard to the team. In the event of internal conflicts, only the word of this person will be taken into account by the Organizers.

### **3.4. Physical Presence of Participants**

Given the specific nature of the Video Game (virtual reality with dedicated equipment), participants must be physically present at the Co-Organizer's venue in order to take part in each Local League match.

### 3.5. Required Accounts

To take part in the Local League, Participants must have a TOORNAMENT account (<https://www.toornament.com>), a DISCORD account (<https://discordapp.com>), an EVA account (<https://www.eva.gg/fr-FR>), and an EVA Battlepass (<https://app.eva.gg/fr-FR/battlepass>).

### 3.6. In-Venue Playing Time

Each Participant's Battlepass must be affiliated with the venue in which they wish to take part in the Local League. To do so, the player must spend the majority of their Battlepass sessions in the venue hosting the relevant Local League.

### 3.7. Health Situation

In the event of any change in the regulations relating to the health situation, EVA reserves the right to modify or adapt its admission procedures to access the venue in order to participate in the Local League and, where applicable, to make access subject to the presentation of a valid health or vaccination pass, the wearing of a mask, etc.

### 3.8. Restrictions

The Organizers reserve the right to refuse participation in the Local League to any person who has been subject to a sanction, of any kind and for any reason whatsoever, imposed by one of the Organizers or by any other organizer during another tournament.

### 3.9. Entry Fee

Each Local League match night requires participating teams to use between 4 and 12 Battlepass sessions, or between 1 and 3 Battlepass sessions per player. This number of sessions is set by the management of the Co-Organizer's venue.

It is the captain's responsibility to ensure that the team's players commit the required number of Battlepass sessions.

### 3.10. Compliance with Applicable Laws

Teams undertake to comply with applicable laws and to obtain, for each person making up the team, all official documents required for their participation in the Local League (visas, work permits, government authorizations, etc.). The Organizers cannot be held liable in the event of non-compliance by a team or a player with the applicable legal and regulatory obligations.

## **Article 4. Local League Format**

### **4.1. General Provisions**

The Local League is a competition held every month in the Co-Organizer's venue. The teams taking part in this competition are split into one or more Divisions. Each Division may contain up to four teams.

Each month, one competition night is organized for each existing Division. During that evening, the teams of the same Division face each other in a single round-robin, in BO3 format.

At the end of the evening, the Co-Organizer enters the final standings of the Division on Tournament. All competition nights of a Local League during a given month are collectively referred to as a "Stage".

Division 1 is considered the Division of a Local League containing the best teams. Each month, a promotion and relegation system takes place between the Divisions of the same Local League. The last team of each Division is relegated to the lower Division, and the best team is promoted to the higher Division, moving closer to Division 1.

The Local League may take place every month of the year and is not subject to any official break.

In all cases, the Local League format must comply with the following criteria:

- Have at least 1 Division
- Division 1 must always contain 4 teams (unless an exception is granted)
- Each Division may not contain more than 4 teams
- Run a single Stage per month for each Division
- Organize matches between teams of the same Division in a Round Robin format, single round, BO3
- Promotion and relegation between Divisions at each Stage

### **4.2. Competitive Circuits**

#### **4.2.1. EVA REGIONAL CUPS**

The EVA REGIONAL CUPS is a competitive circuit dedicated to European Local Leagues.

Europe is divided into four regions, each including up to 16 participating venues. Details of the regional breakdown will be communicated at the end of the first quarter of 2026.

For Local Leagues meeting the access requirements, points are automatically awarded (hereinafter the "Points Allocation") to teams based on the final standings of each Stage. These standings are publicly displayed on "[competitive.eva.gg](https://competitive.eva.gg)".

This circuit is divided into two splits. At the end of each split, the Organizer invites the team with the highest number of points to a Regional Tournament (RT), bringing together the best teams from its region.

At the beginning of each split, each team's points are reset to zero.

#### **4.2.1.1. SPLIT 1**

The first split of the EVA REGIONAL CUPS takes place from January to April.

The Regional Tournaments (RT) take place in June. The three best teams from these RTs will receive an invitation to take part in a competition held in September, which will be specified in these Regulations during the first quarter of 2026.

For a Local League to be able to take part in the EVA REGIONAL CUPS during this split, it must comply with the Regulations and must start its Local League no later than February.

#### **4.2.1.2. SPLIT 2**

The second split of the EVA REGIONAL CUPS takes place from May to September.

The Regional Tournaments (RT) take place in October. The two best teams from these RTs will receive an invitation to take part in the Last Chance Tournament.

The Last Chance Tournament is a 14-team tournament taking place on November 29, 2026. This tournament pits the eight winning teams from the RTs against six lower-ranked EVA League teams.

The teams will compete in a Swiss Round format, and the eight best teams will enter/remain in the EVA League.

