
PROLEAGUE



GLOBAL HANDOUT

07.11.2024

CONTENTS

1. Concept of ProLeague
2. Organisational Chart
 1. Definitions
 2. Graphical overview
3. External representation
 1. Discord
 2. Social Media & Streaming
4. Rules, Website & Timetable
 1. Rules
 2. Website
 3. Timetable

1. CONCEPT OF PROLEAGUE

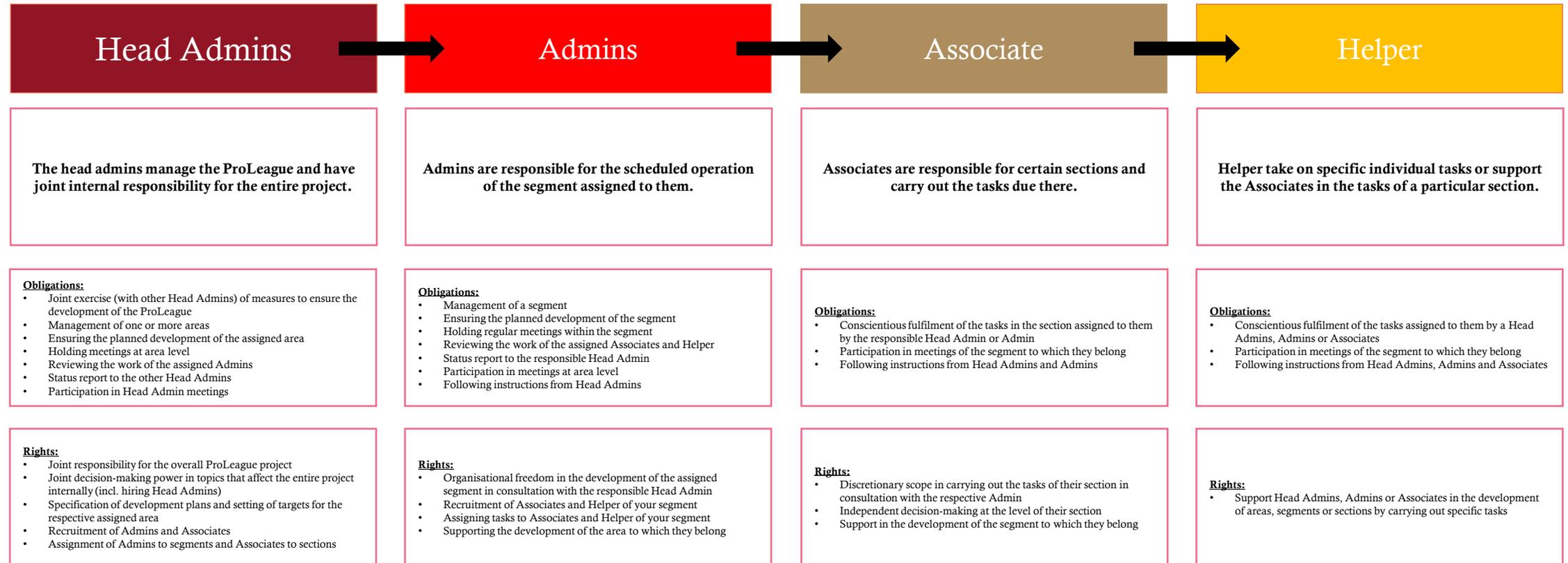
1. CONCEPT OF PROLEAGUE

The ProLeague offers users / players the opportunity to get together in a team for the current EA Sports FC title in order to take part in national leagues, national cups and platform-wide international competitions in EA Sports FC Clubs mode. The ProLeague programme is aimed at all football enthusiasts. We promote sporting co-operation, personal development and team spirit among all users/players. We offer a place to practise an e-sporting activity in which age, origin, gender and personal limitations play no role. All competitions are held on the <https://www.proleague.de> platform. The organisation and support takes place via Discord servers.

