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المملكة المغربية  
وزارة الشباب  
والثقافة والتواصل

Royaume du Maroc

Ministère de la Jeunesse, de la Culture et de la Communication



MOROCCO  
GAMING  
EXPO

2026

# GENERAL RULES

**eSports Tournaments**  
**MOROCCO GAMING EXPO 2026**

EA SPORTS FC 26 - Valorant – Fortnite

## **PREAMBLE**

The Ministry of Youth, Culture and Communication (hereinafter referred to as “the organizer”) through its service provider GEEKMAROC with a capital of 100.000 dirhams whose registered office is at 23 Bd Okba Ibno Nafii Etg 3N5 Hay Mohammadi Casablanca, registered with the Casablanca Trade Register under no. 386971 (hereinafter referred to as “the Provider”); during the period mentioned in Article 2 below, and throughout the territory of the Kingdom of Morocco, eSports tournaments will be organized for the following games: Valorant on PC, Fortnite on PC & console and EA SPORTS FC 26 on console, as part of the exhibition called “Morocco Gaming Expo” (hereinafter referred to as “the Tournament”), in accordance with the terms and conditions described in these rules.

## **ARTICLE 1: TARGET**

Participation in the present tournaments is open, during the period mentioned in article 2 of the present rules, to any person residing in Morocco, in accordance with the conditions defined by the Organizer, owner of the “Morocco Gaming Expo” project.

However, the following are excluded from participation in the present tournaments:

- All employees of “Morocco Gaming Expo”;
- All employees of partner agencies of the Morocco Gaming Expo;
- Companies partnering the “Morocco Gaming Expo” or participating in the organization of said tournaments, i.e. GEEKMAROC and AVANTSCENE, and all their employees;
- Persons under the age of 16 (sixteen) and legal entities.
- Participants aged between 16 and 18 without parental consent.
- Master Wafa GARANE a notary in Casablanca and all his staff as well as the members of their families (children and spouses) belonging to the same household.

If an individual who is ineligible under these rules participates in the relevant tournaments and is declared a winner, such individual shall not be recognized as a winner and shall forfeit any right to claim the prize. In this case, the Organizer reserves the right to reallocate the prize to another eligible participant.

## **ARTICLE 2: REGISTRATION PERIOD**

- Registration Phase 1: Teams wishing to participate must register during this first phase, which runs from February 14 to March 12, 2026, for the Fortnite game, from February 14 to March 3, 2026, for the EA SPORTS FC 26 game and from February 14 to March 8, 2026, for the Valorant.
- Registration Phase 2: A second registration period will be open from February 14, 2026, with specific closing dates for each game: until April 2, 2026, for Fortnite, until March 23, 2026, for EA SPORTS FC 26, until March 29, 2026, for Valorant. This phase will offer a new opportunity to teams who were unable to register during the first phase, as well as to new teams wishing to join the tournament.
- Registration phase 3: A third and final registration phase will open on February 14, 2026, with different closing dates depending on the game: April 24, 2026, for Fortnite; April 14, 2026, for EA SPORTS FC 26; and April 19, 2026, for Valorant. This final phase will

offer a last chance for teams that were unable to register during the previous two phases, as well as those who still wish to participate in the competition.

✓ **Registration procedure**

Participation in the three tournaments will be exclusively via the Lgame.gg platform, using the following link: <https://mgex.lgame.gg/>.

**ARTICLE 3: GAME RULES**

**Fortnite Tournament**

This event is in no way sponsored, endorsed, or administered by, or otherwise associated with, epic games, inc. the information players provide in connection with this event is being provided to event organizer and not to epic games, inc.

By participating in this event, to the extent permitted by applicable law, players agree to release and hold harmless epic games, inc., its licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the event.

**Participation eligibility**

To be considered “Participating Persons”, players must meet the following eligibility criteria:

- Be a Moroccan citizen or have resided in Morocco for at least two consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page “<https://mgex.lgame.gg/>”.
- Be at least sixteen (16) years old.
- All participants aged between 16 and 18 must have parental authorization signed by their legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid Fortnite Account for eligibility and accept the Official Rules and Regulations of the event.
- In case of qualification for the grand Finale, it is essential to be available on May 18 to 19, 2026 for the media days, as well as from May 20 to 24, 2026 to attend the Finale which will take place at the show.
- The tournament is cross platform: Console (Playstation, Xbox, Nintendo) and for PC Players.

**Tournament format**

The tournament will be structured in two stages: online qualifiers followed by a live Grand Final at the Morocco Gaming Expo. The online qualification phases will be played in Duo – Reload mode, using Epic Games’ official ranking system, while the Grand Final will be played in Creative Mode – Duo.

**1. Qualification format**

This section presents a detailed analysis of the evolution of the tournament, from the qualifying stages to the grand Finale.

- **Preliminary Stage:** This stage will consist of three separate qualifying rounds, with a maximum of 160 teams per round. Each qualifying round will offer 6 places for the Knock-Out Stage, for a total of 18 eligible teams in this phase.

The preliminary stages will be structured into three phases:

- ✓ Phase 1 – Initial Qualifiers: The first phase will run over four (4) days, during which 160 duos will be divided into 8 groups of 20. Each group will play five (5) matches, using Epic Games' official scoring system. The top five (5) duos from each group will qualify for the next stage.
- ✓ Phase 2 – Semifinals: The 40 duos qualified from Phase 1 will be divided into two (2) groups of 20 duos. Each group will play five (5) matches, using Epic Games' official scoring system. The top ten (10) duos from this phase will advance to the final qualification stage.
- ✓ Phase 3 – Final Qualification Round: The final qualification round will consist of 20 duos, who will compete in ten (10) matches in Duo – Reload mode, using Epic Games' official scoring system. The top six (6) duos from this phase will qualify directly for the knockout stage.

