



BITFEST
2019

Gaming Contest

FIFA

Match Settings

Difficulty: Legendary
Bookings: On
Camera Settings: Tele Broadcast
Home Team: Coin toss will decide
Handball: Off
HUD: Player Name Bar
Game speed: Normal
Camera: Tele Broadcast
Defense type: Tactical only
Stadium: Neutral

Injuries: Off
Referee: Random
Time of the Day: Night
Half: 6mins
Time/Score display: On
Weather: Dry
Offside: On
Radar: 2D
Pitch Wear: None
Goalkeeper Control: Yes

Tournament Rules

- You can choose your preferred controls; Manual, Semi or Assisted.
- Tactical defending mode only.
- You cannot select any fictional or All-Star teams. Any regular season teams, as installed with the original game, can be selected. Both Players can select the same team.
- Selecting Preset formations (4-3-3 or 4-4-2 etc.) are allowed before the match starts.
- Custom Formations and editing player position within a formation is not allowed.
- Selecting Tactics are allowed before the match starts but no custom tactics is allowed.
- A match can only be paused with the consent of both players.
- Once the match has started, players can only pause the game to change strategy, tactics and/or formation when (i) a player of his team is sent off (ii) the ball is outside the field.
- Set pieces are available. Man marking is allowed.
- No forward pass at kick-off, you must back pass the ball.

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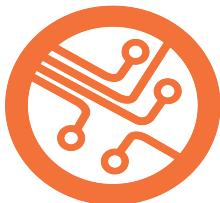
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General Rules

- If both of the player are player of keyboard and they lead their path to the knockout stage then both player have to play with controller and keyboard. In that case toss will happen and who won the toss will select who will play first half with the controller.
- The players have to bring their controller/keyboard with them.
- All competitors are required to stay within the tournament area or inform the organizers in the event of stepping out.
- All players are required to show up at least half an hour before the tournament and report to the organizers control table to collect their ENTRY PASS.
- Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 score. Players are encouraged to be in the designated play area 15-minutes prior to game time.
- Players will be shown their designated station, shall set up the game and immediately begin play. Each Player will have maximum 10 minutes to configure controls, line-ups and settings in accordance with the rules described above under Match Settings and Tournament Rules. Custom packages cannot be used, nor can anything else that is not available in the in-game pause menu.
- Players shall be responsible for keeping track of game situation so if a game is interrupted, the situation can be restored. In all situations possible, tournament referees will monitor the game situation so that it may be restored in the event of game interruptions.
- Players shall raise their hands at the end of the game so a referee can record their score. Only scores reported to the referee are official.
- No replays or game interruptions, except for designated pauses to report scores (if any), will be allowed.
- No coaching allowed (for example, people in the audience may not advise a Player while playing).
- Players are prohibited from wearing their own headsets and may not listen to any music during Tournament.
- You CANNOT pause game unless the game is stopped i.e. If it's a throw in or ball is in your own keeper's possession. If you pause the game intentionally, you may be warned or disqualified at referee's discretion. Second warning will disqualify you automatically. You have 40 seconds after the pause.

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General Rules

- Any participant deliberately attempting to sabotage or damage equipment to restart matches will be immediately disqualified from the tournament.
- Any persons who attempt to disrupt matches with verbal or physical abuse to referee/admin or competitors will be disqualified from the tournament and may be removed from the venue.
- Refusal to play a match or committing any disruptive behavior that can delay the tournament will result in forfeit of the match regardless of contestant tournament standings.
- Players must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, members of the press, tournament or league officials, and to other Players.
- Players will refrain from using vulgar or offensive language.
- Abusive behavior, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.
- Abuse to game stations, controllers or any tournament equipment is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited.
- Gambling, including betting on the outcome of games, is prohibited.
- Referees will be on site to monitor all game play. Referees will begin play, and will record scores for each game.
 - In case of any other dispute, referee/admin's decision will be final
- The tournament rules may be subject to change at short notice on the spot.

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