

FIFA Rules and Regulations

#Game Version: FIFA 11 for PC

ESRB Rating: Everyone (Age +6)

General Provisions

Competition Method: 1 vs. 1

Game Mode: International and Club

Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.)

Infotsav reserves the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.

Game setting precautions

The teams' and players' abilities cannot be modified arbitrarily.

Graphics and other settings may only be setup through the menu. (Configuration file cannot be used). The allowed resolution is 1024x768x32.

Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each other's' settings were different from the official settings.

Players may modify the devdata.dat file (pad incompatibility cases only).

Difficulty Level = World Class

Keeper Level = World Class

Half Length = 6 minutes

Injuries = OFF

Offside = ON

Bookings = ON

Radar = ON

Camera = Any

Time/Score Display = ON

Game Speed = Fast

Adidas Live Season = OFF

of subs = 5

Player auto switching = Slider bar all the way to the left

Manual Cross = ON

Manual Through-ball = ON

Forbidden moves

The following rules must be observed:

1) The players must kick-off with a backward pass at the beginning of each half and after every goal is scored.

2) The players are not allowed to shoot the ball directly onto the crossbar from a corner kick in order to get a chance for a header when the ball rebounds.

- 4) It is forbidden to make a throw-in directly into the opponent's penalty area. Should a player throw the ball directly into the opponent's penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw-in into the opponent's penalty area will not be counted.
- 5) If a player changes his tactics, formation or line-up he has to kick the ball out of bounds after the changes so that his opponent is able to react.
- 6) 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 referee's discretion.
- 7) Prior to making any changes to one's team, the player that wants to make a change must be in possession of the ball and be in his own half before he pauses the game. In the last few minutes of the game it is not allowed to make any changes to one's team with the sole intent of delaying the match. Should this be the case, the player delaying the match will be warned by a referee and, should he persist after the warning, be attributed with a default loss of the match.

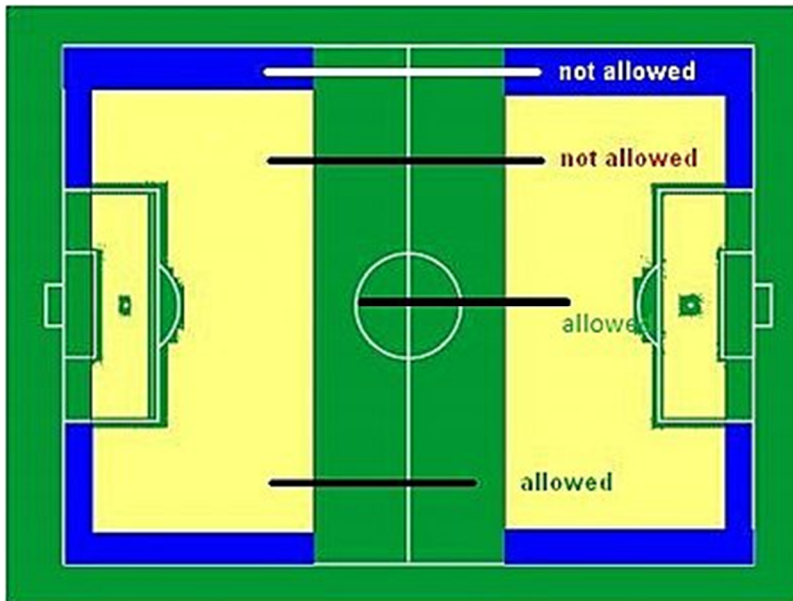
9) "Long balls" (Q+A, Q+W, etc...) are allowed in specific cases.

To understand when a long ball is allowed or not, have a look at the following image:

Long balls are allowed when done from inside the green area or when you are in your own half of the field.

Long balls are forbidden when taken from one's yellow/blue area and are directed into the opponent's yellow/blue area.

The image above is for explanatory purposes only.



#In any case, a goal scored due to the use of a "forbidden move" shall not be counted.

Should a player persist in playing with forbidden moves, he may be disqualified from the tournament.

All complaints shall be dealt with after the match has been completed.

Disconnections

#Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.

Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.

Should a disconnection occur:

- 1) A referee 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.
- 2) A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
- 3) Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.
- 4) If the disconnection occurs after a corner kick was awarded to a player, the match will resume with a corner kick for that same player.