- **Knock-Out Stage:** The 18 teams qualified from the initial qualification phase will be placed into a single group. All teams will compete in the same lobby using the Duo – Reload mode during 16 matches. The top 6 ranked duos will qualify directly for the Grand Final at the Morocco Gaming Expo 2026.

## 2. Qualification dates

### Preliminary qualification phase

- Preliminary Qualifications - First Round: The qualifying rounds will take place from March 13 to 18, 2026.
- Preliminary Qualifications - Second Round: The qualifying rounds will take place from April 2 to 8, 2026.
- Preliminary Qualifications - Third Round: The qualifying rounds will take place from April 25 to 30, 2026.

### Knock-Out Stage

- This phase will take place over two days, May 5 and 6, 2026.

## 3. Grand Finale

The grand Finale of the Fortnite tournament will be held on May 20 and 21, 2026 at the Morocco Gaming Expo.

- The Grand Final will bring together the six (6) qualified duos for two days of high-level competition.
- Day 1 & 2 – Grand Final: The 6 qualified duos will be placed into a single group. They will compete in ten (10) matches using the Creative Mode (2v2v2v2v2v2). A scoring system predefined by the organizers will be applied to determine the Top 4 winners of the Fortnite tournament.

#### **4. Scoring System of the online qualifiers**

The scoring system that will be applied during the Duo – Reload mode is as follows:

- ✓ Victory Royale: 60 Points
- ✓ 2nd: 50 Points
- ✓ 3rd: 45 Points
- ✓ 4th: 40 Points
- ✓ 5th: 35 Points
- ✓ 6th: 30 Points
- ✓ 7th: 27 Points
- ✓ 8th: 24 Points
- ✓ 9th: 21 Points
- ✓ 10th: 18 Points
- ✓ 11th: 15 Points
- ✓ 12th: 12 Points
- ✓ 13th: 9 Points
- ✓ 14th: 6 Points
- ✓ 15th: 3 Points
- ✓ 16th – 20th : 0 Points

Each Elimination: 3 Points

#### **5. Tiebreakers**

Tiebreakers will be determined in the order presented here: (1) total points scored; (2) total Victory Royals during the session; (3) average eliminations during the session; (4) average placement per game during the session; and finally (5) total survival time in cumulative seconds across all games.

#### **6. Game Version**

All players must have the latest version of the game installed to participate in tournaments organized by the administration. All updates must be installed before the start of the tournament.

#### **7. Player accounts**

Players must ensure that they participate in matches using the same game account they activated on the registration page. Failure to do so will result in expulsion from the game lobby. If the match has been played by a player with a different account to the one activated on the tournament platform, the points of the whole team may be reset.

Any changes to the team account occurring between the close of registration and the end of the tournament must be approved by tournament administration before being authorized. This includes, but is not limited to:

- Adding or deleting players
- Change team name
- Changing the team logo.

Players must act in good faith with respect to the Epic accounts used by said players in connection with the event, without any undisclosed violations. This means, without limitation, that a player's

Epic account must be registered in their name and cannot have been previously purchased, gifted, or transferred from another player.

Players must not have been subject to any suspension or other penalty in connection with a previous violation of any Epic official rules, or must have fully served such suspension or penalty. In addition, players who have been banned from competition for 14 days or more during the Event will not be eligible to participate in the remainder of the Event

## **8. Punctuality**

A lobby for each match will be created 10 minutes before the start of the match. The match start time is listed on the match page on the registration page or announced on the tournament Discord server « <https://discord.com/invite/zVG5bk7nEp> ». Teams have 10 minutes to enter the hall. If one or more players do not reach the lobby in time, the team will start the match without them.

A team may participate in the next scheduled match, even if not all players in the line-up have joined the current match.

Matches must start at the precise time indicated on the tournament schedule. If a team is late for the start of a match, it will be given a warning.

Matches scheduled for broadcast must start no later than the time stipulated by the administration. Teams will receive a match schedule, which may be modified at the sole discretion of the tournament administration. Teams will be duly informed of any changes to the schedule and must ensure that they are ready to start the match at the scheduled time.

## **9. Results**

Each team member must take screenshots of his or her results at the end of the game in case of disputes and/or technical difficulties in the lobbies. Failure to provide these screenshots when requested may result in disciplinary action and/or loss of points.

If you have any problems or notice any issues, please contact the administrators immediately. You can contact them via Discord « <https://discord.com/invite/zVG5bk7nEp> » for quick questions.

## **10. Protests**

A complaint concerning a violation of rules during the match or incorrect results can be accepted within 20 minutes of the end of all matches in the group. To do so, you must use the features of the tournament platform, providing all the required material if necessary.

The claim must contain detailed information on why the claim was lodged, how the anomaly arose and when it occurred.

A claim may be rejected if the appropriate documentation (i.e. match media, game recordings, etc.) is not provided. A simple “they're cheaters” will not suffice. Insults and “flaming” are strictly forbidden in a protest and may result in warnings or a decision unfavorable to the insulting party.

All teams are required to record their matches and to keep the recordings for a minimum period of 7 days. These recordings must be supplied to the organizing team on request. In the event of a refusal to provide the recordings, the team concerned will be disqualified from the current round.

## 11. Remak or rehosts Matches

Any technical problem or other crisis supported by solid evidence must be reported immediately to the tournament administration. A match may only be resumed with the prior agreement of the tournament official. A tournament match may only be replayed at the request of the tournament administration. In the following situations, the tournament administration may replay a tournament match:

- The Event environment may adversely affect the tournament result, as determined by the administration team.
- A technical malfunction or disconnection of a player (excluding malfunctions and disconnections due to player error or fault) within 3 minutes of the start of the match, by the tournament official. If the player is able to reconnect after disconnection, there will be no rematch.
- Five problems occur during the loading screen, and the game cannot be loaded.
- A player cannot move on the battlefield within 3 minutes of the start of the game.
- A player may not enter the tournament game before the departure of the departure plane.
- A player may join a tournament game without flying in the starting plane and without parachuting but instead start on the battlefield.
- One or more observing clients have crashed, disconnected or lagged (unable to work), regardless of the number of kills or other problems since the start of the game.
- The server is significantly behind schedule, with a significant impact on the performance of several teams.

