



Game-A-Thon 2018

FIFA 18

General Rules:

- Participants must acknowledge and comply with the rules and regulations, official announcement and statements and decision made by the admin/s. (decisions made by the Admin is final)
- Participants should be punctual, and come preferably 5 mins early to their allotted time slots.
- The participants should have the game installed on their systems. They should also bring their respective peripherals (controllers, mouse, keyboard, headsets, etc.) along with them. The participants are fully responsible for their devices.
- No International teams allowed.
- Default Squads will be played in all matches.
- Camera settings – default (Unless both participants agree otherwise)
- Legacy defending is strictly not allowed.
- A player can't pause an ongoing game for any reason until the ball goes out of play.
- In case of a fallout, the event coordinator's and the external jury's decision will be treated as the final call.

Point System:

Win= +3

Lose= 0

Draw= +1

Tournament:

ROUND 1 - GROUP STAGE

Difficulty- Professional

- **5 players per group**
- Each player will play with the other 4 players once.
- No Extra time or penalties.
- **4/5 minutes per half** depending upon the number of participants.
- No legacy defending allowed.

ROUND 2 – KNOCKOUT

Difficulty- Professional

- **1v1 Match**
- **2 matches per player (Home and Away) with the same opponent**
- **UCL away goal system**
- **5 mins half time with penalties in case of a draw on aggregate score and away goal system**
- No legacy defending allowed

ROUND 3 – KNOCKOUT

Difficulty- Professional

- **1v1 Match**
- **2 matches per player(Home and Away) with the same opponent**

- **UCL away goal system**
- **5 mins half time with penalties in case of a draw on aggregate score and away goal system**
- No legacy defending allowed

ROUND 4 – League (2 Groups)

Difficulty- World Class

- Each player will play once with each of the opponent
- **Neutral Venues**
- Number of qualifications will be decided on the spot as per the requirement
- **5 mins per half**
- No legacy defending allowed

ROUND 5 – Double Elimination (8 players)

Difficulty- World Class

- **5 minutes per half along with extra time and penalties**
- No legacy defending allowed

ROUND 6 – Finals

Difficulty- Legendary

- **6 minutes per half along with extra time and penalties if necessary.**
- **Neutral Venue.**
- No legacy defending allowed

DISQUALIFICATION:

- **Restart without consent**
- **Playing a game with longer half time than allowed**
- **Creating any kind of nuisance in the labs**
- **Playing Extra time when it's not allowed**
- **Co-ordinators have the full authority to disqualify a participant if he/she misbehaves during the competition or does not follow any of the rules mentioned in the document**
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NOTE: In case of shortage of time there might be alterations in some of the rounds.