



3RD-5TH APRIL

The biggest religion in the world is not a religion. It's Football. The Beautiful Game does not just require skill; it requires tactical insight as well. Having lived in awe of the greats over the years, this is the opportunity to take your favourite team to glory. It may just be a game, but victory is all that matters!

GENERAL RULES

The tournament shall be conducted on a knockout basis.
The games will be played in multiplayer (1 vs 1) mode.

GAME SETTINGS

- Custom Formations: NOT allowed
- Custom Tactics: Allowed
- Custom Corners: NOT allowed
- Half Length: 6 minutes
- Difficulty level: World Class (default in EASO)
- Game Speed: Normal
- Multiplayer Camera: Any (unless a specific camera angle must be used for stage matches). If the players cannot agree on which camera angle to use, a referee shall decide it for them.
- Injuries: Off
- Off-sides: On
- Bookings: On
- Subs On Bench: 7
- Radar: 2D
- Time/Score Display = ON

CONTROLLER SETTINGS

- Crosses: manual
- Player Switching: manual



- Players are allowed to choose any controller settings except for player auto-switching controls

FORBIDDEN MOVES

The following rules must be observed:

- The players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
- The players are not allowed to shoot the ball directly onto the crossbar from a corner kick in order to get a chance for a header when the ball rebounds.
- It is not allowed to score a goal from one's own half of the field.
- It is forbidden to make a throw-in directly into the opponent's penalty area. Should a player throw the ball directly into the opponents penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw-in into the opponent's penalty area will not be counted.
- In any case, a goal scored due to the use of a "forbidden move", it shall not be counted.
- Should a player persist in playing with forbidden moves, he may be disqualified from the tournament.
- All complaints shall be dealt with after the match has been completed.

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.



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Should a disconnection occur:

- 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.
- A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
- 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.
- Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.

FAIR PLAY

The following actions will be considered unfair play:

- The use of any cheat program
- An intentional disconnection
- The use of any settings exceeding the standard and permitted settings
- Any "unnecessary chatting" during the match.
"Unnecessary chatting" means any chatting other than the cases listed below:
 - Greeting messages between the players
 - Repeat of "P" to request for a pause during a stage match;
 - A signal for the loss (i.e.: 'gg', 'GG', or any other message that the referee can use to decide the winner);
 - Chatting between players that does not violate the unsportsmanlike behavior clause;
 - Any message that the referee can judge as part of the game.
- Clearly allowing one's opponent to win a match.
- If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.
- Unsportsmanlike behavior or, in general, disruptive (e.g., shouting), Inappropriate and/or unprofessional actions directed towards another player (even inside the game).



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- The use of a program bug that is determined by the board of referees as being unfair.

Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.

RULE CHANGES

The administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.