The tournament administration has the right to restart the match if it cannot be broadcast normally. The start of the match corresponds to the end of the “warm-up” and the loading of all players onto the departure plane. If the above conditions are met, players must immediately request a replay by notifying the administration team by raising their hand or by sending a message on the Discord server « <https://discord.com/invite/zVG5bk7nEp> » requesting assistance, followed by a valid reason and sufficient proof. Players must continue to play until the reorganization has been confirmed by the tournament administration.

## 12. Game Rules

The use of third-party software is prohibited during qualifiers and tournaments. If players violate this rule, it will be considered as hacking with the intent of cheating. The team will be disqualified, no prizes will be awarded, and those involved will be banned from participating in the competition.

## 13. In - game bugs

In the event of a player encountering a bug, a remake will only be offered if all the following conditions are met:

- The bug breaks the game and makes it impossible for a player (or several players) to play the game normally. A non-exhaustive list of game-breaking bugs includes :
  - Being clipped through the floor and executed
  - Getting stuck on objects (windows, launchers, etc.)
- A tournament official is promptly informed of the bug when it occurs.
- The bug occurs when no other player in the match has yet been killed.
- The bug is not triggered with malicious intent on the part of the player.

Any remake will be made at the sole discretion of the tournament administration.

Participants are required to inform the tournament administration team of any bugs of which they are aware, and which have not been included in the list.

#### **14. Prohibited Items / Behaviors**

Players may not engage in any behavior that compromises competitive integrity or fair play. The following actions are strictly prohibited:

- Collusion between players, defined as any agreement or coordinated behavior intended to cheat or deceive other players, including players acting in concert while on opposing teams.
- Pre-planned movement or agreements between two or more opponents to meet at specific locations or move together on the map before or during a match.
- Sending or receiving verbal or non-verbal signals to communicate or coordinate with opposing players outside of the intended competitive framework.
- Deliberately dropping items, abandoning positions, or creating in-game situations to benefit another player or duo.
- Intentionally allowing another player to eliminate you for competitive advantage.
- Receiving or providing unauthorized external assistance of any kind.
- Using software, scripts, macros, bots, or any other automated tools that provide an unfair advantage.
- Intentionally exploiting bugs, glitches, or unintended game features for personal gain.
- Attacking, interfering with, or deliberately disrupting an opponent's network connection or gameplay environment.

Any violation of the above rules may result in penalties, point deductions, and/or immediate disqualification, at the sole discretion of the tournament organizers.

#### **15. Cheating**

##### **Cheating software**

Any use of software that could be considered cheating is strictly forbidden. Tournament administration reserves the right to specify what is considered cheating.

##### **Information abuse**

Communication during the match with persons not involved in the match is strictly forbidden. The same applies to the use of information about your game from other external sources (e.g. streams, scenography, reflections).

##### **Penalties for cheating**

If cheating is discovered during the event, the result(s) of the match(es) in question will be annulled. The player and his team will be disqualified, forfeit their prize and may be banned from all competitions organized by the organizer for a period of normally 5 years. This period may be less, if there are significant extenuating circumstances, or more, if there are aggravating circumstances.

##### **Methods of detecting cheating**

The organizer reserves the right to use various methods to inspect participants and their equipment, with or without prior information.

## **EA SPORTS FC 26 Tournament**

This tournament is not affiliated with or sponsored by Electronic Arts Inc. or its licensors.

### **1. Eligibility to participate**

To be considered “Participating Persons”, players must meet the following eligibility criteria:

- Be a Moroccan citizen or have resided in Morocco for at least two consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page “<https://mgex.lgame.gg>”.
- Have the minimum age required to hold a full EA Account (non-minor) and meet the following conditions in terms of minimum age at the time of registration.
- Must be at least sixteen (16) years old.
- Any participant aged between 16 and 18 must have a parental authorization signed by his/her legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid EA Account for eligibility and accept the Official Rules and the Event Rules.
- Own or have access to the Game on a supported platform and connect to their valid EA Account.
- Possess a valid PlayStation Network ID (“PSN ID”) and connect it to a valid EA Account.
- In the event of qualification for the Grand Finale, it is essential to be available from May 18 to 19, 2026 for the media days, as well as from May 20 to 24, 2026 to attend the Finale, which will take place at the show.
- The EA SPORTS FC 26 competition will be reserved exclusively for players using the latest generation PlayStation and Xbox consoles and will not be open to PC players.

### **2. Tournament format**

#### **1. National qualification format**

This section presents a detailed analysis of the tournament's development, from the qualifying phases through to the grand Finale.

- **Preliminary stage:** This stage will consist of three separate qualifying rounds, with a maximum of 512 players per round. Each qualifying series will offer 4 places for the Knock-Out Stage, for a total of 12 players eligible for this phase.
- **Knock-Out Stage:** The 12 players who qualified in the initial phase will be grouped together in two groups. They will compete in two-legged matches, one against each other, to determine the top eight players in the standings. Results will be based on the total number of goals scored in the two matches. In the event of a tie, a third match will be played on a golden-goal basis. The two players finishing top of the standings will earn their place in the grand Finale, to be held at Morocco Gaming Expo 2026.

#### **2. National qualification date**

#### **Preliminary qualifying phase**

- Preliminary qualification – First Round: Qualifying rounds will take place from March 2 to 9, 2026.

- Preliminary qualification - Second Round: Qualifying rounds will take place from March 24 to 29, 2026.
- Preliminary qualification – Third Round: Qualifying rounds will take place from April 14 to 19, 2026.

### **Knock-Out Stage**

This stage will take place online on May 2 and 3, 2026.