2. ORGANISATIONAL CHARTS

2. ORGANISATIONAL CHARTS

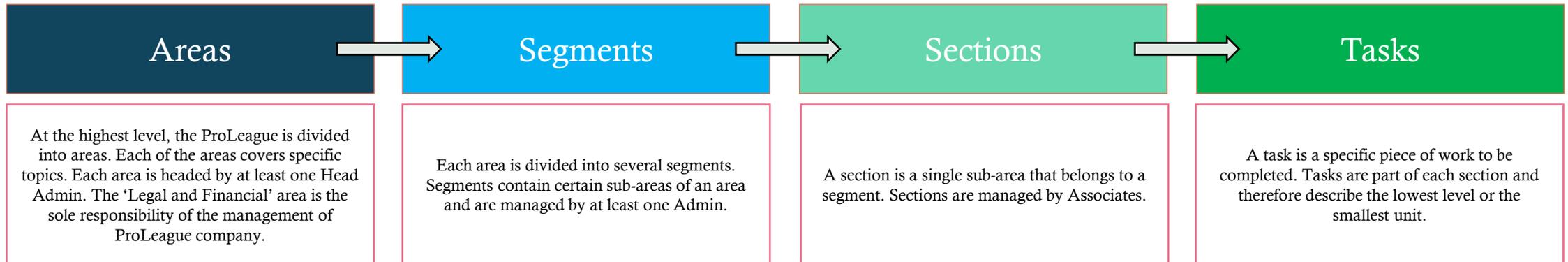
DEFINITIONS, RIGHTS AND OBLIGATIONS OF THE POSITIONS WITHIN THE PROLEAGUE



2. ORGANISATIONAL CHARTS

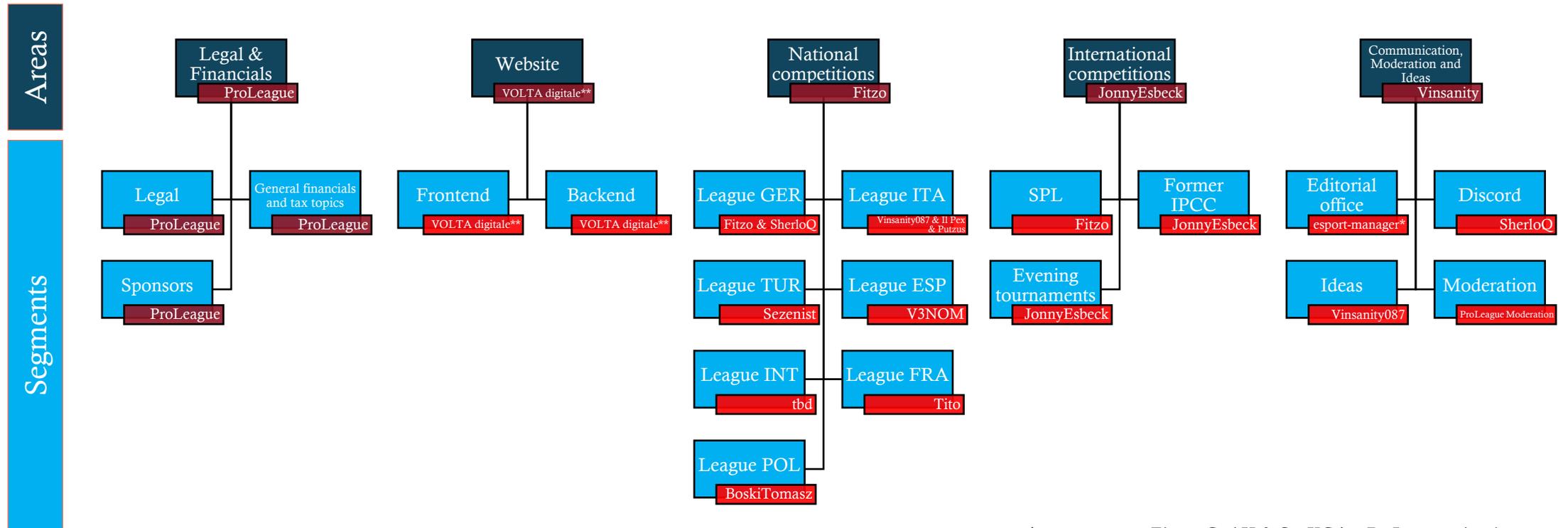
DEFINITION OF THE ORGANISATIONAL LEVELS OF THE PROLEAGUE

The ProLeague is divided into 4 organisational levels in order to deploy competencies in a targeted manner, avoid long distances and make decisions fairly and with the necessary foresight. The 4 organisational levels are described below:



