



The Glen High School

Parent Fund Raising Committee

*"Education is the most powerful weapon
which you can use to change the world." - Nelson Mandela*

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2017 FIFA eSport Competition Rules

1 Document Revision

Version	Author / Moderator	Comments
1.0	Alister Watts	Initial Document
2.0	Alister Watts	Finalised the comments within the document

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3 INTRODUCTION

3.1 Definition

The 2017 Glen High School FIFA competition is a tournament played on video game (©FIFA 16) edited by Electronic Arts. It is composed of tournament qualifications and a final with 32 players.

3.2 Rules Committee

The Rules of this tournament are decided and written by the schools Fund Raising committee. This Committee is composed of parents of children at the school. The tournament committee can be contacted at alisterwatts@gmail.com or via WhatsApp on **0723864570**.

3.3 Application

These Rules apply to each of the players who have entered the tournament.

3.4 Rules update

The Committee reserves the right to modify the present Rules from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes.

4 TOURNAMENT AREAS

4.1 Tournament Areas

The Tournament Area is open to players and spectators alike. This may be changed without notice depending on the amount of people within the venue. No one may stand on chairs, tables, or other equipment being utilised within the venue.

4.2 Player conduct

During the match players must:

- Not interact in any way with other people except his opponent and tournament referee
- Remain seated at his station assigned by the tournament referee.
- Not intentionally manipulate controller of his opponent.

5 TOURNAMENT

5.1 Tournament game settings

5.1.1 Game version

The tournament will use the latest available version of FIFA on the applicable Gaming platform being utilised.

5.1.2 Game settings

The following game settings will be used:

- Mode: Kick Off

- Level: World Class
- Time of Day: 08:00PM
- Season: Summer
- Time of Day: Day
- Weather: Clear
- Game Speed: Normal
- Team : Club /Nation
- Half Length: 6 min
- Multiplayer Camera: Tele Broadcast
- Camera settings: Default
- Time/Score Display: On
- Radar: 2D or 3D
- Injuries: ON
- Offsides: ON

5.1.3 Team and controller settings

The following team and controller settings will be used:

- Tactics: by default (Only tactics of the game will be allowed)
- Passing Power Assistance : OFF
- Defending : Tactical Defending
- FIFA Trainer: Off

5.1.4 Particulars game setting for “Home & Away” match in play-off stage

A match in play-off stages cannot end by a tied score. It implies to follow these particulars rules for the second game:

- The game must use the extra-time game settings.
- The game must use the penalty shoot-outs game settings.

5.1.5 Rules for team selection

A default “**team**” will be selected by popular vote per game. The Judges have the final say per game. Both competitors will use the same team in game. (A mechanism will be provided to allow competitors to choose the team to be used.)

5.2 Tournament match format

5.2.1 Single-game match

A “single match” is played in two half times of **6 minutes**. The winner of the match is the player with the most goals. In case of a tie at the end of the two games a new game of **4 minutes** is played. If tied at the end of the extension, shots on goal will be utilised to find a winner.

5.2.2 Tie-breaker match

A tiebreaker match is played as a single-game match in the event of tied logs (If being utilised within the competition).

5.3 Before match

5.3.1 Match start time

The match start time indicates the time when the match begins. Therefore a player is advised to be present at least 30 minutes before the match start time to setup the gaming gear and warm-up. Players are required to be up to date with the tournament schedule. If a player does not arrive at the start time, the game will be forfeited with a score of 1 – Nil to the player at the table or nil-nil if no players arrive.

5.3.2 Setup and warm-up

Players must play on the station designated by the tournament referee. Players are responsible for the good installation and functioning of their gaming gear. This includes providing and installing the adequate drivers when necessary, and providing the adequate type of cables or adapters when necessary. The Tournament referee may possibly help the player with technical issues but may not delay the tournament schedule for such reasons.

Setup is only applicable if players are required to bring their own equipment.

5.4 During a match

5.4.1 Between game

An official match may only be started and played when a tournament referee has given the signal to start it. Any match started without approval of a referee will be considered as a non-official match. When a match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

5.4.2 In-game pause

Player can pause the game to change strategy and players only two times per game and only when the game is stopped (ie: offside, touchline, fouls, etc).

