

FIFA 14

General Rules

- All games will be conducted in FIFA '14.
- A standard keyboard will be supplied to each participant. The participants are allowed to use their own keyboards/controllers if they wish to. They can chose to have their own Controller Settings.
- A player can select his own Playing XI and Reserve Bench as he wishes. He can set his own Formation, Custom Tactics, Quick Tactics, Man Marking and Player Roles.
- If the connection disconnects at X minutes, then the match will be restarted and played for (90-X) minutes. Previous scores will be taken into account.
- Players are permitted a total of 3 player and strategy changes during a match. Players are not allowed to stop the game for strategy change anytime except during a throw, corner, foul etc. when the game stops.
- The teams' and players' abilities cannot be modified arbitrarily.
- Arriving late for a scheduled match may result in a forfeit at the discretion of the admin or the coordinator in charge.
- The admin and coordinators reserve the right to install additional software/updates and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- Camera: Co-op and Difficulty Level: World Class.

Knockout Stage

- 1 vs. 1 match to be played at any Random Venue.
- Half Length: 4 mins.
- Fixtures will be decided via random selection by the admins.
- Player scoring maximum goals after 90 minutes wins the match.
- If, after 90 minutes, the game ends in a draw, Golden Goal rule will be followed in Extra Time post that penalty kicks will decide the winner.

Semi Finals

- Matches to be played on Home and Away basis (2 legged). Away goals will be taken into consideration if tied on aggregate. Which player will get to choose to play the Semi Final Match first at Home or Away will be decided by a toss.
- Half Length: 5 mins.
- Player scoring maximum goals after 90 minutes wins the match.
- If, after 90 minutes, the game ends in a draw, two extra time periods of 15 minutes each shall be played. If the score remains tied after extra time, penalty kicks will decide the winner.



Final

- Match to be played on Home and Away basis (2 legged). Away goals will be taken into consideration if tied on aggregate. Which player will get to choose to play the Final Match first at Home or Away will be decided by a toss.
- Half Length: 6 mins.
- Player scoring maximum goals after 90 minutes wins the match.
- If, after 90 minutes, the game ends in a draw, two extra time periods of 15 minutes each shall be played. If the score remains tied after extra time, penalty kicks will decide the winner.

