

PES 2020

Rules and Regulations

1) The matches have to be played online. List of all the players will be released once registration closes. Contact with your assigned opponent, fix a match time and report results in the whatsapp group before the specified deadline. Screenshots need to be submitted as proof.

2) Tournament Structure:

Group Stage:

64 teams, 16 groups. (completely random)

Every team will get 3 matches, each with others in his group.

Top 2 teams from each group will qualify for the knockouts.

Fixtures will be published. Finish your group stage matches and submit screenshots before Tuesday 11 pm.

Knockouts:

Only a single match will be played. (Not a 2 legged tie)

Round of 32 and 16 - Wednesday, submit before 11.59pm

Quarter and Semi's - Thursday, submit before 11.59pm.

Finals - Friday

3) For group stages : win=2 pts, draw=1 pt, defeat=0 pts

In knockouts, since there is a chance of a tie, extra time and penalties are needed. If you forget and the match results in a tie, a rematch has to be conducted.

3) Maximum permissible team strength = 3800. No regulations on the type of players used. Higher strength (even 3801) will result in disqualification (knockouts) or a loss (group stages).

4) All matches will be 6 minutes long (default setting). Any attempt to increase the time may result in disqualification or a loss.

5) Match results must be submitted before the specified deadline. Results submitted after will not be accepted. This will result in disqualification of both the players (knockouts) or a tie (group stages).

If one of the players is able to show proof that he had tried to make contact but his opponent did not respond, will result in a walkover (knockouts) or a win (group stages). Also, cases where the opponent replies at the last moment, and the game could not be completed in time would result in a walkover or a win.

As a precaution , try to complete the game at least an hour before.

6) Use of offensive language during the course of the tournament will result in disqualification.
Report to any of the admins in such a case.

7) In case a player loses connection:

1 - 10 mins:

rematch

10 - 45 mins:

If the leading team loses connection-rematch

If the trailing team loses connection - goal difference of more than 2 will result in a loss else a rematch

Tied scoreline : rematch

45 - 80 mins:

If the leading team loses connection-rematch

If the trailing team loses connection - goal difference of more than 1 will result in a loss else a rematch

Tied scoreline : rematch

80 - 90 mins:

If the leading team loses connection-rematch

If the trailing team loses connection - goal difference of at least 1 will result in a loss else a rematch

Tied scoreline : rematch

If match is rendered null - rematch

NB: If the same player loses connection more than once, his opponent wins. So ensure a stable net connection.

8) Screenshot of match results must be submitted to the group and will be used as valid proof for results and in cases of disputes.

9) The admin has the final say in matters of dispute.

10) In the end, It's just a game. Have Fun ;-)