### **3. Grand Finale**

The EA SPORTS FC 26 Grand Finale will be held on May 22 and 23, 2026 at the Morocco Gaming Expo.

- The grand Finale will bring together the 8 players for two days of intense competition.
- The 8 players will be divided into two groups of 4 and will play single-elimination round-robin matches, with the top 2 from each group qualifying for the next phase. These 4 players will compete in single-elimination round-trip matches to determine the winner of the EA SPORTS FC 26 tournament.

### **3. Punctuality**

Matches will start in accordance with the schedule drawn up by the tournament administrators. If a player is more than 20 minutes late, the opposing player is entitled to inform the tournament administrators. This will result in a warning for the late player, as well as a 3-0 forfeit in favor of his opponent.

### **4. Match Settings**

The following parameters apply to both the national online qualification phases and the grand Finale, which will be held at Morocco Gaming Expo 2026:

- Breaks follow in-game mechanics.
- Substitutions follow in-game mechanics.
- Customized tactics are allowed.
- Custom formations are not allowed.
- All players must use the FUT Stadium for all tournament matches.
- Camera: All camera angles are permitted. The main referee, at his discretion, may decide whether a given camera angle is allowed or not in case of doubt.
- The instructions in the audio guide must be checked before each match.
- The settings to be made before the start of all matches are as follows:
  - HUD: Player name and indicator
  - Player indicator: Player name
  - Time/score display: On
  - Radar: 2D
  - Gamertag indicator: IN GAME PLAYER
  - Line scrolling: On
  - Commentary volume: 0
  - Stadium ambience: 8
  - Music volume: 0

In addition to these parameters, other specific rules apply to the online qualification phase:

- All matches will follow the parameters of online friendlies.
- Half-time duration : 6 minutes.
- Controls: All.
- Game speed: Normal.
- Team type: 95 mode.
- All other settings not mentioned should remain unchanged and be kept by default.
- The following formations are prohibited: those with 5 defenders and 3 backs, such as 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, 3-4-3.

As for the grand Finale, the additional game parameters will be defined as follows:

- Team format : Ultimate Team mode
- Competitive mode: Enabled
- Loaned players: Allowed
- Competitor teams (excluding goalkeepers) are subject to the following restrictions:
  - Maximum of one (1) TOTY-type player
  - Maximum of three (3) ICON-type players
  - Restrictions apply to both 11 starters and substitutes, but do not apply to the goalkeeper.
  - Players may use loaner items on their team.
- No formation with 5 defenders, nor any formation with 3 defenders. This includes the following formations: 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, and 3-4-3.

## **5. Rules of conduct**

Players must behave in a reasonable manner, maintaining an appropriate attitude towards spectators, members of the press, referees and other players. These requirements apply both offline and online, including conduct on social media. All players are expected to always adhere to the standards of sportsmanship and are prohibited from acting in the following manner:

- Interfere with or disrupt administrators, the head referee or other players while they are discussing a situation;
- Harassing, threatening, intimidating, repeatedly sending unwanted messages or making personal attacks or statements about race, sexual orientation, religion, heritage, etc. Hate speech will not be tolerated;
- Publish, post, upload, distribute content or organize/participate in any activity, group or guild that the administrator (acting reasonably and objectively) considers inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, invasive of privacy, vulgar, offensive, indecent or illegal;
- Players shall refrain from using vulgar or offensive language;
- Insulting, provoking, intimidating and other forms of offending opponents when the intention is considered to be unsportsmanlike conduct;
- It is forbidden to physically abuse, fight or threaten a player, spectator, administrator or any other person;
- It is forbidden to damage and/or abuse consoles, controllers or any other tournament equipment;
- All players must follow the administrator's directions and/or instructions;
- Players must respect the instructions given by administrators at all times;

- Violate any law, rule or regulation, as determined by the Administrator in its sole discretion;

## 6. Competition rules

- All consoles and screens are provided by the organizer during the Grand Finale.
- Players are not permitted to use their own equipment (controllers, headsets), unless explicitly authorized by the organizer.
- It is forbidden for a player to cause or abuse a glitch in the game. Newly discovered glitches will be communicated to players before the start of each match round.
- Pauses follow the game mechanics, and all other pauses are forbidden.
- In-game settings must be provided to administrators, the head referee and administration officials immediately upon request. In-game settings must always respect and comply with the rules provided by the administrator.
- Time-wasting is prohibited, including, but not limited to, remaining in the relevant player's half of the field for more than ten minutes without attempting to attack. Heading by outfield players towards their own goalkeeper is considered a waste of time if it occurs more than once during the same sequence of play. The administrator has the right to decide whether this is a waste of time and to decide on the possible consequences.
- The players will be given their positions, the tournament administrators will set up the match and the players will only start playing when the tournament administrator gives the order. The same applies if a match has to be resumed - players must always wait for the administrator to start the match.
- Players must be present at the start time of the match.
- It is strictly forbidden to leave a game in a rage, whatever the purpose.
- It is strictly forbidden to leave one's post for any reason not authorized by the tournament administrator.
- Players may supply their own controller if it does not give them an unfair competitive advantage, does not interfere with game operation, does not require special configuration, wiring or adapters to operate, and is designed to run natively on the console on which the player is competing. The tournament administrator may, at its sole discretion, refuse any controller and require the player to use an approved controller.
- Joystick settings must be set to main competition switch: ON.
- Once a match has ended, no action on the joystick is permitted. Match videos must be left playing so that the highlights of the game continue to unfold.
- Players are not allowed to turn the monitors upside down; this is strictly reserved for administrators to preserve the fragility of the equipment.
- Players are solely responsible for preparing their FUT team.
- No team changes are permitted immediately after the start of the match.
- If any error renders the match unplayable, the administrator must be informed as soon as possible. It is then up to the administrator to decide what action to take.
- If a disconnection occurs in the match for any reason :
  - A new match will be started with the remaining time of the 90 minutes to be played. Time, goals and red cards will be considered when the match is restarted. The game will be restarted in competitive mode and will resume at the exact moment when the game was disconnected.
  - When a restart is necessary, no team changes are allowed.
  - In the case of a restart where an in-game player has received a red card in the game during which a disconnection occurred, the in-game player may only be replaced by a non-rare bronze player before the match is restarted.