For a Local League to be able to take part in the EVA REGIONAL CUPS during this split, it must comply with the Regulations and must start its Local League no later than July.

#### **4.2.1.3. Points Allocation**

Points are awarded based on the ranking in each Division, at each Stage, and are cumulative with the previous Stages.

Division 1 (highest points) :

- 1st : 100 points
- 2nd : 85 points
- 3rd: 70 points
- 4th (last) : 55 points

Division 2 :

- 1st : 60 points
- 2nd : 50 points
- 3rd : 40 points
- 4th (last) : 35 points

Division 3 :

- 1st : 35 points
- 2nd : 30 points
- 3rd : 25 points
- 4th (last) : 20 points

Division 4 :

1. 1st : 20 points
2. 2nd : 15 points
3. 3rd : 10 points
4. 4th (last) : 5 points

#### **4.2.2. EVA VERSUS**

EVA VERSUS is a competitive circuit complementary to the European Local Leagues.

This circuit aims to reward venues and teams with a total cash prize of €30,000.

The circuit takes place over two splits:

- Split 1: January to June
- Split 2: July to December

Half of the total cash prize (€15,000) is awarded for the first split, and the other half is awarded for the second split. The latter is distributed among the top 10 venues in the rankings and shared 50% for the venue and 50% for the participating teams (hereinafter the "Cash Prize Distribution").

Following the Division match nights of the Local Leagues, the participating teams field their best team of the evening against the best team of the same Division from another European venue. This match is played as an inter-venue match. The winning team earns points for its venue (hereinafter the "EVA Versus Points Gain"). If the opposing venue does not field a team, it is declared forfeit and therefore loses the match.

Inter-venue play is a specific way of playing After-H Battle Arena. The two teams in the same match are located in two different arenas. Due to technical specificities, passing through the body of an opposing player becomes possible.

This practice is strictly prohibited.

#### 4.2.2.1. EVA Versus Points Gains

- Division 1 - 10 points
- Division 2 - 8 points
- Division 3 - 6 points
- Division 4 - 5 points

The points earned are cumulative with those already earned.

#### 4.2.2.2. Cash Prize Distribution

1er	30 %	<b>4 500 €</b>
2e	18 %	<b>2 700 €</b>
3e	12 %	<b>1 800 €</b>
4e	9 %	<b>1 350 €</b>
5e	7 %	<b>1 050 €</b>
6e	6 %	<b>900 €</b>
7e	5 %	<b>750 €</b>
8e	5 %	<b>750 €</b>
9e	4 %	<b>600 €</b>
10e	4 %	<b>600 €</b>

#### 4.3. Selection of Teams in the Local League

In the event that a Local League is opening for the first time, an open tournament called a "Placement Tournament" may be organized in order to select and place teams into the Divisions.

At the beginning of each Split, the placement of teams into the Divisions must follow the points ranking from the previous competitive Split. Teams ranked first to fourth will be in Division 1; fifth to eighth in Division 2; ninth to twelfth in Division 3; thirteenth to sixteenth in Division 4.

During an ongoing Split, any new team wishing to join the competition will always start by playing in the lowest Division.

At the start of a new Split, if a new team wishes to join the competition, the Co-Organizer is free to integrate it in any way they see fit. It is, however, recommended to have this new team challenge an already established team.

To do so:

- The new team challenges one and only one existing team.
- A BO3 match is organized between the two teams.
- If the new team loses the match, it is integrated into Division 4 if there is space, or placed on the waiting bench if that Division is already full.
- If the new team wins the match, it enters the Division of the losing team, and the lowest-ranked team in that Division is relegated, triggering the same relegation in the lower Division.

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#### 4.4. Tiebreaker Criteria

Once all matches have been played and in the event of a tie, the Administrators may either apply the “tiebreaker criteria” or organize the minimum number of BO3 matches necessary to resolve the tie.

**Tiebreaker criteria in the event of a tie:**

In the event of a tie between at least two teams, the following tiebreaker criteria shall be applied successively in order to determine the ranking of the tied teams:

1. Game (map) difference (maps won minus maps lost) after all matches played against all teams.
2. The team with the highest number of wins after all matches played only between the tied teams (head-to-head between the tied teams).
3. Capture score difference [%] (scores for minus scores against) after all matches played only between the tied teams.
4. Capture score difference [%] (scores for minus scores against) after all matches (BO) played against all teams.
5. The highest average cumulative score by all players of each team in all games played only between the tied teams.
6. The average match duration for matches played only between the tied teams.

It is understood that for each tiebreaker criterion used, only the teams still tied are taken into account for the calculation of the next criterion.

If at least two teams are still tied after applying all the tiebreaker criteria, a tiebreaker match or tournament will be organized. The teams will be informed of the format and dates later by the Co-Organizers.

