



Malaysia Midwest Games

Sports Rules

FIFA '15

1. **Forfeits**

- 1.1. Players are expected to be present 10 minutes before their match start; failure to do so may result in a forfeit from the competition.
- 1.2. Should a team be issued **two** technical fouls in one game, the game shall be forfeited to the opposing team.

2. **Category**

- 2.1. There will be two categories for FIFA 15.
 - 2.1.1. Solo
 - 2.1.2. Dual

3. **Team Logistics**

- 3.1. FIFA 15 will be played in Mason Hall.
- 3.2. **Players are required to bring their own controllers.**

4. **Game play: Solo**

- 4.1. One player will only control one team; it will be a 1 vs 1 tournament.
- 4.2. Games will commence as exhibitions style.
- 4.3. If opposing players have the same team that they want to play with, a coin toss will ensure with the winner of the toss deciding his/her team and the loser picking a team other than the winner.
- 4.4. No custom teams are allowed; for example, having Ronaldo in Barcelona, Neymar in Chelsea etc. All teams used will be default team players in FIFA 15.
- 4.5. Games will be held for total of 10 minutes (5 minutes for each halves). Semi-Finals and Finals will be held for total of 14 minutes games (7 minutes for each halves).
- 4.6. The following game settings will be used:
 - 4.6.1. Mode: Exhibition
 - 4.6.2. Level: International
 - 4.6.3. Team: Club/Nation
 - 4.6.4. Passing Power Assistance: OFF
 - 4.6.5. Injuries: ON
 - 4.6.6. Offside: ON
 - 4.6.7. Defending: Tactical Defending
 - 4.6.8. Weather: Default
 - 4.6.9. Speed: Normal
 - 4.6.10. Radar: 2D
 - 4.6.11. Timer: ON
 - 4.6.12. Instruction: YES
 - 4.6.13. Player indications: NO, unless the two players agree on it
 - 4.6.14. Camera: TV Broadcast

- 4.6.15. Extra-time and shoot-outs: extension of two half-time in case of a tie. If tied at the end of the extension, the winner will be announced after the meeting of shots on goal.
- 4.7. Time wasting is not allowed. Passing the ball in your own half for more than 15 minutes (game time) without your opponent applying any pressure is prohibited. At the end of each game, both participants will have to sign the score sheet after reporting the result to the scorekeeper.
- 4.8. Rules are tentative and subject to change.
5. **Game play: Duo**
- 5.1. Two players will only control one team; it will be a 2 vs 2 tournament.
- 5.2. The same rules apply as solo category.

