

**Rules
FIFA20
Tournament
#COVID19**

Summary

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Article 1. Definition

The general rules of the FIFA20-Covid19 tournament are hereinafter referred to as the organizer. The organizer reserves the right to modify these rules at any time and without notice.

These regulations govern the development of the FIFA20-Covid19 tournament which will take place from April 01, 2020 to April 03, 2020. It is the team's duty to verify that it has the latest version of the regulations.

Article 2. Application of the regulations

By participating in the FIFA20-Covid19 tournament, players accept these regulations and agree to comply with them in good faith and without interpretation, throughout the duration of the tournament.

The players accept the application of these rules by the organizer.

In some cases, a problem may arise and the solution may not be found immediately in the settlement. In these cases, the organizer will decide impartially and in a desire to enforce sports ethics before any other consideration.

Article 3. Official administrators (head admins)

All teams can contact the Administrators by e-mail: info@fifa-covid19.be

Article 4. Game settings

All matches will be played in the classic FIFA 20 game mode, not FUT mode. All teams and countries are allowed except the Adidas team and the legendary 11. Each match will be played under these conditions:

- Period duration: 6 minutes
- Match conditions: Random
- Injuries: Yes
- Offside: Yes
- Warnings: Yes
- Hands: Without
- Time / score display: Yes
- Camera: TV broadcast
- Radar: 2D

Article 5. Before the match

The match must start at the exact time indicated on the schedule, players must be ready to start at least 10 minutes before the indicated match time.

For any problem, the player must notify the referee immediately in order to resolve it as soon as possible.

Article 6. During the match

Players are not allowed to leave an official match in progress unless specifically authorized by a tournament official. If a player leaves a match before its end, the game is won by the opposing player by default with the score of 3-0.

Article 7. Validation of the result

At the end of a match, the winner must have the score validated by sending a screenshot (a photo) of the end of match screen containing the final score and the ID of the two players. Players must verify the score recorded on their profile.