2. ORGANISATIONAL CHARTS

GRAPHICAL OVERVIEW OF AREAS AND SEGMENTS



*esport-manager Eleven GmbH & Co. KG is a ProLeague related company

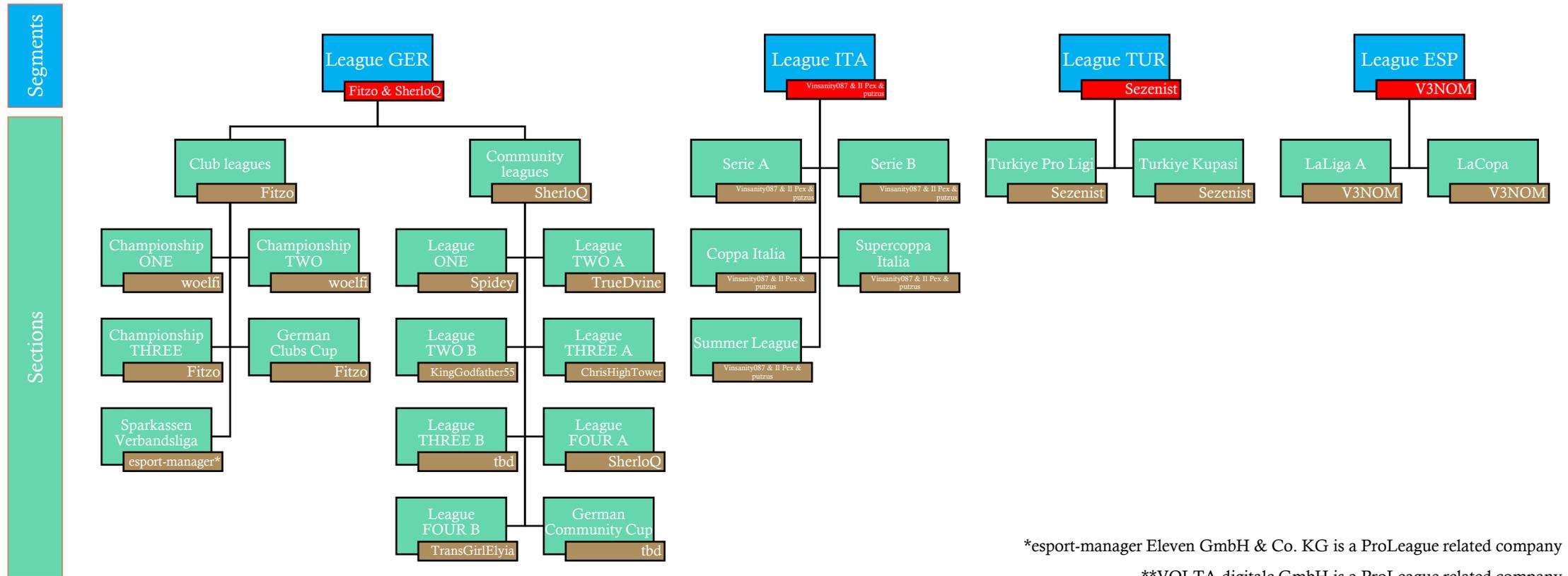
**VOLTA digitale GmbH is a ProLeague related company