## **Article 5. Registration**

The captain or the person in charge of each team is responsible for registering the team's players in the Local League on TOORNAMENT (<https://www.toornament.com/>)(<https://www.toornament.com/>) and for entering each player's information, which they certify to be accurate and complete.

Before registering for the tournament, it is mandatory for the captain to create a team via their personal profile. In order to register this team for the tournament, it must be composed of 4 to 7 players.

If this step is not respected, any team registered in breach of the rules will be ineligible to earn points.

Once the team has been created outside the circuit, the captain must register it on the Tournament page of the Local League they wish to take part in.

The following information is required during registration and must be provided:

- Team name
- Captain's nickname
- Nickname (identical to the in-game name) of each player
- Full name of each player
- Battlepass email address of each player
- Chosen EVA venue
- Date of birth of each player

The Organizers reserve the right to verify, by any necessary means, the authenticity of the information provided about the players in order to validate their participation in the Local League, in particular their age and identity.

If a player provides inaccurate information, the Organizers may ask the player either to correct the information provided or may disqualify the player and thus cancel their participation in the tournament for non-compliance with the eligibility conditions. If the team to which the disqualified player belongs has only four players, it must register a new player before the registration deadline for the Local League.

## **Article 6. Match Procedure**

### **6.1. Match Start**

By default, the person who creates the match must be an Administrator. The Organizers may designate another person to create the match. However, players participating in the

Local League are prohibited from creating matches themselves without the Organizers' approval and must follow the Administrators' instructions to join Local League matches.

Teams must comply with the instructions given by the Organizers for starting matches. The Administrators may, at any time, give teams additional instructions to be followed in order to start matches. Teams undertake to comply with the instructions issued by the Organizers or the Administrators.

In cases where one of a team's players is unable to take part in a Local League match night, the team is allowed to play with only 3 players on the field.

## **6.2. Game Settings**

Local League matches are played in the Co-Organizer's EVA venue using After-H Battle Arena.

EVA reserves the right to update the Video Game throughout the duration of the Local League. Matches will be played on the version of the Video Game specified by EVA.

- Game mode: Domination or Hardpoint in After-H Battle Arena
- Map timer: maximum 10 minutes for Domination mode, maximum 12 minutes for Hardpoint mode
- Win conditions: score of 100% or highest score at the end of the 10 minutes (5-minute overtime in case of a tie at the end of the 10 minutes)

## **6.3. Eligible Weapons**

All available weapons and grenades are allowed in competitive play.

## **6.4. Eligible Characters**

Only the Trooper, Mecha, Rogue, and Cosmonaut characters are allowed in competition.

Players must exclusively equip the male version of the selected character. Female players are authorized to equip either the female version (if one exists) or the male version of the character.

All skins for these characters are allowed, except:

- Mecha – Carrot Cracker

## **6.5. Map Selection**

### 6.5.1. Eligible Maps

The maps that may be selected during the Local League differ depending on the periods.

The three periods are as follows:

- 01/01/2026 to 30/04/2026 (#1), *Silva, Artefact, The Cliff, Helios Station, Atlantis, Engine, Outlaw, Horizon*
- 01/05/2026 to 31/08/2026 (#2) – below.
- 01/09/2026 to 31/12/2026 (#3) – to be announced later in the year

The maps playable during the period 01/05/2026 to 31/08/2026 (#2) are:

- Atlantis : mode DOMINATION
- Engine : mode DOMINATION
- Horizon: mode DOMINATION
- Helios Station: mode DOMINATION
- Lunar Outpost: mode DOMINATION
- Polaris: mode DOMINATION
- The Cliff: mode DOMINATION
- Silva: mode DOMINATION

The Organizers reserve the right to modify the maps listed above at any time, subject to informing the participants before the start of their match.

During the competitive circuits in which the Local Leagues take part, a different map pool may be defined.

For the Split 1 Regional Tournaments (June), the eligible maps are :

- Silva,
- Artefact,
- The Cliff,
- Helios Station,
- Atlantis,
- Engine,
- Ceres,
- Horizon,
- Polaris.

All in DOMINATION mode.

### 6.5.2. Map Selection

The map selection phase is carried out using the Picks & Bans tool made available to the venues, in BO3 format.

For information, this tool allows the selection process to be carried out as follows:

- Coin toss (to be done outside the game) – the winner chooses to be Home or Away (the loser gets the remaining status)
- Choice of side and character played
- Alternating bans and picks of maps

#### **Choice of side and character played**

The Home team decides which side it will play for the entire duration of the Best-Of, as well as the character (Trooper, Mecha, Rogue, or Cosmonaut ONLY) played by both teams.

#### **Alternating bans and picks of maps**

The alternating bans and picks of maps are carried out as follows, and in this order:

- The Away team bans one map (1)
- The Home team bans one map (2)
- The Away team selects the map for Game 1
- The Home team selects the map for Game 2
- The Away team bans one map (3)
- The Home team bans one map (4)
- The Away team selects the map for Game 3

### **6.6. Avatar Customization**

All 4 players of the same team must use the same customization items (skins) for their matches, and these must be different from those of the opposing team. In the event of a disagreement over the choice of customization items between the two teams facing each other in a match, the Home team chooses its customization item first.

