

# FIFA Apes Constitution

(bold items defined in glossary at end of document)

Please register before November 6th, 2013 at <http://fifaapes.herokuapp.com>

Herein behold the rules for AE Pi FIFA. By opting into our **electronic system** you agree to heed these rules. Any breach of laws will result in a **penalty**.

## Article 1: Day-to-Day General Play

### 1. Choosing Teams:

- a. The official game will be FIFA 2013, NOT FIFA 2014 or FIFA 2012.
- b. Two TV's are registered, official gameplay TV's. These are located in Steven Hefter's room and Matthew Silberman/Adam Kochman's room. No other games in other rooms can be recorded officially.
- c. The game must be in Kick-Off mode chosen from the main menu.
- d. Each of the two (2) players must choose a side. The player with the better ranking has the option to choose to play as Home. If the two (2) players are ranked evenly, they can flip a coin or card if they so desire to choose who is Home.
- e. Players have the option to choose any team in **the game**, unless they both desire to play as the same team. In that event, the higher ranked player will have the first option to play as the desired team. If the two (2) players are tied in ranking, they can flip a coin or card if they so desire to choose who is the desired team.
- f. Jersey colors must not be too similar, in order to prevent confusion from ensuing.
- g. The two (2) players are awarded a total of five (5) minutes to complete team management. This rule is to be enforced at the discretion of the **participants** in the room.

### 2. Game Settings

- a. Players can choose to play at any stadium in **the game**.
- b. The time of the game must be between 9:00pm and 11:30pm in order to remove shadows from the field of play.
- c. Weather must always be clear - if the weather is not clear the game does not count. No rain, no snow, no overcast clouds.
- d. Referee must be random. No choosing lenient referees or referees

based upon the last name to favor a particular team.

- e. The length of the match will be six (6) minutes per half.
- f. Game play speed setting will be normal.
- g. Soccer ball can be chosen by the higher ranked player or at random. In the event the two (2) players are tied, the soccer ball must be chosen at random.
- h. Controller settings are allowed in any combination. It is up to the discretion of the players to ensure they have the settings that match their style of play best. If FIFA allows it, you're allowed.

3. Day-to-Day Match Play

- a. Only two (2) pauses are allowed per half, excluding substitution pauses. Each of these pauses is a one (1) second time-out, and can only be done in the event that the ball goes out of play. In an emergency, the game can be paused with the ball in play with the agreement of both players.
- b. Half time has a maximum time limit of three (3) minutes.
- c. Substitution pauses can span a maximum time of two (2) minutes.
- d. There is no mercy rule, the full game must be played until the final whistle in order for the victory to be official.
- e. Goalie punts and throws may be blocked - although this is illegal in soccer, it is possible but difficult in FIFA 2013. Thus, this is a legal move in respect to our day-to-day play.

## Article 2: Overtime

1. After 90+ Minutes of Regulation

- a. In the event that the players are tied, they will enter a Classic 30-minute (of FIFA time) overtime. This is split into two (2) 15-minute overtime halves.

2. After Classic Overtime

- a. The match will be re-started in sudden-death mode as outlined in Article 2 section 2 part b. NO SWITCHING TEAM IN BETWEEN - just click restart match.
- b. The first goal scored will be the winning goal of the match.
- c. The total score of the game, including before the restart of the match, will be the official score.
- d. No extra points or ranking will be awarded for overtime matches. A win is a win and a loss is a loss.

### Article 3: Next on the Table

1. When there are no Matches in Progress
  - a. The highest ranking players in the group desiring to play have first dibs on the initial match.
2. While Matches in Progress
  - a. The participants waiting to play FIFA in a regulated, official TV room must place their **ID cards** at the base of the television.
  - b. The line originates at the base of the stack.
  - c. No “best of 3” or similar excuses can be used to keep players of the current match on for another round.

### Article 4: FIFA Apes World Cup Tournament

#### **TO BE COMPLETED AT DISCRETION OF FOUNDING FATHERS**

### Article 5: Founding Fathers

1. List of Founders
  - Karan Singhal (Class of 2015)
  - Steven Hefter (Class of 2016)
  - Adam Kochman (Class of 2016)
  - Matthew Ender-Silberman (Class of 2016)

# Constitution Glossary

**Electronic System** - The electronic system is comprised of three (3) components: the constitution (this document), the Excel document (FIFA Records 2013), and the website (currently located at <http://fifaapes.herokuapp.com>).

**ID Cards** - Any photo identification card, personal, Tufts, or otherwise, that is a rectangular shape and accurately refers to the player placing the card.

**Grand Jury** - The founding fathers listed in the Constitution.

**Participant** - Any member of AE Pi participating in the seed rounds of FIFA. The latest acceptance will be two (2) weeks into the season - this year that date will be November 6th, 2013.

**Penalty** - A penalty is applied upon the breach of rules inscribed within our constitution. In the event of a **participant** deserving of a penalty as ascribed by the **grand jury**, the offending player has one (1) do-or-die game against the current number one (1) seed. If they lose this game they can no longer participate for the remainder of the season. If, at the end of the season, they are one of the top five (5) seeds, they can participate in post-season playoffs and tournament play.

**The Game** - FIFA 2013 edition, NOT FIFA 2014 edition.