tbd = to be defined

Headadmin Admin

2. ORGANISATIONAL CHARTS

GRAPHICAL OVERVIEW OF THE AREA „NATIONAL COMPETITIONS“ - PART 1



*esport-manager Eleven GmbH & Co. KG is a ProLeague related company

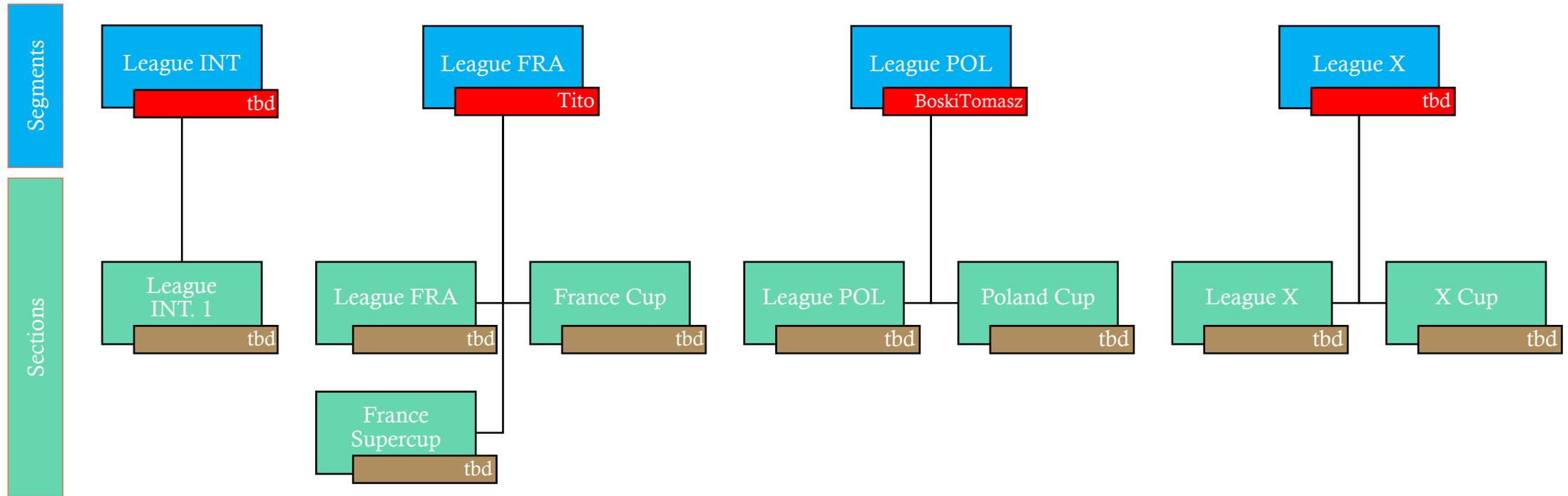
**VOLTA digitale GmbH is a ProLeague related company

tbd = to be defined

Admin Associate

2. ORGANISATIONAL CHARTS

GRAPHICAL OVERVIEW OF THE AREA „NATIONAL COMPETITIONS“ - PART 2



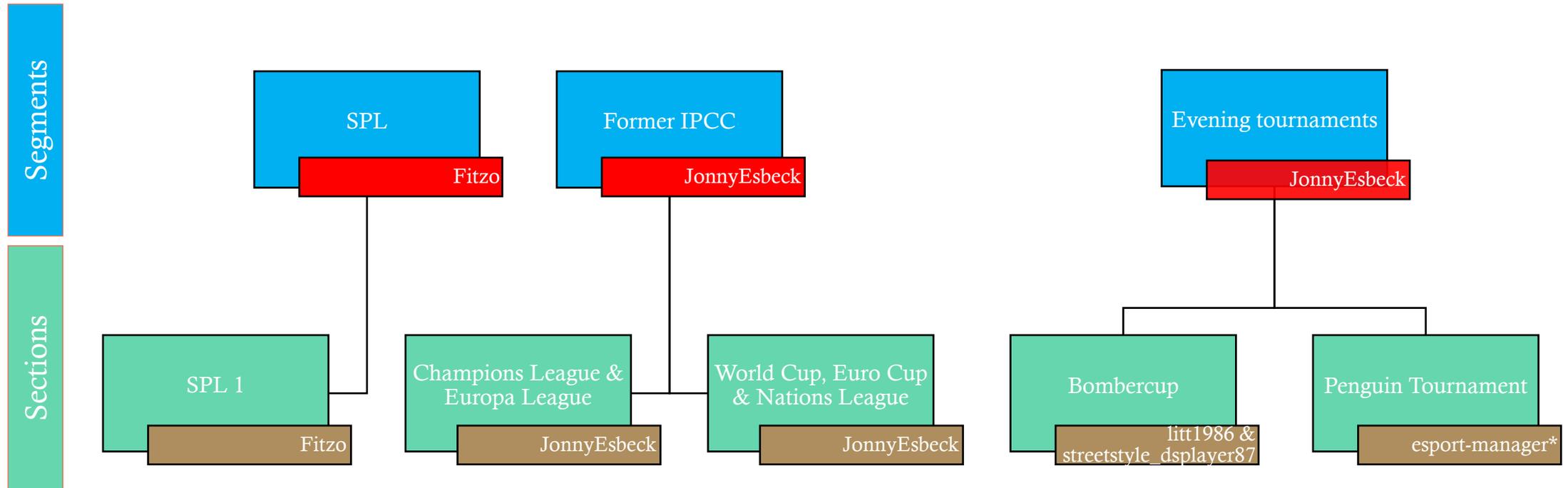
*esport-manager Eleven GmbH & Co. KG is a ProLeague related company

