

QUANTICA FEST

eFootball™ Mobile – Tournament Rules & Regulations

These rules are aligned with **official eFootball™ Mobile competitive tournament standards** and must be strictly followed by all participants.

1. Game & Platform

- **Game Title:** eFootball™ Mobile (Latest Version)
 - **Platform:** Android / iOS
 - **Match Format:** 1v1
 - **Game Mode:** Dream Team / Authentic Match (as announced by organisers)
 - Players must ensure the game is updated to the **latest official version**.
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2. Match Settings

- Match Time: **Standard (default in-game settings)**
- Difficulty Level: **Top Player / Superstar** (as decided by organisers)
- Camera & Visual Settings: Player's choice

 Any unauthorised change to match settings may result in penalties or disqualification.

3. Team & Squad Rules

- Only **official in-game squads and players** are allowed.
 - Use of **edited teams, modded squads, or hacked accounts** is strictly prohibited.
 - Squad selection must be finalised before the match starts.
 - Squad changes after kickoff are not permitted.
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4. Controls & Devices

- Touch controls are allowed.
 - Use of **emulators, macros, scripts, third-party apps, or plugins** is strictly prohibited.
 - Any violation will result in **immediate disqualification**.
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5. Defensive Clear Limit (Official Rule)

- Defensive clearances are **strictly limited** as per official eFootball™ Mobile tournament rules.
- A player may use the **Clear option only a limited number of times (maximum 3 clears per half)**.
- Excessive clearing to waste time or avoid gameplay is prohibited.
- Violation of this rule may result in:
 - Official warning
 - Match penalty or goal awarded to opponent
 - Match forfeit (for repeated offences)

6. Fair Play & Match Conduct

- Intentional time-wasting is prohibited.
 - Exploiting AI behavior, mechanics, or glitches is not allowed.
 - Players must maintain continuous and fair gameplay at all times.
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7. Disconnections & Network Issues

- Players are responsible for stable internet connectivity.
 - Disconnection **before halftime** may result in a rematch.
 - Disconnection **after halftime** will be reviewed by match officials.
 - **Intentional disconnection = Immediate disqualification**
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8. Cheating & Exploits

The following actions are strictly prohibited:

- Use of glitches, bugs, or unintended mechanics
- Lag switching or network manipulation
- Third-party software or modified game files

Any violation will lead to **immediate disqualification**.

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 result in **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**. Any 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:** Match Penalty / Goal Awarded
 - **Third Offence:** Match Forfeit or Disqualification
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10.2 Penalty Table

Violation	Penalty
Excessive defensive clears	Warning → Match Penalty
Use of exploits or glitches	Immediate Disqualification
Emulator or third-party tools	Immediate Disqualification
Intentional disconnection	Immediate Disqualification
Unsportsmanlike conduct	Warning → Disqualification
Physical altercation	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 all tournament matters. All decisions shall be **final and binding**, and no disputes will be entertained after match completion.