Any decision taken by the Organizers regarding the prohibition of a customization item will be communicated to the teams as soon as possible.

All players in the match (8) must use the same character (Trooper, Mecha, Rogue, or Cosmonaut only) selected during the map selection phase for Local League matches.

### **6.7. During the Match**

From the start of the match until one of the two teams wins, only the players on the field of the same team are allowed to communicate with each other, by any means whatsoever.

The only persons authorized to communicate with the players on the field are the Administrators.

Any other external intervention may result in the disqualification of the Participant or another disciplinary sanction.

## **6.8. After the Match**

At the end of each map played, the team captain has one minute to announce a player change for the next map.

Each captain is allowed to make two substitution requests per BO3.

When a substitution is requested, as many players as possible may be changed.

## **6.9. Match Results**

At the end of each match, the Administrator enters the match result and each team's score on TOORNAMENT.

Each team may contact the Organizers to contest the result of a match within 10 minutes following the end of the match.

If a team files a complaint regarding the result of a match, the Organizers may ask the teams concerned to provide evidence such as video recordings in order to process the complaint.

Based on the elements submitted by the teams concerned, the Organizers may either dismiss the complaint or uphold it and take any appropriate decision in this regard.

## **6.10. Prohibited In-Game Behavior**

### **6.10.1. Movement & Mobility**

To avoid collisions between players, running is prohibited during Local League matches. Light jogging is, however, allowed.

Players must also ensure that they do not engage in dangerous behavior. Examples / associated sanctions:

- Sprinting, i.e. being unable to stop on a single step / warning
- Sliding / immediate kill or kill at respawn
- Having both knees on the ground / immediate kill or kill at respawn
- Moving a knee while it is in contact with the ground / immediate kill or kill at respawn
- Pivoting on a knee on the ground by more than 90° / immediate kill or kill at respawn
- Sitting down (buttocks on the ground) / immediate kill or kill at respawn
- Moving forward with one hand on the ground or pivoting with one hand on the ground / immediate kill or kill at respawn
- Jumping, regardless of position or situation / immediate kill or kill at respawn

- Placing the dominant hand in front of the secondary hand on the weapon / immediate kill or kill at respawn
- Colliding with an opponent or a teammate / immediate kill or kill at respawn
- Passing through an opposing ghost (inter-venue matches only) / immediate kill or kill at respawn
- When returning to spawn, orienting the headset on an axis different from that of the white line without necessity / kill at the moment of respawn
- When returning to spawn, moving at a speed higher than a brisk walk / warning or kill at the moment of respawn
- Lifting the headset during a technical pause / temporary exclusion (45 seconds) and return to spawn

Players who do not respect this rule may be sanctioned as follows, depending on the seriousness and/or repetition of dangerous behavior:

- Warnings by the Administrator
- Automatic kill by the Administrator and return to spawn
- Temporary exclusion and obligation to remain at spawn for a set duration (45 seconds) determined by the referee
- Definitive exclusion from the match
- Exclusion from a subsequent competition night
- Exclusion from the competition

Each player is entitled to 2 warnings per BO.

After 2 warnings, the player is exposed to a kill for any action deemed illegal or controversial.

The Organizers and the Administrators may also take any decision to immediately stop dangerous behavior (including excluding a participant).

Decisions taken by the Organizers and the Administrators regarding a player's behavior are not subject to appeal. The interpretation of what constitutes dangerous behavior is at their sole discretion. The 4 seconds starts once the player enters the teleporter.

### **6.10.2. Teleporters**

Players are prohibited from remaining in a teleporter for more than 4 seconds after using it. Beyond this time, the player will be penalized (automatic kill by the Administrator) and may face a more severe sanction in case of repeat offenses, at the Administrator's discretion.

### **6.10.3. Unsportsmanlike Conduct**

No unsportsmanlike conduct will be tolerated, including in particular:

- Placing the dominant hand in front of the secondary hand on the weapon / instant kill or kill at respawn
- Communicating raw information or information related to that obtained while in ghost state and between the death zone and the return to spawn / kill at respawn
- Having part of one's virtual body inside a game texture and thereby gaining an unfair advantage / instant kill or kill at respawn
- When hit by a sticky, rushing toward the opponent to make them take damage as well / instant kill or kill at respawn

In the event of repeated unsportsmanlike conduct, the Organizers have full discretion to temporarily or permanently exclude a player from a map, a match, or the competition.

### **6.10.4. Technical Pause**

- Lifting one's headset during a technical pause / temporary exclusion (45 seconds – 3 admin kills) and return to spawn.