**VOLTA digitale GmbH is a ProLeague related company

tbd = to be defined

2. ORGANISATIONAL CHARTS

GRAPHICAL OVERVIEW OF THE AREA „INTERNATIONAL COMPETITIONS“



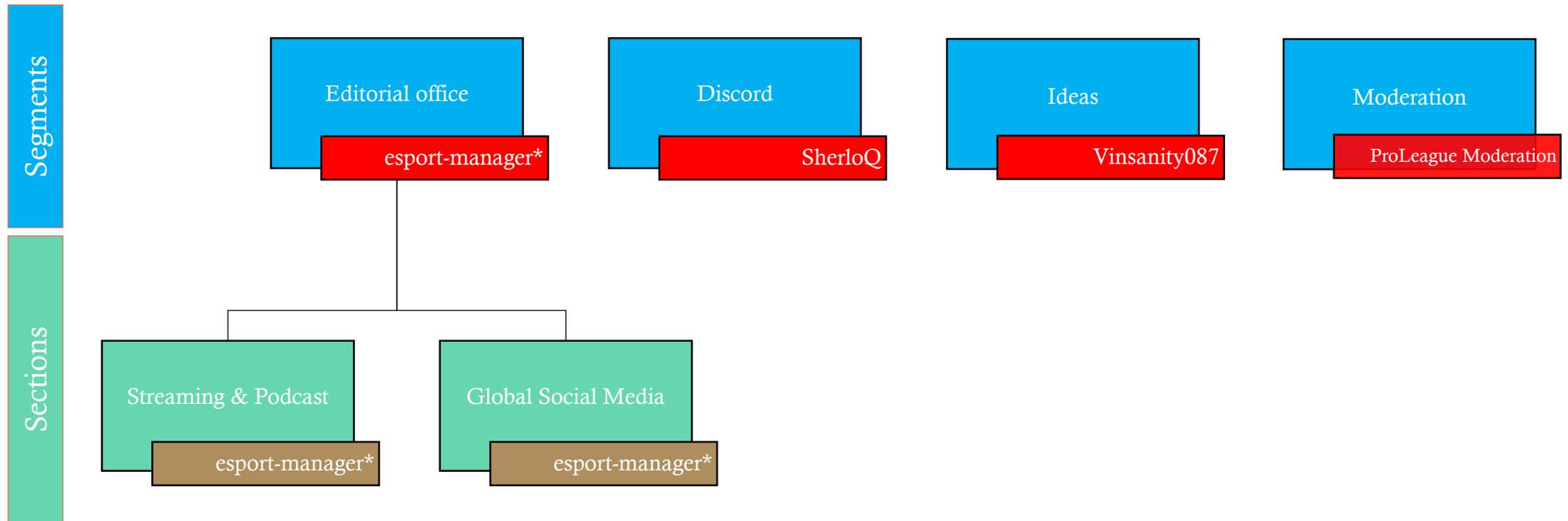
*esport-manager Eleven GmbH & Co. KG is a ProLeague related company

