

FIFA 14 Rules & Regulations

Game 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.
- Every participant must select their teams at the beginning of the tournament and stick to their team selection. Same team can be picked by different participants.
- 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, during throw, corner, foul etc. when the game stops then they are allowed to change.
- 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.

If both the player has different settings then there will be two matches home and away. The game will be played on single machine and multiple gamepad.



FORMAT:

Knockout Stage:

- 1 vs. 1 match.
- 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, 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.