In all possible situations, the administrator will monitor the match situation so that it can be re-established if the match is interrupted. The administrators and/or head referee will restore the match situation to the best of their ability.

- In the event of a technical error or server failure at the tournament venue that cannot be resolved within a reasonable time, the tournament administrator reserves the right to switch to another game mode to complete the match. The mode most likely to be used is 90.
- In the event of a technical error on the part of the tournament administrator during a live studio match, which makes it impossible to start or continue the match, the match in question will be postponed.
- If the match has not started due to a technical error on the part of the tournament administrator, the entire match will be rescheduled.
- If a match has been forcibly stopped due to technical problems on the administrator's side, the match is paused and will be resumed at another time by copying the game time played and the score.
- Players are required to complete their match. Only in the event of a situation beyond the player's control will a match be rescheduled. Examples of such situations are earthquakes, fires, regional power failures or sudden injuries. Among others, the following situations explicitly do not fall under this rule: equipment failure, delay or "lag" in play, delay (e.g. due to car breakdown). It is up to the main referee to decide whether a match should be rescheduled in the event of an event not mentioned above.
- If a player has a problem which, in his opinion, creates an unfair advantage for his opponent, he must interrupt the match (or ask his opponent to interrupt the match) and bring the problem to the attention of the administrator. The administrator will forward the problem to the main referee. The main referee will decide if and how the match should continue.
- Players are allowed to have a coach present for all matches. Remote coaching is not permitted and is limited to face-to-face communication only.

## **7. Manipulation rules**

Collusion is defined as any agreement between two or more Players to disadvantage other Players in the tournament. Collusion between Players or other parties involved, e.g. teams, is strictly prohibited.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason during the tournament
- Playing on behalf of another player, including using a secondary account, to assist in the tournament.
- Any form of match fixing.
- Soft play, defined as a player not doing everything possible to allow an opponent to increase the score and gain an advantage in terms of goal difference, as judged by the head referee.
- Agreeing to share the prize with opposing players.
- Allowing an opponent to score more or fewer goals than they normally would in order to influence the goal difference.

No Player may use cheating software or hardware in connection with any Match-related activity.

Manipulation of equipment, transmission or Internet connection is prohibited.

Any action intended to disrupt the opposing player's view of the field or his ability to select controlled players is forbidden.

### **8. Important information for Live matches**

Players must be ready at their console no later than 15 minutes before their scheduled match time, on all match days. Admins and technical staff will be in contact with players at this time to test connections, audio, video, etc.

Players must be ready to start the match no later than 5 minutes before their scheduled match time. This includes having provided and selected all relevant in-game settings.

In-game match invitations must be sent and accepted and be ready at the kit selection screen 3 minutes before the match time, to be ready for the start of the match at the chosen time.

Players are required to set up a POV camera (using a PC, smartphone, or any other capture device) and connect it to the system provided by the organizer. The camera must be properly positioned and adjusted.

The organizer reserves the right to select any match to be streamed. Opposing players in the bracket for subsequent rounds must wait and take into account any constraints or delays related to the broadcast.

### **Settings for live matches**

- The following parameters are mandatory depending on the ruleset to be used and may result in sanctions if not respected. It is the Player's responsibility that these in-game settings are always correctly applied before each Match.
- Players should always double-check that notifications on their Console are set to “off”.
- FUT Stadium: double-check that this stadium is selected
- It's important for Players to prepare their team. Including having the right bench and tactics saved so they don't realize it when the Match is due to start.
- The following settings must be applied for the player sharing his image:
  - Player name and HUD indicator
  - Player indicator Player name: Important because players must not show their gamertag in the game.
  - Disable “ms” ping indicator
  - Time and score display
  - 2D radar
  - Audio settings :
    - Commentary volume: 0
    - Stadium ambience: 8
    - Music volume: 0
    - Audio guide instructions must be checked before each match. It is essential that no commentator is included in the game and that the settings are exactly the same as those shown above.

## **Valorant Tournament**

### **1. Eligibility to participate**

To be considered “Participating Persons”, players must meet the following eligibility criteria:

- Be a Moroccan citizen or have resided in Morocco for at least two consecutive months.
- Have a valid account on the Lgame.gg platform.
- Be registered for the tournament on the landing page “<https://mgex.lgame.gg>”.
- Be at least sixteen (16) years old.
- All participants aged between 16 and 18 must have parental authorization signed by their legal guardian, in accordance with Appendix 1 attached to these rules.
- Register with a valid Riot Account for eligibility and accept the Official Rules and Event Rules.
- Have a valid Riot Account.
- Own or have access to the Game on a supported Platform and connect it to your valid Riot Account.
- Possess a valid Riot Games ID (“ID”).
- In the event of qualification for the Grand Finale, it is essential to be available on May 18 and 19, 2026 for the media days, as well as from May 20 to 24, 2026 to attend the Finale, which will take place at the show.

### **2. Tournament format**

#### **1. Qualification format**

This section presents a detailed analysis of the evolution of the tournament, from the qualifying stages to the grand Finale.

- **Qualification phase:** This stage will consist of three separate qualification rounds, with a maximum of 64 teams in total per round. Each qualifying round will offer 2 places for the Knock-out Stage.

#### **2. National qualification dates**

- Qualification – First Round: Qualifying rounds will take place from March 8 to 16, 2026.
- Qualification – Second Round: Qualifying rounds will take place from March 29 to April 6, 2026.
- Qualification – Third Round: Qualifying rounds will take place from April 19 to 28, 2026.

