

FIFA 11 -Rules

- 1- Head to head play
- 2- Single Elimination
- 3- National and Club teams only (No World XI and Classic XI)
- 4- Custom Formations: Not allowed.
- 5- Custom Tactics: Allowed.
- 6- Half Length: 4 minutes.
- 7- Difficulty Level: Legendary/World Class
- 8- Game Speed: Normal
- 9- Injuries: Off
- 10- Bookings: On
- 11- Offside: On
- 12- Time/Score display: ON
- 13- Players are allowed to change controller settings according to their requirements.
- 14- Players allowed to choose same teams.
- 15- Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.)
- 16- Controller settings
crosses: AUTOMATIC
Players are allowed to choose any controller settings they prefer apart from the Crosses setting.
- 17- Disconnections
Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.
Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.
Should a disconnection occur:
 - 1) A referee will confirm the exact score to that point (even if the ball is about to cross the goal line, the goal shall not count), and restart the match.
 - 2) A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
 - 3) Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.
 - 4) If the disconnection occurs after a corner kick was awarded to a player, the match will resume with a corner kick for that same player.