



Bengal Institute of Technology

Bits2Bytes 2009

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RULES FOR FIFA 08

GENERAL RULES:

- ✚ Game Version: FIFA 2008
- ✚ Competition Type: Knockout
- ✚ Match Duration: 12 minutes (Final day) / 8 minutes (Prelims)
- ✚ Competition Method: 1 Vs 1
- ✚ Game Mode: International and Club
- ✚ Host, client will be announced before the match or decided by coin toss.
- ✚ Team selection will be based on coin toss, if same team is chosen by both players.
- ✚ Player change and strategy change is limited to 3 times throughout the game. (The changes before the start of the match are not included in this count.)
- ✚ At the end of each match, players **must** maintain the final screens and receive confirmation from a referee.
- ✚ Players on both sides must select the options before they begin the game. The match result will be accepted even if the players find out that each others' settings were different afterwards.
Manual pass, manual cross on.
- ✚ After every kick off you have to give a back pass to your own half. Not following this rule can cause disqualification.
- ✚ Rocket pass (i.e. any kind of long lobbs from one side to another and through balls form one half to another half) is not allowed.
- ✚ After clearance from your defense to opposite half you have to give 1 back pass to your own half.
- ✚ Direct corner into the 5 m penalty box is not allowed.

GAME SETTINGS:

- 🚩 Key Configuration: Classic Style (players will be given 1 min to set up his control).
- 🚩 Half Length: 6 minutes (Final Day) 4 minutes (Prelims).
- 🚩 Difficulty: World Class
- 🚩 Goalkeeper Difficulty: Semi Pro
- 🚩 Game Speed: Normal
- 🚩 Injuries: On
- 🚩 Off Sides: On
- 🚩 Bookings: On
- 🚩 Performance Meter: Off
- 🚩 Player status Bar: On
- 🚩 Time/Score Indicator: On
- 🚩 Radar: On
- 🚩 No. of Starting Subs: 5

RULES & PENALTY FOR UNFAIR PLAY:

- **Unfair play:** -
 - Use of any Cheat program.
 - Intentional disconnection.
 - Use of any settings exceeding standard and permitted settings.
 - If Organizing Committee decides that external conditions (Player, Spectator, etc) give unfair advantage to a player, the player may be given a warning or lose by default at the Committee's sole discretion.
 - Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
 - During the course of any match, the event coordinator may determine other actions to be unfair play at any time.

DISCONNECTIONS:



Unintentional Disconnection: If such disconnection occurred within the first half of the game, the score and the time played so far will be noted. A new game will be started in which the remaining time prior to the disconnection will be played. As soon as the lost time has been accounted for, both players are to immediately stop all further actions and remain idle until the first half is over. The same rule applies for any disconnection in the second half of the game.

In any situation the decision of the Judges will be final.

JUDGING CRITERIA:

- The player scoring higher number of goals will be declared the winner.
- If the game of full 90 min results in a draw then the winner will be decided by penalty shootout.

ELIGIBILITY CRITERIA:

-  All participants should have a valid ID card of their institute.
-  The ID should be produced whenever asked by the Organizers, failing of which will result in **disqualification of the team**.

NOTE: Event coordinators can bring change in rules at any time. Their decision will be final.