**VOLTA digitale GmbH is a ProLeague related company

tbd = to be defined

2. ORGANISATIONAL CHARTS

GRAPHICAL OVERVIEW OF THE AREA „COMMUNICATIONS, MODERATION AND IDEAS“



*esport-manager Eleven GmbH & Co. KG is a ProLeague related company

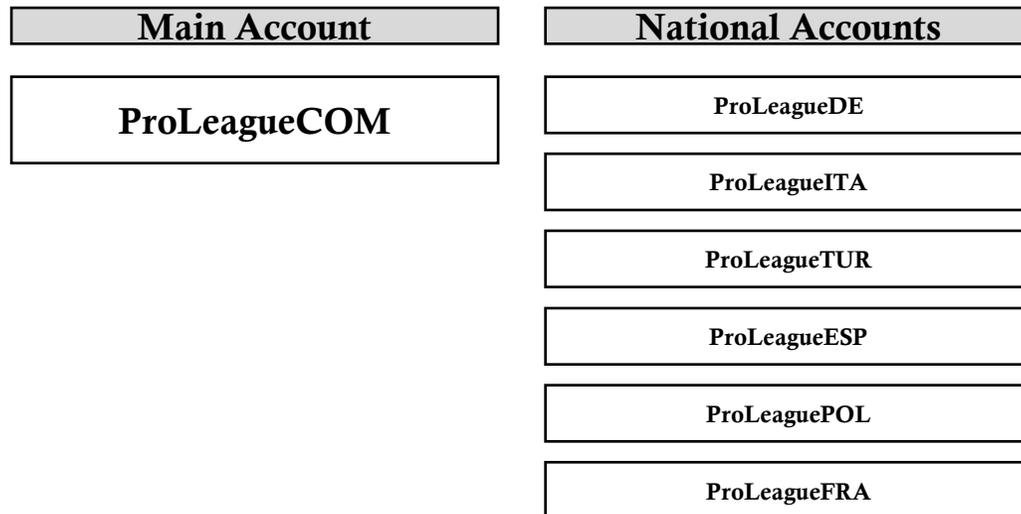
**VOLTA digitale GmbH is a ProLeague related company

tbd = to be defined

3. EXTERNAL REPRESENTATION

3. EXTERNAL REPRESENTATION

SOCIAL MEDIA



The most important aspect of a good public image is a well-organised social media presence. The ProLeague can be reached on various social networks:

- Twitter / X
- Twitch
- Instagram
- Facebook
- TikTok

The focus here is on Twitter as the main point of contact for ProClub players.

In principle, the same account structure is used in each social network. There is a main account 'ProLeagueCOM' on which all communication takes place exclusively in English and which shares the most important information that affects all players. This includes, in particular, announcements and notices, but also the results of international / platform-wide competitions.

There is also another account for each national community in the respective national language, on which the results of the respective national competitions, information and contributions are shared.

3. EXTERNAL REPRESENTATION

DISCORD - DESCRIPTION

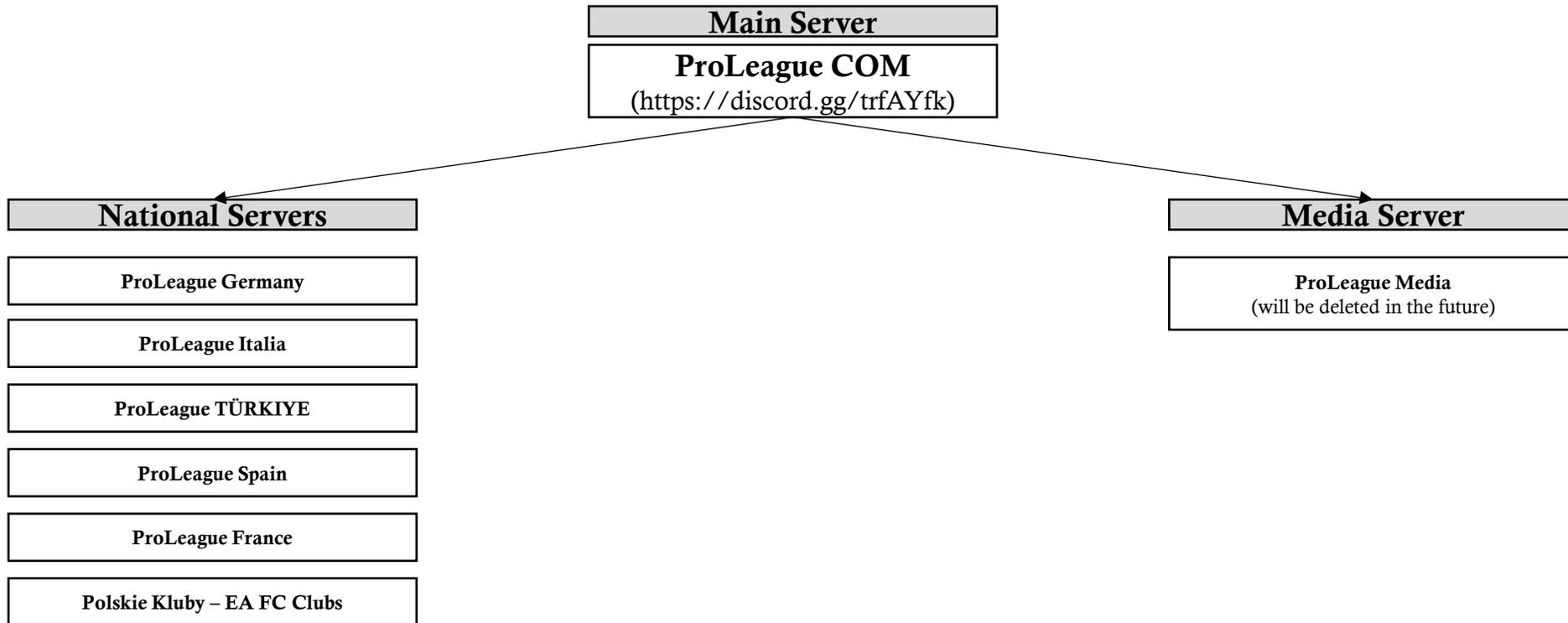
The organization of all competitions and direct communication with the community is ensured via various Discord servers. A global server (**ProLeagueCOM** -> <https://discord.gg/trfAYfk>) serves as the first point of contact for the outside world, on which the international competitions (including League INT) are organized, which provides the most important information and represents the ProLeague to the outside world. It contains explanations, links, rules and all necessary information. Communication on this server is exclusively in English.