In the event of a repeat offense, exclusion from the match and automatic suspension for the next match.

### **6.10.5. Prohibition of Bugs/Glitches or Any Other Unfair Advantages**

Participants are not allowed to exploit bugs and/or glitches known to the esports community of the Video Game, whether they are present in standard venues or not, and whether or not they are specified in these Regulations.

If an Organizer determines that a Participant has deliberately used a bug and/or a glitch resulting in an unfair advantage, the Organizer may decide either to revert the game to the state prior to the use of the bug and/or glitch, or to impose a disciplinary sanction on the player, in particular where such use was intentional. The Organizer alone is competent to determine whether the use of the bug and/or glitch was intentional.

## **6.11. Disconnections and Pauses**

### **6.11.1. Pauses**

Players are not allowed to pause the game after the match has started, except in cases where a player is in danger or where there is a technical issue or a risk to their safety (for example: illness, fainting, injury), and subject to the following conditions:

- The pause must not exceed 5 minutes unless the Administrator authorizes a longer pause.
- A pause for a technical issue is not allowed when a team reaches 90% of the Domination or Hardpoint score.

If a player is not fit, for health reasons, to resume the ongoing match, their team may choose between continuing the match playing three versus four, replacing the unfit player with the team's substitute, or forfeiting the match.

Such forfeit will be considered a Voluntary Forfeit and is therefore subject to the provisions of section 6.12.

In all cases, each team is limited to requesting a maximum of 3 pauses per best-of.

If the Administrator decides that an event beyond the players' control makes it totally impossible to resume the match, the match will be rescheduled to a later date under the following rule:

- The match will be restarted from scratch if both teams' scores are below 30%.
- The match will be resumed by restoring the scores and the players' life state (dead/alive) as they were before the incident if one of the teams has a score greater than or equal to 30%.

Using a pause without a valid reason may result in a sanction against the player and/or their team.

The Organizers and the Administrators may request a pause of the match at any time.

An Administrator may order the match to be restarted if they observe that a bug or a major technical issue is interfering with the proper conduct of the match.

## **6.11.2. Disconnections and Other Similar Technical Issues**

### **6.11.2.1. Involuntary Disconnections or Technical Issues Affecting a Player**

If a player is involuntarily disconnected from the match, the match will be paused for the time needed for the player to return to the match under the same conditions as before the disconnection. The map will be resumed (end of technical pause) under conditions as close as possible to the situation prior to the incident.

If the referee considers that the player cannot return under conditions identical to the situation prior to the disconnection, the referee may decide to restart the match under the same conditions as those set out in section 6.9.2.2.

### **6.11.2.2. General Disconnections**

If a match is interrupted and all players are disconnected from the match (involuntarily or by decision of the referee):

- The match will be restarted from scratch if both teams' scores are below 30%.
- The match will be restarted by restoring the players' life state (dead/alive) and the scores as they were before the incident if one of the teams has a score greater than or equal to 30%.

### **6.11.2.3. Voluntary Disconnections**

If a match is deliberately interrupted by a player, the Administrator may decide either to continue the match or to disqualify the team of the player who deliberately caused the interruption.

The Organizers decide, at their sole discretion, whether the match was interrupted deliberately or involuntarily.

## **6.12. Recording and Broadcasting of Matches**

Only the Organizers are authorized to record and broadcast content related to official Local League competitions, worldwide, on the internet, on television, or on any other communication medium, whether known or unknown. Participants are therefore not allowed to record or broadcast matches without first obtaining the Organizers' prior written consent.

Likewise, it is forbidden to broadcast any match considered and/or designated as a practice match (also called a "scrim") to anyone outside the two teams concerned, without authorization from both teams. The person and the team who broadcast such content, as well as the person and the team who requested it, will be considered at fault.

Any breach of this rule will expose the offenders to immediate disqualification from the competition.

## **6.13. Forfeit**

If a team is unable to take part in a match for any reason whatsoever, the team will be considered to have forfeited that match and the opposing team will automatically be considered to have won the match in question.

The team declaring a forfeit is automatically considered to be last in its Division.

If a team voluntarily forfeits twice, it will be declared forfeited for the entire duration of the Split and will therefore hold the last place in the standings. In addition, all matches played by that team will be cancelled.

#### **6.14. Equipment Provided by the Organizers**

To take part in the matches, EVA temporarily provides participants with furniture as well as various equipment and IT hardware, including in particular virtual reality headsets, computers, computer peripherals, etc. Players must use the equipment provided by EVA. Refusal to use the peripherals and equipment designated by EVA may result in the participant's disqualification. As EVA venues are equipped differently, participants accept that matches played against teams located in another EVA venue may be equipped with hardware of a different brand but with similar or equivalent technical characteristics.

Each participant remains fully responsible for the equipment made available to them and undertakes to use it in a proper manner and to avoid any improper use that could cause any direct or indirect damage.