#### **3. Knock-Out Stage**

- This stage will be held online from May 8 to May 10, 2026. It will bring together the six teams qualified from the qualification phase, who will compete in a single group and face each other. The objective is to determine the top four teams that will advance to the Grand Finals, to be held at the Morocco Gaming Expo 2026.

#### **4. Grand Finale**

The grand Finale of the Valorant tournament will be held on May 21, 22 and 24, 2026 at the Morocco Gaming Expo.

- The grand Finale will bring the 4 teams together for three days of intense competition.
- The four qualifying teams will compete to determine the tournament winner in a knockout tournament tree. Each round will follow the (Best of 3) format, where the team winning 2 out of 3 rounds will be declared the round winner.

### **3. Match format**

Qualifying matches and the Grand Finale will be played in (Best of 3) format. A (Best of 3) match is played over two winning maps. The match is played on a map with two 12-round rounds, and ends when one of the teams reaches 13 rounds. In the event of a tie at the end of the match, an overtime will be played.

Teams must alternate between attacker and defender, changing rounds.

For a (Best of 3) match, three maps are selected. The winner of the match is the one who wins two maps.

#### **1. Party creation**

- Both teams must be ready and at their posts at the start time of the match, announced by one of the tournament admins. The lobby code will be announced 10 minutes before the start of the games.
- Games played throughout the event will be accessible on the <https://mgex.lgame.gg/> tournament platform.

#### **2. Overtime**

In the event of a tie at the end of a map (score 12-12), an overtime will be played up to a gap of 2 rounds.

In the event of a new tie, the process will be repeated until the winner is declared.

#### **3. Map Pool**

The map pool for the Valorant competition is defined as follows:

- Bind
- Breeze
- Corrode
- Haven
- Pearl
- Split
- Abyss

#### **4. Map selection**

During each phase, the maps to be played will be defined via a system of elimination (Veto).

The selection of maps to be played must comply with the following procedure:

- Team A removes one of the 7 maps;
- Team B removes one of the 6 remaining maps;
- The team A selects one of the 5 remaining maps. This will be Team A's map.

- Team B selects one of the 4 remaining maps. This will be Team B's map.
- Team A removes one of the 3 remaining maps;
- Team B removes one of the 2 remaining maps;
- The remaining map will be played in the event of a tie (1 map won for each team)
- The team choose the side of the remaining map. For map picks, the opponent chooses the side.

#### **4. Match progress**

- **Before the match**

The organizer will try as far as possible to give teams a chance to warm up before each match, but due to time constraints we cannot guarantee a specific minimum time.

The match must start at the exact time indicated on the schedule; players must be present 30 minutes before the start of the match and ready to start at least 15 minutes before the indicated match time.

If one or more members of a team are more than 15 minutes late, the incomplete team may choose to start the match with the players present or forfeit the match.

- **Captain**

Before the first match kicks off, each team must introduce its captain to the staff. The captain can be one of the 5 players or the team manager. The captain must remain the same person throughout the tournament.

The team captain is the person in charge of his or her team's relations with tournament officials. He/she is responsible for map selection, official complaints and any other issues with tournament officials.

- **Player change**

Any change of player in a team must be approved by the staff.

- **Match interruption**

If a match is unintentionally interrupted (crash, network disconnection, etc.), tournament officials may decide to restart the match or take it from where it was (time, score, equipment) if technically possible.

- **Timeout during the match**

Each team may request a maximum of one time-out per side for each card played during the match. This time-out may not exceed a period of 2 minutes.

- **Stopping the match in progress**

Players are not allowed to leave an official match in progress unless authorized by the match format or expressly permitted by a tournament official. If a team or player leaves a match early, the opposing team is declared the winner.

- **Validation of results**

At the end of a match, each team captain must make a screen printout of the match result and post it on the Lgame.gg platform in case of errors, or send it to one of the tournament admins.

- **Map bug**

Players moving their character outside the normal boundaries of the map are liable to disqualification. Moving outside map boundaries includes, but is not limited to, passing certain body parts through what should be a non-permeable surface or object, and moving into any area where the character can be hit by or generate fire towards opponents.

- **Communication with coaches**

Players can always communicate with their coaches except during a game (from the start of the game until one side is victorious).

It is therefore permitted to communicate with your coach during the draft phase.

- **Match results**

At the end of a match, the captain of each team must inform a tournament administrator of the result of the match and of each round, enclosing any useful evidence to avoid possible claims, such as screenshots or video recordings.

In the event of a dispute, screenshots or video evidence are requested by the administrator.

- **Disconnections**

Each disconnection must be reported to an admin. Players can pause the game when a player from either team is missing.

- **Punctuality**

A lobby will be created for each match 15 minutes before the scheduled start time. Teams have 15 minutes to reach the lobby. If one or more players fail to reach the lobby on time, the match will be considered a forfeit in favor of the opposing team.

## 5. Cheating

- **Cheating software**

Any use of software that could be considered cheating is strictly forbidden. Tournament administration reserves the right to specify what is considered cheating.

- **Information abuse**

Communication during the match with persons not involved in the match is strictly forbidden. The same applies to the use of information about your game from other external sources (e.g. streams, scenography, reflections).

- **Penalties for cheating**

If cheating is discovered during the event, the result(s) of the match(es) in question will be annulled. The player and his team will be disqualified, forfeit their prize and may be banned from all competitions organized by the organizer for a period of normally 5 years. This period may be less, if there are significant extenuating circumstances, or more, if there are aggravating circumstances.

- **Methods of detecting cheating**

The organizer reserves the right to use various methods to inspect participants and their equipment, with or without prior information.

## **6. Important information for Live matches**

Teams must be ready at their console no later than 15 minutes before their scheduled match time, on all match days. Admins and technical staff will be in contact with players at this time to test connections, audio, video, etc.

Players must be ready to start the match no later than 5 minutes before their scheduled match time. This includes having provided and selected all relevant in-game settings.