Each national community (League GER, ITA, TUR, ESP, POL, FRA,...) also offers its own Discord server (**example: ProLeague Germany** -> <https://discord.gg/yX5z9Ft3fp>) in the national language, on which the national competitions (league and cup) are organized.

Team Managers (VM) are obliged to be available on their national servers as well as on the Discord server **ProLeague COM** when they participate in the competitions.

3. EXTERNAL REPRESENTATION

DISCORD – GRAPHICAL OVERVIEW



4. RULES, WEBSITE & TIMETABLE

4. RULES, WEBSITE & TIMETABLE

RULES – PART 1

Structure of the Rulebook & Scope of Application

The ProLeague rulebook consists of a general part (§§1-7, §§14-20) and a special part (§§8-13). It follows a chronological logic: early paragraphs address topics before a official match, later paragraphs address topics after a official match.

The general and respective special parts apply to: League GER, League INT, all new Communities, all International Competitions

4. RULES, WEBSITE & TIMETABLE

RULES – PART 2

General Part: The general part of the rulebook establishes the basis:

- Organization: ProLeague Structure (§§1-3)
- Definitions: Teams (§4), Team Associates (§5), Users/Players (§6)
- Procedures: Transfers and Licensing (§7), Scheduling (§14)
- Game Operations: Game Rules (§15), Modifications (§16), Result Reporting (§17)
- Regulation: Sanctions (§18), Judging games (§19), Miscellaneous (§20)

4. RULES, WEBSITE & TIMETABLE

RULES – PART 3

Special Part: The special part of the rulebook complements or modifies the general part for specific competitions:

- Leagues & Cups: National and International Leagues (§8), National Cups (§9)
- International Competitions: SPL (§10), Club Tournaments of former IPCC (§11), National Team Tournaments of former IPCC (§12)
- Tournaments: Evening Cups (§13)

Each paragraph in the special part follows a uniform structure:

1. Competition Structure, 2. Participants, 3. Competition Process, 4. Competition Winners, 5. New Season / Ranking, 6. Scheduling, 7. Game of the Week, 8. Special Game Rules, 9. Result Reporting, 10. Miscellaneous

4. RULES, WEBSITE & TIMETABLE

WEBSITE

Link to our website:

<https://proleague.de/overview.php>

4. RULES, WEBSITE & TIMETABLE

TIMETABLE

Link to our global timetable:

<https://docs.google.com/spreadsheets/d/1gIlFqNSiGby0KF1rgPC8wfWm0LrK5LqFrftRpoHp6UU/edit?gid=0#gid=0>

All competitions run on the ProLeague-Website need to be started and ended in a specific time period that will be announced by the Head-Admins in timely manner.

- EAFC 25 First Season: 10.11.2024 until 16.03.2025
- EAFC 25 Second Season: 17.03.2025 until 10.08.2025

Listed dates can change