



Rule Book





Welcome to EdTE Champions League Season 1

In the heart of innovation and learning at the University of Frontier Technology, Bangladesh a groundbreaking era of competitive excellence begins. Welcome to the **EdTE Champions League Season 1**—the inaugural departmental tournament organized by the visionary Department of Educational Technology and Engineering (EdTE). This pioneering event marks a historic milestone, igniting the spirit of rivalry, collaboration, and ingenuity among our brightest minds in educational technology and engineering.

For the first time, EdTE unites students, faculty, and enthusiasts in a thrilling arena where knowledge meets action. Drawing inspiration from the world's premier leagues, our Champions League transforms theoretical prowess into practical triumphs. Whether you're a coding wizard crafting immersive learning platforms, a design dynamo revolutionizing edtech tools, or a strategic thinker engineering solutions for tomorrow's classrooms, this tournament is your stage to shine. Teams will clash in high-stakes challenges—spanning hackathons, innovation pitches, and collaborative simulations—designed to push boundaries, spark creativity, and celebrate the fusion of education and engineering.

As we launch Season 1, we honor the relentless pursuit of excellence that defines EdTE. This is more than a competition; it's a catalyst for growth, networking, and lasting legacies. To our participants: Embrace the challenge, uphold fair play, and let your passion propel you to victory. To our supporters: Your energy fuels this journey.

This rule book serves as your compass, outlining the pathways to glory—from eligibility and formats to scoring and conduct. Dive in, gear up, and get ready to etch your name in the annals of EdTE history. The league awaits—let the games begin!

Department of Educational Technology and Engineering

University of Frontier Technology, Bangladesh



Rules and Regulations

1. Only male students from session 2020-21, 2021-22, 2022-23, 2023-24 and 2024-25 can participate as player in the tournament.
2. There must be an Advisor and a Manager for each team.
3. Time: 45 Minutes (First Half: 20 minutes, Break: 10 min, Second Half: 20 Minutes; Extra Time: 5 minutes if needed.). Total 55 minutes per match including break.
4. 11 players will play in each team and 4 on bench. A team will consist of 16 players and a Manager.
5. Maximum 4 substitutes in a single match.
6. In the event of an emergency, if necessary, one player who has been substituted off the field may be substituted back on.
7. The goalkeeper may be substituted only once. If the substitution is not made within the first 45 minutes of game time, the goalkeeper cannot be changed during the tiebreaker.
8. For cards Red cards (400 Taka Penalty) and Yellow cards (50 Taka Penalty).
9. If a player gets a Red card he will be banned for the next match.
10. Offside applicable.
11. Corner kick applicable.
12. The referee's decision will be counted as the final decision in every situation.
13. A win in each match awards 3 points to the winning team. A draw awards 1 point to each team. The losing team receives 0 points.
14. The group stage will follow Round-Robin system.
15. The top four teams out of the five will advance to the semi-final round.
16. In the event of a tie in points between two teams during the group stage, goal difference will serve as the first tiebreaker. If goal differences are equal, head-to-head match results will be the next tiebreaker. If the head-to-head result is a draw, the team with fewer acquired cards will advance. If the number of cards are also equal, a coin toss will determine the advancing team, with the winner proceeding to the next round.
17. In the semi-finals, the number one ranked team will compete against the number four ranked team, while the number two ranked team will compete against the number three ranked team to advance to the final.
18. In the event of a draw in the semi-final, a tiebreaker will be conducted to determine the winner.
19. Only the team captain is permitted to communicate with the referee during the match. No other players may approach the referee during match time.
20. If a team fails to appear on the field within 15 minutes of the scheduled start time, the opposing team will be awarded a win and 3 points.

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21. If a team or its captain refuses to play or continue in the match for any reason, the team will be disqualified from the tournament and fined 2000 Taka.
 22. Entry fee for each team is 100 taka.
 23. Only Advisor and Manager of a team can communicate with the organizing committee for any issue.
 24. Trophy Distribution: 1 Champion Trophy, 13 Man Of The Match Trophy (per match), Golden Boot, Golden Gloves, Golden Ball, Uprising Star Trophy.