In addition to the equipment provided by EVA, the player undertakes to play with their own protective equipment against perspiration, namely:

- Anti-sweat cap
- Front facemask – HTC headsets only
- Rear facemask – HTC headsets only

#### **6.15. On-Site Consumption – Hygiene – House Rules**

The consumption of food or drinks is strictly prohibited in the play areas. The Organizers may allow the consumption of non-alcoholic beverages or food in the EVA venue, outside the play area.

As the EVA venue is a shared space, the participant undertakes to keep the play area clean and, where applicable, to clean up their waste and dispose of it in the trash.

In addition, participants undertake to comply with the house rules of the EVA venue in which they play their matches.

#### **6.16. Interviews**

The Organizers and the participants mutually undertake to use their best efforts to ensure the proper conduct of the Local League, in particular its media exposure. The

participants undertake to answer journalists' interviews and to take part in any autograph sessions organized by the Organizers.

## **Article 7. Modification des règles**

The Organizers reserve the right to amend these Regulations at any time, without prior formality, without any specific notice, and without their liability being incurred as a result.

The Organizers undertake to contact the teams, by any means, including by email, to inform them of any changes relating to the Local League format or in the event of a change to match schedules.

## **Article 8. Code of Conduct**

Concerned with providing a rewarding competitive experience for everyone, the Organizers ask participants to play in a respectful and peaceful manner, to respect one another, to show fair play, fairness and honesty, and to respect spectators, Organizers and Administrators.

By taking part in the Local League, each player undertakes to comply with applicable laws and regulations as well as with the various rules of conduct listed below. The Organizers alone are competent to interpret the rules set out in this code of conduct.

These rules of conduct are intended to present a non-exhaustive list of prohibited, dishonest, or unfair behaviors likely to provide an undue advantage.

The Organizers reserve the right to modify these rules of conduct at any time and to take any appropriate disciplinary measure in the event of non-compliance with the code of conduct, whether or not the behavior in question is listed below.

The following behaviors may result in a disciplinary sanction:

- Refusing to follow the instructions of the Organizers or the Administrators necessary for the proper conduct of the Local League
- Arriving late for the scheduled time of a match
- Adopting unsportsmanlike conduct
- Behaving aggressively toward the Organizers, players, or teammates
- Choosing a nickname or publishing content suggesting a false association with the Organizers, or that is vulgar, obscene, offensive, contrary to decency, unlawful, or infringing the rights of a third party
- Harassing, stalking, threatening, intimidating, or adopting harmful behavior toward other participants, the Organizers, or the Administrators
- Communicating any content that may be considered offensive, including illegal, insulting, abusive, threatening, vulgar, obscene, sexual, racist, or defamatory remarks, whether based on race, political or religious opinions, sexual orientation,

or more generally any remarks contrary to ethics, sporting values, or punishable under applicable law or regulations

- Publicly disclosing private and confidential communications (for example: a private exchange between an Organizer and a participant)
- Intentionally disconnecting during a match
- Publishing commercial, advertising, or promotional content
- Publishing content that harms the reputation or image of the Organizers, the Administrators, or third parties
- Creating a false identity or impersonating a third party
- Directly or indirectly offering, promising, giving or granting any offer, promise, gift, or benefit to an Organizer or an Administrator in order to obtain any advantage during the Local League
- Failing to respect or damaging the equipment provided by the Organizers
- Publishing personal information of other participants (such as last name, first name, address, phone number, etc.) in a publicly accessible space, whether on social networks, a website, or by any other means
- Knowingly using or exploiting a bug in the video game in order to obtain an unfair advantage, whether or not it is defined in these Regulations
- Fraudulently accessing or remaining in all or part of automated data processing systems
- Using third-party cheating software modifying the game's functionalities, rules, data, or graphical rendering
- Altering or hindering the operation of an automated data processing system, whether the video game or the services
- Transmitting or facilitating the transmission of computer viruses, corrupted data, or any other means intended to hinder the operation of an automated data processing system
- Failing to notify the Organizers of the existence of a bug or vulnerability allowing the obtaining of an unfair advantage during a match
- Failing to use one's best efforts to try to win the Local League
- Betting or setting up an illegal betting system on the Local League
- Manipulating the Local League standings
- Being under the influence of alcohol (>0.20 g/L) in the play area

The behaviors listed above, as well as any other harmful behavior, whether committed intentionally, through negligence, or by mere attempt, may be subject to a sanction as defined in these Regulations.

Any person who, by aiding or assisting, facilitates the preparation or commission of an offense may also be subject to a disciplinary sanction. Participants may inform the Organizers of any harmful behavior or content related to the Local League.

## Article 9. Doping

As the Local League is an official competition, doping is strictly prohibited.

Any person using doping in order to improve their performance is liable to a disciplinary sanction, in particular disqualification from the Local League.

