

QUANTICA FEST

EA FC 26 – Tournament Rules & Regulations

These rules are aligned with standard **EA collegiate esports tournament formats**. All participants are required to read and comply with the following regulations.

1. Game & Platform

- **Game Title:** EA Sports FC 26
 - **Game Mode:** Kick-Off
 - **Match Format:** 1v1
 - **Platform:** PS5
 - **Game Version:** Latest official update provided by the Organising Team
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2. Match Settings (Locked)

- Match Length: **6 minutes per half**
- Difficulty: **World Class**
- Game Speed: **Normal**
- Injuries: **Off**
- Handball: **Off (except penalties)**

- Radar: **2D**
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3. Controller Rules

- Only standard, official controllers are permitted.
 - Players must configure controls before match kickoff.
 - Control changes after kickoff are not allowed.
 - Use of macros, scripts, adapters, or modified controllers is strictly prohibited.
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4. Team Selection Rules

- All current club and national teams are allowed.
 - **Classic XI, World XI, Soccer Aid, and custom teams are strictly prohibited.**
 - Mirror matches are allowed.
 - Team selection cannot be changed once the match has started.
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5. Match Flow & Pausing

- Pausing is permitted only for substitutions and tactical changes.
 - Excessive or unnecessary pausing may lead to penalties or forfeiture.
 - Pausing during open play without valid reason is prohibited.
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6. Draws & Tiebreakers

- Matches ending in a draw will proceed to extra time.
 - If required, penalty shootouts will determine the winner.
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7. Disconnections & Technical Issues

- Disconnections before halftime will result in a match restart.
 - Disconnections after halftime will be reviewed by match officials.
 - Intentional disconnections will result in immediate disqualification.
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8. Fair Play & Player Conduct

- Players must maintain sportsmanlike conduct at all times.
 - Use of glitches, exploits, or unfair mechanics is strictly prohibited.
 - Abusive language, harassment, or unsporting behavior will result in penalties or disqualification.
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9. Common Rules & Regulations

9.1 Identity Verification

All players must carry a **valid Aadhaar Card and College ID** for verification. Failure to produce these documents when requested may result in disqualification.

9.2 Damage to Property

Any damage caused to **equipment, venue assets, or college property** by an individual or team will be the **full responsibility of the respective team**, and necessary compensation must be provided.

9.3 Misconduct & Physical Altercations

Any involvement in **physical fights, aggressive behavior, or serious misconduct** will lead to **strict disciplinary action**, including disqualification or further penalties, as decided by the Organising Team.

9.4 Team Name Guidelines

Team names must be **appropriate and respectful**. Names that are **abusive, offensive, or harmful to religious sentiments, individuals, or communities** are strictly prohibited and may lead to disqualification.

9.5 Authority of the Organising Team

The Organising Team reserves the right to **modify, amend, or introduce new rules** at any time if required.

All decisions made by the Organising Team shall be **final and binding** in all matters.

9.6 Prohibited Substances

The **consumption or possession of intoxicating substances**, including **alcohol**, is **strictly prohibited within the campus premises**. Violation will result in immediate disciplinary action, including removal from the tournament.

10. Penalty & Warning System

10.1 Warning Structure

- **First Offence:** Official Warning
 - **Second Offence:** Game Loss or Match Penalty
 - **Third Offence:** Match Forfeit or Disqualification
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10.2 Penalty Table

Violation	Penalty
Excessive pausing	Warning → Game Loss
Use of prohibited teams	Match Forfeit
Abusive or offensive language	Immediate Match Forfeit
Physical altercation	Immediate Disqualification
Exploit or glitch abuse	Immediate Disqualification
Intentional disconnection	Immediate Disqualification
Property damage	Compensation + Possible Disqualification
Use of intoxicants	Immediate Disqualification

11. Final Authority

The **Organising Team and Match Officials** reserve complete authority over the tournament. All decisions taken shall be **final and binding**, and no disputes will be entertained after the conclusion of a match.