GAMEPLAY SETTINGS :

* Difficulty Level: World Class.
* Half Length: 4 minutes, 6 minutes for quarter-finals, semi-finals and finals.
* Injuries: On.
* Offsides: On.
* Time/Score display: On.
* Camera: Tele.
* Radar: 2D or 3D.
* Home Auto Switching: User Settings.
* Away Auto Switching: User Settings.
* Volume Settings: Default.
* Custom formations: not allowed.
* Custom Tactics= NOT ALLOWED.
* Keeper Level: World Class.
* Manual Cross: ON.
* Manual Through-ball: ON.
* Controls can be changed before starting any match. No player should change the above

mentioned settings after the commencement of the game.

RULES:

* Keyboards will be provided but the participants can bring their own game- pads if they wish.
* The players must kick-off with a backward pass at the beginning of each half and after every goal

is scored.

* In case of a tie after full time the golden goal concept will be used to determine the winner.
* It is not allowed to score a goal from your own half of the field.
* Throwing the ball directly to the ‘D’ BOX is NOT ALLOWED
* Direct goal from corners is NOT ALLOWED
* Players may not select any fictional All-Star teams (e.g Classic 11).
* 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 Co-Ordinators discretion.

* In case a disconnection occurs: A Co-Ordinator 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 Co-Ordinator will inform the players on exactly how many minutes must still be played in order to complete the match.