

eFootball 5v5 Team Tournament Rulebook

1. Overview

- **Game:** eFootball(Latest Version)
- **Platform:** Mobile
- **Team Format:** 5 Players per Team (1v1 Matches)
- **Total Teams:** 8
- **Match Type:** Team vs Team (5 Individual 1v1 Games)
- **Match Outcome:** Decided by total goals scored across 5 matches
- **Mode:** Knockout or League + Knockout

2. Tournament Structure

- **Stage Format:**
 - Quarterfinals → Semifinals → Final (Single Elimination)
 - Total of 7 matchups (8 teams)
- **Each Team Matchup Includes:**
 - 5 separate 1v1 games (Player A vs A, B vs B, etc.)
 - Each player plays one match against an opponent from the other team
 - After all 5 matches, goals from each are added to a **Team Total**
 - The team with the **highest cumulative goals** wins the round

3. Match Settings (1v1)

- **Match Time:** 12 min
- **Extra Time & Penalties:** OFF
- **Game Mode:** Random
- **Sub :** 5

4. Scoring & Progression

- **Per 1v1 Game:**
 - Scoreline is recorded
 - No rematch unless major technical issue
- **Team Total = Sum of all 5 Match Goals**
- **If Team Total Goals are Tied, then:**
 - One tie-breaker match is played (1v1 between team captains)

5. Team Guidelines

- Each team must have:
 - 5 main players (no subs unless specified)
 - A captain (for communication & tiebreaker match)
- Teams must submit their playing order before the match begins
- Teams must report **player scores and screenshots** after each game

6. Rules & Conduct

- Players must arrive at least **10 minutes early**
- No pausing unless ball is out of play
- No use of glitches, bugs, or exploits
- Any **unsportsmanlike behavior** = warning or disqualification
- Decisions by referees/admins are **final**

7. Technical Rules

- Any disconnection within 3 mins = **rematch**
- Any disconnection after 3 mins = score at time of disconnect will count
- If match cannot be completed due to hardware failure, organizer's decision applies