

RULES & REGULATIONS

Event Name: FIFA

Description of the Event:

This event is an Esports competition conducted using EA SPORTS FIFA 21.

Basic Rules of the event:

1. In case of an **Open Event**:-
 - a. No entry fee will be charged. Winners will be awarded with a social media post on the official MalharFest instagram page, along with an announcement on the final day. The **finals will be broadcasted live** on the main day.
 - b. A maximum of **150 registered participants** across all platforms will take part in the tournament. A minimum of **24 participants** per console is required for the event to take place for that particular console.
2. All matches will be played according to the rules as mentioned in this document.
3. All participants with a valid college ID are allowed, participants are expected to have their **Digilocker Approved Government Photo ID Card (with Digilocker Approved Stamp + Photo) and College ID/Fee Receipt/ Proof of Admission Letter present** with them at the time of their games.
4. Gamers who participate are required to play with the **PSN/XBOX/PC ID** they have provided.
5. All participants should have the FIFA 21 game on Playstation/XBOX/PC and the respective active Multiplayer membership.
6. All participants must join the ESports Discord Server using the link provided post filling the registration form.

Tournament guidelines:

No. Of Participants: Individual participation

Open To: All college going students

Date & Time: 5pm - 8pm, 22nd August, 2021.

Settings:

- Online Friendlies (No guests allowed)
- Half length: 5 minutes
- Controls : Any

- Game speed: Normal
- Squad type: Online

Pre-Game Rules

1. All matches will be held on a **knockout basis and** will be **single-legged**.
2. Matches need to be played in the allotted time period as mentioned in the schedule.
3. The **PSN/XBOX/PC ID** which is being used has to be equal to the **PSN/XBOX/PC ID** provided. If another account is going to be used, submit this to the Technicals Volunteer In-Charge **BEFORE** the tournament has started.
4. Every participant is required to be online in their respective console chat **30 minutes** prior to the game.
5. Every player is responsible for his own **connection** and has to have a good internet connection to avoid possible 'lag'.
6. **Complaining** about losing a game incorrectly after a match can not be taken into account in the final outcome of a match. If there are reasons to suspect that your opponent is not playing by the rules or serious lag occurs for a long time, report this to the Technicals Volunteer In-Charge **before** your opponent has taken advantage of the problem.
7. All participants must check-in **30 minutes before** play starts. This should be done via the E-Sports Discord lobby- the link to the same is provided after filling the registration form. To check in, write your name and the team you will be using in your respective room in your respective console chat. Players who fail to do so will be **disqualified**. The discord channel and room which is to be joined will be provided in the console chat prior to the day.
8. Players must join their respective console chats **30 minutes** prior to the match, as well as their respective voice channels provided, **5 minutes** before the match, as well as for the whole duration of the game. The discord channel and room which is to be joined will be provided in the console chat on the day.
9. Players must be able to **turn on their camera** at all times. Players must keep themselves **muted** unless requested to unmute by the Technicals Volunteer In-Charge.

The Technicals Volunteer In-Charge has the right to request you to
turn on your video/audio at any point for the duration of the tournament.

All final decisions lie in the hands of the Technicals Volunteer In-Charge.

In-Game Rules

1. All games **post the quarter finals** (ie. the semi-finals, and the finals) will be **recorded** by the participants and sent to the Technicals Volunteer In-Charge (details for the same will be provided in due time).
 - **Both Participants** must be willing to do the same. Failure to do so by any participant will result in the participant risking their position in the tournament.
 - The player who plays '**home**' is responsible for starting a match.
(Details about which player would be playing as the home team will be provided in the schedule, which will be released a few days prior to the beginning of the tournament)
2. All **clubs** and **national teams** are allowed. **No collaboration teams** can be chosen (eg Soccer Aid, Adidas all stars etc.)
3. Player attributes shall be **enabled**.
4. Both players are required to take at least **one photo of the score** each (At half-time and after full time).
 - Players need to report the scores within **five minutes** after the end of the match to the Technicals Volunteer In-Charge. This can be done by either:
 - Both players confirm the score of the game using the **discord chat** in their respective room in their respective discord channel. **OR**
 - Both players confirm the score of the game by **sending a photo of the game** in their respective room in their respective discord channel. This photo should contain the score and the gamertags of both players.
 - In the case that both players report no score (or when needed proof of the score) to the Technical's volunteer incharge, **both players will be disqualified**.
5. Uptil the quarter finals, in case of a draw, **the player who scored first shall proceed to the next round**. In case of no goals scored (0-0) the winner will be decided on the basis of the following priority criteria :
 - Shots on target
 - Shots
 - Least amount of yellow cards
 - Least amount of red cards
 - Possession
6. In case of a draw in/after the quarter finals another **golden goal** game shall be played.

7. It's forbidden to use custom formations, participants are only allowed to use the standard formations.

- Using the 'adjust position' feature is prohibited.

(To check for custom formation click on menu>player ratings>check squad. When your opponent has a custom formation, take a photo and send it in the console chat to the Technical Volunteer-in-charge. If they do so then he/she will be disqualified. It is the players responsibility to check for custom formation and report it at that time itself, claims for a rematch cannot be made after the match is over)

8. All participants must be aware of all the rules mentioned in this document. Insufficient knowledge of the rules can not be used as an excuse for breaking the rules. Every participant who breaks will be punished according to the guidelines provided below.

Final decision lies in the hands of the Technical's volunteer incharge

Disqualification	Negative marking (2 goals against you)
<ol style="list-style-type: none">1. If any player is found to be cheating /hacking /malpractice in any way or form.2. Any spam on the tournament platforms or use of offensive/ abusive usernames/ language.3. Not turning on video, even after repeated requests .4. Use of custom formation during the game.5. Non-compliance with any of the rules mentioned in the basic, pre-game, and in-game rules.	<ol style="list-style-type: none">1. Not checking in 10 minutes prior to the allotted time.

Behavior rules

1. All participants in the event must treat each other and the organization respectfully.
2. If a participant makes hurtful, offensive or racist expressions towards his/her opponent, he will be immediately disqualified and disciplinary measures will be taken.
3. Bad language and/or threats against the Technical's volunteer incharge means an instant disqualification.
4. In cases of fraud and/or cheats, a participant will be disqualified immediately and disciplinary measures will be taken.

5. All participants are treated the same way by the Technical's volunteer incharge. When breaking the rules, the above disciplinary measures will be taken.