### **9.1. List of Prohibited Substances**

The World Anti-Doping Agency provides a list of substances prohibited for doping purposes. This list can be consulted [here](#).

All substances listed and mentioned in this list as prohibited out of competition and/or in competition are strictly prohibited, in the same proportions and under the same periodic conditions.

### **9.2. Specific Prohibited Substances**

The use of beta-blockers as well as stimulant medications is strictly prohibited, except in the case of a medical opinion and prescription from a specialized physician.

## **Article 10. Disciplinary Sanctions**

In the event of a breach of these Regulations, and in particular in the event of a breach of the code of conduct, the Organizers reserve the right to impose a sanction on the offending player, depending on the seriousness of the offense.

The Organizers may impose the following sanctions depending on the degree, seriousness, and any repetition of the breach observed, in the following order of severity:

- Warning
- Kill
- Loss of a round
- Loss of a match
- Temporary suspension
- Disqualification from the Local League
- Withdrawal of prizes
- Ban from the Local League and future tournaments

Sanctions may be cumulative and may increase in the event of repeat offenses.

The Organizers may decide to impose a sanction with all or part of it suspended. The simple revocation of all or part of a suspended sanction may itself be imposed as a sanction.

If the Organizer imposes a sanction for a new offense committed, the Organizer may also decide to revoke all or part of a previously ordered suspension.

The benefit of a suspension attached, in whole or in part, to one of the sanctions imposed for concurrent offenses does not prevent the enforcement of sanctions of the same nature that are not suspended.

A sanction accompanied by a suspension shall be deemed null and void if the person or team concerned has not committed, within a period of one year from it, an offense followed by a new sanction.

In addition to these disciplinary sanctions, the Organizers reserve the right to take legal action, both civil and criminal, against any person who has or has attempted to disrupt the proper conduct of the Local League, in particular by contributing to cheating, fraud, or an attack on an automated data processing system, whether or not they took part in the Local League.

## **Article 11. Team Sponsors**

The Organizers allow the public display of a participant's partners' or sponsors' advertising on their clothing, but any other visibility for the promotion of a brand is prohibited throughout the duration of the Local League. The participant undertakes not to wear any sign or any clothing of an ostentatious, indecent, or unlawful nature. During the Local League, the participant is not authorized, by any means whatsoever, to promote, advertise, or associate with companies from the following sectors or products:

- Tobacco products
- Cigarettes, e-cigarettes
- Alcoholic beverages
- Pharmaceutical products or services
- Adult entertainment services (including pornography)
- Products or services related to the firearms industry
- Gambling, betting services, lotteries, fantasy leagues
- Cryptocurrencies, NFTs, blockchain
- Any product, service, or activity considered harmful to the activities or reputation of the Organizers
- Any illegal product or service

The team authorizes the Organizers, the companies of their respective groups, their affiliates, and the Local League's commercial and media partners to broadcast any image (including videos) captured during the Local League and including the team's partners' brands, logos, and visuals, on any media now known or unknown. The team guarantees the Organizers against any claim, complaint, recourse, request, action, or proceedings relating to the capture and broadcast of the team's partners' brands, logos, and visuals.

## **Article 12. Confidentiality**

During the Local League, the Organizers may engage in private correspondence with one or more players. Messages intended exclusively for one or more identified persons are considered private correspondence.

Private correspondence is protected by confidentiality, and the recipients of these messages are not authorized to publicly disclose their content. Unauthorized disclosure of private correspondence may give rise to both civil and criminal liability of the sender.

## **Article 13. Image Rights**

The participant hereby grants, free of charge, to each Organizer, the companies of their respective groups, their subsidiaries, the Local League's media and commercial partners, or any person acting on behalf of the Organizers, the right to capture and record the participant's image (including their voice, silhouette, name, and nickname) by any means (photography, video, recording, etc.), and to exploit, use, reproduce, represent, broadcast, modify, adapt, translate, and subtitle the participant's image, name, nickname and/or voice, on any media now known or unknown, in particular on any digital medium, websites and mobile versions, including the websites of the Organizers, the companies of their respective groups, their subsidiaries, the Local League's media and commercial partners, the social networks of these companies, the services offered by these companies, television channels (linear, cable or satellite, IPTV internet or non-linear such as catch-up TV, VOD, SVOD, OOH, in-flight entertainment), press publications, both digital and print, in any format, in particular CD-ROM, DVD, Blu-Ray, computer, mobile phone, in any language, by any process now known or unknown, worldwide, for a period of fifty (50) years.

This authorization also includes videos, recordings, or images sent by the participant to the Organizers, as well as the right to broadcast any action performed by the participant in the video game (e.g., gameplay).

## **Article 14. Intellectual Property**

The trademarks, logos, software, designs, models, databases, online services, the game, and the names of the game characters used during the Local League are protected by intellectual property rights and are the property of their respective owners. Any unauthorized use, reproduction, or representation by the rights holder is prohibited.

