

General Tournament Rules

Game Mode

- All games will be played on an Xbox One console
- Players can bring their own controller if preferred
- For easy transition all games will be played in “Kick Off” Mode Player

Eligibility

This tournament is open to player of any age Tournament

Schedule

The tournament round start times are as follows: Round One 2:00 PM CT

Controller Settings

Players are responsible for ensuring that their controller configuration is correct at all times.

Match Settings

- All Matches are to be played using the following settings:
- Half Length 4 Minutes
- Difficulty Level World Class
- Time of Day
- Weather Clear
- Game Speed Normal
- Time/Score Display On
- Camera Broadcast or Dynamic or Tele or Tele Broadcast

Rules

- Injuries On
- Offside On
- Bookings On
- Handball On

Team Restrictions

- Players can use any club or national team
- Players cannot use any custom-made teams (e.g. Classic XI)
- Players can swap teams at any point during the tournament
- Players can have the same teams play against each other. In that case, the away player will have to pick the away jersey for that team that does not match the home team jersey.

Formation Restrictions

- Players can use custom formations Players can use custom tactics
- Players have one (1) minutes to prepare their tactics at the start of a match. Subsequent changes are time limited to thirty (30) seconds per change.
- Players who start with four (4) players in defense and then go ahead or equalize in a game are not allowed to then immediately change their formation to five (5) in defense and lock down the game - this is against the spirit of the tournament.

Standings and Tie-Breaker

This will be double elimination tournament. It is the responsibility of the players to keep up with their team's standings. In the event of a tie, the game will go to overtime and then penalties to determine a winner Etiquette and Forbidden Moves Players wishing to make substitutions or alter free-kick options must wait until the ball is out of play before making any changes

Players must not pause the game when the ball is in play unless agreed on by opponent

Match Formats

Players will play matches in the following formats Guarantee 2 games. Lose and you will be places in the loser brackets with a chance to win your way to the top. There will be no delays, if you're not there at game time you will be given a couple of minutes to get to the station before a forfeit is given to your opponent.

Reporting Match Results Both players are responsible for reporting the results of the match to the score table. Tournament brackets will be updated once both players have reported the match. In the instance that only one player reports the match results, the result will automatically be confirmed after ten (10) minutes.

Disputed Result In the instance that both players report conflicting results, the match will be placed into dispute and handled by a member of staff.

Evidence

In the event of a dispute, both players will be asked to provide evidence of their match victory. If neither player is able to provide evidence of their match victory, both players will be removed from the tournament.

No Shows

A player has five (5) minutes to show-up and be ready to start the match. Failure to do so will result in a forfeit.

No Show Proof If you have a no-show issue, you must provide video evidence that you have invited all members of the opposing player to play prior to the fifteen (15) minute no show deadline.

Cheating

We have a zero-tolerance policy for cheating. Players caught cheating, glitching or abusing in-game mechanics in any way will be disqualified