

GAMEPLAY SETTINGS :

- Difficulty Level: World Class.
- Half Length: 4 minutes, 6 minutes for quarter-finals, semi-finals and finals.
- Injuries: On.
- Offsides: On.
- Time/Score display: On.
- Camera: Tele.
- Radar: 2D or 3D.
- Home Auto Switching: User Settings.
- Away Auto Switching: User Settings.
- Volume Settings: Default.
- Custom formations: not allowed.
- Custom Tactics= NOT ALLOWED.
- Keeper Level: World Class.
- Manual Cross: ON.
- Manual Through-ball: ON.
- Controls can be changed before starting any match. No player should change the above mentioned settings after the commencement of the game.

RULES:

- Keyboards will be provided but the participants can bring their own game- pads if they wish.
 - The players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
 - In case of a tie after full time the golden goal concept will be used to determine the winner.
 - It is not allowed to score a goal from your own half of the field.
 - Throwing the ball directly to the 'D' BOX is NOT ALLOWED
 - Direct goal from corners is NOT ALLOWED
 - Players may not select any fictional All-Star teams (e.g Classic 11).
 - If a player is found to be intentionally delaying the game time by passing the ball around and clearly not attempting to score, he may be given a warning or lose by default at the Co-Ordinators discretion.
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- In case a disconnection occurs: A Co-Ordinator will confirm the exact score to that point (even if the ball is about to cross the goal line, the goal shall not count), and restart the match.

- A Co-Ordinator will inform the players on exactly how many minutes must still be played in order to complete the match.