In-game match invitations must be sent and accepted and be ready at the kit selection screen 3 minutes before the match time, to be ready for the start of the match at the chosen time.

The organizer reserves the right to select any match to be streamed. Opposing players in the bracket for subsequent rounds must wait and take into account any constraints or delays related to the broadcast.

### **ARTICLE 4: GENERAL CODE OF CONDUCT**

To offer a rewarding tournament experience for all, the Organizer invites Participants to play peacefully, to respect each other, to show fair play, equity and honesty, and to respect spectators, the Tournament provider and the Administrators.

The present rules of conduct are intended to provide a non-exhaustive list of prohibited, dishonest or unfairly advantageous behavior. The Organizer reserves the right to modify the present rules of conduct at any time, and to take appropriate disciplinary action in the event of non-compliance with the code of conduct, whether the behavior is listed below.

The following behaviors may result in disciplinary action:

- Refusing to follow the Tournament Administrator's instructions that are necessary for the smooth running of the Tournament.
- Arriving late for the tournament.
- Engaging in unsportsmanlike conduct;
- Choosing a pseudonym or disseminating content that indicates a false association with the Organizer or that is vulgar, obscene, offensive, immoral, unlawful or infringes the rights of a third party.
- Engage in harassment, stalking, threats, intimidation, or any other behavior that may harm or negatively affect other participants or the Tournament Administrator.
- Share, transmit, or communicate any content that may be deemed offensive, including but not limited to illegal, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory, or libelous material, whether based on race, political or religious beliefs, sexual orientation, or any other grounds. This also includes any content that is unethical, contrary to sporting values, or prohibited by applicable laws and regulations.
- Publicly communicating private and confidential communication between the Organizer and the Participant;
- Intentionally disconnecting during a game.
- Publishing commercial advertising or promotional content.
- Publishing content damaging the reputation or image of the Organizers or third parties.
- Registering for the Tournament via a third party's account to play one or more games in place of the account owner.

- Creating a false identity or impersonating a third party;
- Directly or indirectly making offers, promises, gifts, presents or benefits of any kind to a Tournament Administrator with the aim of obtaining any advantage during the Tournament;
- Disrespecting or damaging the equipment made available by the Organizer;
- Publishing personal information about other participants (such as surname, first name, address, telephone number, etc.) on a publicly accessible space, whether on social networks, on a website or by any other means;
- Using or intentionally exploiting any game bug or glitch to gain an unfair competitive advantage, whether or not it is explicitly defined in the Tournament Rules.
- Using third-party cheating software that modifies the game's functionality, rules, data or graphics;
- Tampering with or hindering the operation of an automated data system, whether for 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 system;
- Failing to notify the Organizer of the existence of a bug or loophole enabling an undue advantage to be gained during a match;
- Failing to make best efforts to attempt to win a match;
- Betting or setting up an illicit betting system on the Tournaments;
- Manipulating the ranking of a Tournament.
- Promoting a sponsor or associating it with any illegal activity, or with products and services such as: pornography, alcohol, tobacco and cigarettes, pharmaceutical products, firearms, gambling websites, as well as any entity that may harm the activities of game publishers (including piracy, key reselling, account reselling, etc.).

**ARTICLE 5: PRIZES**

Winnings from each competition will be distributed as follows:

Game	Total Gain	Phase	Ranking	Winnings by Ranking
<b>Valorant</b> (Team of 5 Players)	100.000 MAD	Grand Finale	1st Place	50.000 MAD
			2nd Place	30.000 MAD
			3rd Place	20.000 MAD
<b>Fortnite</b> (Team of 2 Players)	100.000 MAD	Grand Finale	1st Place	40.000 MAD
			2nd Place	30.000 MAD
			3rd Place	20.000 MAD
			4th place	10.000 MAD
<b>EA SPORTS FC 26</b> (1 Player)	60.000 MAD	Grand Finale	1st Place	30.000 MAD
			2nd Place	18.000 MAD
			3rd Place	8.000 MAD
			4th place	4.000 MAD
	<b>260.000 MAD</b>			<b>260.000 MAD</b>

Prizes will be awarded to the winners of each tournament according to the personal information provided at registration.

Any changes to this information must be communicated to the organizing team by e-mail at support@geekmaroc.com before the start of the tournament.

Winners will receive their prizes no later than 180 days after the close of each tournament.

### **ARTICLE 6: WITHDRAWAL OF WINNINGS**

Any information communicated by the winners, particularly their contact details, will be considered null and void and will not be taken into consideration if it is inaccurate or incomplete.

The organizer and the service provider cannot be held responsible for any prejudice of any kind (personal, physical, material, financial or other) arising from participation in this game.

The organizer and the service provider reserve the right to exclude from participation in the present game any person disrupting the course of the game.

The prizes awarded to the winner will not be taken back or exchanged for another prize, object or service of any value whatsoever. The winnings may not be the subject of any consideration of any kind whatsoever.

The organizer and the service provider reserve the right to terminate the participation of one or more Players, at any time, if the latter do not respect the standards and values, in particular: mutual respect, civic-mindedness or good manners, and in particular in the event of abnormal behavior, vandalism, etc...

### **ARTICLE 7: USE OF PLAYER AND PARTICIPANT NAMES AND IMAGES**

#### **1. Image and name rights**

By registering and taking part in this tournament, each player or participant accepts that his or her name, first name, nickname, image (photographs, videos, screenshots, etc.) and voice may be used by the tournament organizer for promotional, broadcasting and communication purposes related to the event, on all digital media and supports (websites, social networks, videos, etc.), during and after the event, without remuneration.

#### **2. Use of content**

The organizer may use the visual and audio content associated with the matches, interviews and moments of the competition for any broadcast relating to the event, whether live or rebroadcast. This includes the possibility of publishing or broadcasting such content through channels such as social networks, the press, streaming platforms (such as Twitch, YouTube), and other media.