5.4.3 Game interruption

If a game is involuntary interrupted (player crash, server crash, network cuts, etc) the tournament officials may decide to replay the game. If the match must be replayed it will be according to the following rules:

- If both players haven't scored a goal during the first half-time the whole match will be replayed.
- If the problem took place after the first goal scored, the game will be restarted with the remaining half-time. The goals scored of the interrupted half-time will be added to the final score of the new game.

5.5 After match

5.5.1 Investigation request

When a player estimates being a victim of rules violations during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over, the player may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

5.5.2 Score validation

For a match both players have to report the match score to the referee and sign the report match paper. After signing the report match paper a player cannot request for an investigation.

6 Tournament Format

6.1 Format overview

The tournament consists of two stages:

- Round-robin
- Play-off

6.2 Round-robin rules

The top standing competitors of each group are qualified for the next stage of the tournament. During the round-robin players meet each other's in a single-game match with overtime if necessary (See rule 5.2.1). Each match result awards "round-robin points" (hereafter referred as points) as follows: 3 for a win, and 0 for a defeat.

If a player is disqualified or didn't finish a match during a round-robin, all his matches results within the group are cancelled and are also lost by default (with a score of 0-1). All points won or lost are backwardly re-distributed.

6.3 Round-robin tie-breaker rules

The players are ranked according to points (3 points for a win, 0 points for a loss). If two or more players were equal on points on completion of the round-robin matches, the following criteria will be applied to determine the rankings:

1. Higher number of points obtained in round-robin matches played among them; e.g: player A has 6 points, player B has 3 points, player C has 0 point
2. Higher goal difference obtained in the round-robin matches played among them; e.g: player A will have a goal difference of +5 and player B will have a goal difference of +2
3. Higher number of goals scored in the round-robin matches played among them; e.g: player A scored a total of 8 goals and player B scored a total of 4 goals
4. If, after applying criteria 1 to 3 to several players, two or more players still have an equal ranking, criteria 1 to 3 are applied exclusively to the matches between the players in question. If this procedure does not lead to a decision, criteria 5 to 7 apply;
5. Higher goal difference obtained in all the round-robin matches played by the players still tied;
6. Higher number of goals scored in all the round-robin matches played by the players still tied;
7. If two players are still tied a new single-game match is played between them.

6.4 Play-off rules

Play-off consists of a single-elimination games that must be won. The two losers of the semi final will play a match for 3rd place.

7 Tournament setup

7.1 Tournament materials

The Organizer will provide the following materials:

- Console
- Monitor

The Organizer will not loan material to player and will not delay the start of a match for a missing or inoperative player's material.

7.2 Participant own materials

Players must provide the following materials:

- Gamepad (and adapter if needed to connect it)
- Players must provide all necessary cables to make his material work properly on the console and monitor provided by the Organizer.
- All player materials are subject to tournament referee approval. Organizer reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.
- Each player must install and configure his material himself.

7.3 Prohibited materials

Players may not connect non-essential equipment, such as cell phones, USB Key, flash drives or MP3 players to the console or power strip, for any reason.

7.4 Prohibited software

It is strictly prohibited for a player to use any software modifying the game functionalities, principles or graphical render.

If the presence or use of a prohibited software is detected, the concerned player will be banished of any current and future ESWC tournaments and the cash prize earned if any will be cancelled.

8 CODE OF CONDUCT

8.1 Forbidden behaviours

Players will be sanctioned if they are found attempting to violate in any way the present forbidden behaviours:

- Refuse to follow Referee instructions
- Arrive late at his convocation schedule
- Show dissent by word or action
- Use insulting language and/or gestures
- Use insulting language in-game
- Is guilty of unsporting behaviour
- Misleading on his identity (fake nick or identity usurpation)

- Misleading or dupe any Referee
- Don't put any effort to win match
- Try to manipulate group ranking

Furthermore Players or any third party may not take part, either directly or indirectly, in betting or gambling on any results of any matches.

The nature and scope of the sanction imposed due to such violations will be at the sole discretion of the tournament director.

9 SANCTIONS

9.1 Sanction Implementation

After discovery of any Player and Coach committing any violations of the present rules, the Regulations Committee may apply the following sanctions:

- Verbal warning
- Match loss
- Disqualification

Depending to the degree, repetition and the final analysis, the Committee may apply additional sanctions such as banishment of future tournaments, removal of all prizes and/or legal proceedings.