## **Article 15. Limitation of Liability**

Participation in the Local League implies acknowledgment and full acceptance of the characteristics and technical limitations of electronic communication networks. Use of the Video Game requires an internet connection. The participant acknowledges that the

online services are provided “as is”, without any warranty of any kind, and that their use is at their own risk. The Organizers cannot guarantee that the services will not be interrupted, that they will be free from defects, or that any anomalies will be corrected, and cannot be held liable for any partial or total interruption of certain services used during the Local League.

The Organizers cannot be held liable for any direct or indirect damage resulting from the use of the services or the Video Game, or resulting from harmful or damaging behavior attributable to a participant or a third party.

Any direct or indirect damage suffered by the participant or third parties during the Local League shall not engage the liability of any Organizer or that of their commercial or media partners, except in the event of a proven serious breach of a safety obligation.

Each Organizer’s liability is strictly limited to the amount of the Local League’s prizes.

The Organizers inform participants of the risks inherent in intensive video game practice (addiction, isolation, dependency, etc.) and, in this respect, the Organizers disclaim all liability in the event of direct or indirect damage resulting from such practice.

**Epilepsy warning:** some people may experience epileptic seizures or a temporary loss of consciousness when exposed to certain types of flashing lights or patterns commonly present in everyday environments. These individuals may need to take special precautions before using the Video Game used for the Local League. If you experience symptoms related to an epileptic condition (e.g., loss of consciousness or seizure), consult your doctor immediately before using a video game.

## Article 16. Personal Data

### 16.1. Collected Data

At the time of registration for the Local League, the Organizers collect personal information concerning the player, in particular data relating to their civil status and, where applicable, data related to the Video Game, which the player certifies to be adequate, accurate, and relevant. This data is strictly necessary to ensure the proper organization of the Local League and its media coverage (in particular to share players’ results online via their nicknames).

Any registration for the Local League using incomplete or incorrect data may result in the cancellation of the registration and, where applicable, a disciplinary sanction at the Organizers’ discretion.

### 16.2. Purposes of Processing the Collected Data

The data collected by EVA is used to:

- Verify eligibility conditions

- Ensure the proper conduct of the Local League
- Share participants' performances on the internet, social networks, and with the media (in particular TV and internet)
- Produce statistics
- Process disciplinary sanctions
- Send prizes

By taking part in the Local League, each participant consents to this processing, which is strictly necessary for its organization.

These processing operations are necessary for the purposes of the Organizers' legitimate interests in demonstrating the proper conduct of the Local League and in drawing all consequences from any behavior contrary to the Regulations.

### **16.3. Retention of Collected Data**

The collected data is retained by the Organizers for a period of one (1) year from the end of the last tournament the player registered for or from their last participation in a tournament organized by the Organizer. The data may be kept for a longer period corresponding to the duration for which a disciplinary sanction has been imposed. Data relating to the record of disciplinary sanctions is kept for a period of one year after the end or withdrawal of the sanction.

In addition, the Organizers reserve the right to retain the nicknames used by players during tournaments for a period of fifty (50) years in order to preserve the integrity of the results.

Any player wishing to object to the retention of their nickname may request its deletion by contacting EVA at any time.

### **16.4. Recipients of the Data**

The data is shared with the services used by the Organizers for the organization of the Local League. The player is also informed that the data collected during the Local League may be shared with technical subcontractors, in order to fulfill the above-mentioned processing purposes, in particular the logistical organization of the Local League and to ensure its proper media exposure, or to comply with legal and regulatory obligations.

In the event that data is transferred to a subcontractor, the Organizers guarantee that they have taken the necessary precautions to ensure that the subcontractor undertakes to process the data in accordance with the Organizers' instructions and that appropriate security measures have been implemented.

Some data is collected and processed by Discord during registration and use of their services. Discord's privacy policy is available at the following address: <https://discord.com/privacy>.

Some data is collected and processed by Toornament during registration and use of their services. Toornament's privacy policy is available at the following address: <https://www.toornament.com/fr/privacy-policy>.

## **16.5. Rights of Data Subjects**

The participant is informed that they have the right of access, rectification, erasure, and portability of the personal data concerning them, as well as the right to object to and to restrict the processing of such data, under the conditions and within the limits provided for by the regulations. The participant also has the right to define instructions regarding the fate of their personal data after their death.

The participant may exercise their rights using the following contact details: [esports@eva.gg](mailto:esports@eva.gg).

## **Article 17. Governing Law**

These Regulations are governed by French law. If one or more provisions hereof are declared invalid following a final court decision, the other provisions shall remain in force and continue to apply.

By registering for any Local League, you agree to EVA's general terms and conditions of sale, EVA's safety rules, and these Regulations.