#### **3. Opposition and withdrawal rights**

Each player or participant retains the right to object to the use of his or her name, image or any other content concerning him or her. Any request for objection or removal of content must be submitted in writing to the tournament organizer at the following e-mail address: support@geekmaroc.com . This request must be made before the elements concerned are distributed or used. The organizer undertakes to make every effort to comply with such requests within a reasonable period.

#### **4. Modification and deletion of personal data**

In accordance with the laws governing the protection of personal data, each player or participant has the right to request the modification or deletion of his or her personal data collected during registration or participation in the tournament. Any request for modification or deletion of such data may be addressed to the organizer, who will take the desired action within a reasonable period. Participants may also request a copy of their personal data by contacting the organizer at the following e-mail address: support@geekmaroc.com .

#### **5. Commitment to data protection**

The organizer, as well as any service providers involved in the management and administration of the tournament, undertake to protect the personal data of players and participants in accordance with current data protection laws. The data collected will be used exclusively for the organization, management and promotion of the tournament.

### **ARTICLE 8: INTELLECTUAL PROPERTY AND EXPLOITATION RIGHTS**

All content, elements, and intellectual property rights related to the Morocco Gaming Expo 2026 (hereinafter “MGE 2026”), including but not limited to trademarks, logos, visuals, videos, audiovisual content, concepts, competition formats, digital platforms, as well as any content produced as part of the event, are and shall remain the exclusive property of the organizer or its duly authorized partners.

Any use, reproduction, representation, distribution, or exploitation, in whole or in part, of these elements, by any means whatsoever, without the prior written consent of the organizer, is strictly prohibited.

Participants, teams, partners, and contributors hereby grant the organizer, free of charge, the right to use their image, name, nickname, as well as any content related to them (photos, videos, match extracts, interviews, etc.), across all media and formats, for the purposes of promotion, communication, and operation of MGE 2026, without limitation in time or territory.

This authorization shall not infringe upon the rights of the relevant game publishers, who retain full ownership of their respective rights over their games, trademarks, and associated content.

### **ARTICLE 9 : REFEREEING**

- ✓ The Tournament Administrator is responsible for assigning referees to each group match.
- ✓ Referees have the power to issue warnings and penalties during the course of the tournament.
- ✓ Any player who ignores a warning, challenges the referee's decision, or displays unsportsmanlike, rude or aggressive behavior towards another player or the referee, or contravenes any of the points of the rules, may be subject to sanctions, such as warnings, temporary expulsions or permanent expulsions from the tournament.

### **ARTICLE 10 : FRAUD**

Participation in this game implies full acceptance of these rules.

Any player receiving two successive warnings during the tournament will be automatically expelled after the third warning. Expulsion will be effective for the remainder of the competition and may result in additional sanctions for his or her team, such as suspension from future matches, at the discretion of the tournament organizers.

Any fraud, misappropriation or abuse will result in the disqualification of the players and the reinstatement of any winnings awarded.

#### **ARTICLE 11 : REGULATION MODIFICATION**

The organizer and the service provider reserve the right to modify the present rules if necessary, and to make any decisions they may deem useful for the application and interpretation of the rules.

Substantial or non-substantial modifications to the present rules may be made during the course of the Contest.

#### **ARTICLE 12 : INTERRUPTION-CANCELLATION**

The organizer reserves the right to interrupt or suspend the present game if it deems it necessary or in the event of a decision by the competent authorities, without incurring any liability.

The organizer reserves the right, for any reason whatsoever, to modify, stop or cancel the Tournaments at any time if deemed necessary, without incurring any liability.

#### **ARTICLE 13 : ACCEPTANCE OF THE RULES**

Participation in the present game implies unreserved acceptance of the present rules and the principle of the game.

Any person who contravenes one or more of the articles of the present rules will automatically be deprived of the possibility of participating in the present game, as well as of any winnings he or she may have won.

#### **ARTICLE 14 : SUBMISSION OF REGULATIONS**

These regulations are deposited in the minutes of the study of Master Wafa GARANE, notary located at Quartier Plateau 5, rue Maurice Favreau Etage 3 Bureau N°12, Boulevard Ghandi – Casablanca.

These regulations will be provided free of charge to anyone who requests them from the service provider located at 61 Rue Asni, Casablanca.

#### **ARTICLE 15 : COMPLAINTS**

All complaints, inquiries, disputes, or suggestions should be submitted via email to the following addresses: [support@geekmaroc.com](mailto:support@geekmaroc.com), as well as the dedicated Morocco Gaming Expo contact: [contact@moroccogamingexpo.ma](mailto:contact@moroccogamingexpo.ma)

**ARTICLE 16 : APPLICABLE LEGISLATION**

These rules are governed by Moroccan law.

In the event of persistent disagreement on the application or interpretation of these rules, and failing amicable agreement, any dispute will be submitted to the competent court of Casablanca.

**APPENDIX 1: Parental authorization**

**PARENTAL CONSENT**

I, the undersigned ....., holder of identity document number ....., in my capacity as parent or legal guardian of ....., born on ....., hereby authorize my child to participate in the MOROCCO GAMING EXPO tournament, organized by the Ministry of Youth, Culture and Communication, to be held from May 20 to 24, 2026.

I confirm that my child is in good health and able to participate in gaming activities for the duration of the tournament. I understand that the tournament may involve prolonged periods of gaming in front of a screen, and I certify that my child is able to manage this activity without risk to his/her health.

I declare that I have read the rules and specific conditions of the tournament and that I and my child agree to abide by them. I understand that the organization cannot be held responsible for any incidents or accidents that may occur during the tournament.

By signing this authorization, I also agree that my child's personal data may be used strictly for the organization and management of the tournament. I also consent to the use of my child's image in the media or live broadcasts related to the tournament, in compliance with image and privacy rights.

Signature of parent or legal guardian:

Date : \_\_\_\_\_