



EVENT NAME : **FIFA**

RULES :

**Description:**

**FIFA 12**

**Game Version: FIFA Soccer 12 for PC**

**Competition Method: 1 vs. 1**

**Game Mode: CLUB Team Allowed. (International Team not allowed).**

**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.)**



## **Rules:**

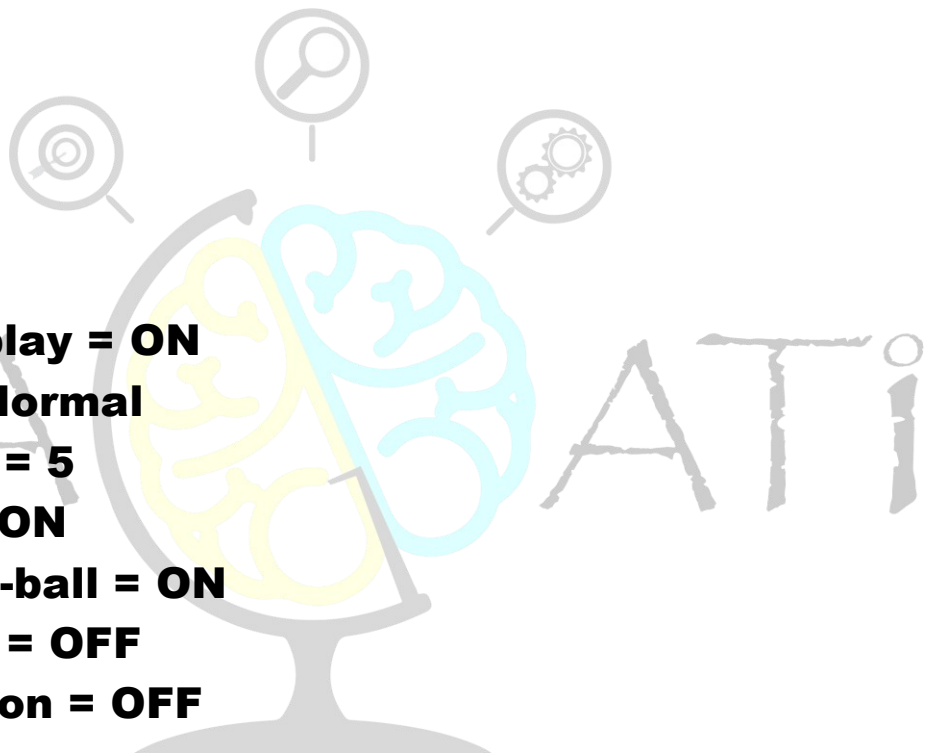
### **GAME SETTING PRECAUTIONS**

- **The teams' and players' abilities cannot be modified arbitrarily.**
- **Graphics and other settings may only be setup through the menu. (Configuration file cannot be used). The allowed resolution is 1024 x 768 x 32.**
- **Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each other's settings were different from the official settings.**



## **IN GAME SETTINGS**

- **Difficulty Level = Legendary**
- **Half Length = 6 minutes**
- **Injuries = ON**
- **Offside = ON**
- **Bookings = ON**
- **Radar = ON**
- **Camera = Any**
- **Time/Score Display = ON**
- **Game Speed = Normal**
- **Number of subs = 5**
- **Manual Cross = ON**
- **Manual Through-ball = ON**
- **Custom Tactics = OFF**
- **Custom Formation = OFF**





## **GAME PLAY NORMS :**

- **If a player changes his tactics, formation or line-up he has to kick the ball out of bounds after the changes so that his opponent is able to react.**
- **If a player is found to be intentionally delaying the game time by passing the ball around and clearly not attempting to score, he may be given a warning or lose by default at the referee's discretion.**
- **In the last few minutes of the game it is not allowed to make any changes to one's team with the sole intent of delaying the match. Should this be the case, the player delaying the match will be warned by a referee and, should he persist after the warning, be attributed with a default loss of the match.**
- **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.**



- **NO JOYSTICK ALLOWED. Only KEYBOARD , (Which will be provided by us).**

**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.**

**IF A DISCONNECTION OCCURS!**

- **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.**
- **Referee will inform the players on exactly how many minutes must still be played in order to complete the match.**

REGISTRATION fees :

**MCKVIE Students : Rs 50**

**Other colleges : Rs 100**

CONTACT :

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