

## FIFA'17

“Football is my sanctuary. It’s where I go to escape. It’s where I’m most happy.”

-Odell Beckham, Jr.

“Es mi mundo, tu mundo, el mundo de nosotros Invitamos a todo el mundo a jugar con nosotros” (It's my world, your world, the world of us, we invite everyone to play with us.) Yes, it's football that unites the world. Among this unity it's hard to prove yourself 'THE ONE'. PHOENIX 2K18 is giving you a chance to fight for your favourite team. The rules are simple but it's hard to win the golden crown. In front of thousands “ole ole ole” you have to prove your place virtually in FIFA'17.

### Date: 13th to 15th April, 2018 General

#### Rules:

- The tournament shall be conducted on knock-out basis.
- Since this is a gaming event each participant has to play a head-to-head match against another participant. The games will be played in multiplayer (1 vs. 1) mode.
- At first the participants will have to check the game controls and change the necessary according to their convenience.
- The LAN connection will be set up by the event coordinators or volunteers and the participant can choose their teams and start the match.

#### Game Settings:

- Custom Formations: Not allowed.
- Custom Tactics: Allowed.
- Custom Corners: Not allowed.
- Half Length: 4 minutes.
- Difficulty level: World Class (default in EASO).
- Game Speed: Normal.
- Multiplayer Camera: Any (unless a specific camera angle must be used for stage matches). If the players cannot agree on which camera angle to use, a referee shall decide it for them.
- Injuries: Off.
- Off sides: On.
- Bookings: On. ➤ Subs On Bench: 7 ➤ Radar: 2D.
- Time/Score Display: ON.
- Player Status Bar: Player Names.
- Home Auto Switching: 0/10.
- Away Auto Switching: 0/10.
- Volume Settings: Default
- Graphics and other settings may only be setup through the menu. (Configuration file cannot be used). The allowed resolution is 800x600. ➤ 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.
- Keyboards will be provided but the participants can bring their own game-pads if they wish.
- All the participants will be given 2 minutes before the match to set their keyboard and gamepad controls.
- If the connection is lost during a match at x minutes (say), then the match will be replayed up to (90-x+3) minutes only.
- Score line of the previous match will be brought forward as initial score line for the next match.
- A Red card or two consecutive Yellow cards will lead to suspension of the player from the subsequent matches.

### **Controller Settings:**

- Crosses: Manual.
- Player auto-switching: Off.
- Players are allowed to choose any controller settings they prefer apart from the Crosses and auto-switching settings.

### **Forbidden Moves:**

- The players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
- The players are not allowed to shoot the ball directly onto the crossbar from a corner kick in order to get a chance for a header when the ball rebounds.
- It is not allowed to score a goal from one's own half of the field.
- It is forbidden to make a throw-in directly into the opponent's penalty area. Should a player throw the ball directly into the opponents penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw-in into the opponent's penalty area will not be counted.
- 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 referees discretion.
- In any case, a goal scored due to the use of a "forbidden move" shall not be counted.
- 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.
- Prior to making any changes to one's team, the player that wants to make a change must be in possession of the ball and be in his own half before he pauses the game. 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.

- In any case, a goal scored due to the use of a "forbidden move" shall not be counted.
- 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 has been completed.

## **Disconnections:**

- 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.

## **In case a disconnection occurs:**

- A 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.
- A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
- If the connection is lost during a match at x minutes (say), then the match will be replayed up to (90-x+3) minutes only.
- If the disconnection occurs after a corner kick was awarded to a player, the match will resume with a corner kick for that same player.
- Any players sent off the field (red card) shall not return to the game when the match resumes.

## **Unfair play:**

- The use of any cheat program.
- An intentional disconnection.
- The use of any settings exceeding the standard and permitted settings.
- Clearly allowing one's opponent to win a match.
- Any "unnecessary chatting" during the match. "Unnecessary chatting" means any chatting other than the cases listed below:
  1. Greeting messages between the players.
  2. Repeat of "P" to request for a pause during a stage match.
  3. A signal for the loss (i.e.: 'gg', 'GG', or any other message that the referee can use to decide the winner).

4. Chatting between players that does not violate the unsportsmanlike behaviour clause.
  5. Any message that the referee can judge as not a part of the game.
- If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc.) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion).
  - Non- sportsman like behaviour or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game), the use of a program bug that is determined by the board of referees as being unfair.

Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.

**PS: Rules are subject to change without prior information. The decision of the event coordinators will be final in regards to all the issues pertaining to the event.**

**Event Coordinator:**

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