



**2020 FISU eSports Challenge Football
Technical Regulations**

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1. EVENT REGULATIONS

a) General terms

Name: 2020 FISU eSports Challenge Football

Mode: FIFA20

Platform: PlayStation 4 - Playstation Network.

The programme and duration of the tournament will be fixed by the FISU Executive Committee. The competitions will last eleven days (11) days and will include:

- one (1) men's tournament: thirty-two (32) players.
- one (1) women's tournament: thirty-two (32) players.

b) Pre-competition procedure

i) Registration

The registration in the FISU eSports Challenge Football will be carried out exclusively by the respective NUSFs through the specific form located in the FISU website.

Eligibility of the players

Only the following may participate as competitors in the FISU eSports Challenge Football:

- Students who are currently officially registered as proceeding towards a degree or diploma at a university or similar institute whose status is recognised by the appropriate national academic authority of their country.
- Former students of the institutions mentioned in the first point who have obtained their academic degree or diploma in the year preceding the event.

All Athletes must satisfy the following conditions:

- Be a student of the university (no matters the nationality) they represent.

No age limit conditions will be applied in this challenge.

Registration into the event

The NUSF must send an individual form for each participants willing to take part in the challenge. The form can be found in the specific FISU website for the event and must be written in English and be accompanied by:

- A picture meeting the requirements specified in the form.
- The logo of the university in PNG version.
- A document proving that he/she has satisfied the conditions normally required in his/her country for entrance to a university or similar institute, that can be:
 - A FISU Eligibility Form stamped and signed by the NUSF and university or similar institute or English certificate from the appropriate national academic authority certifying that the athlete is currently officially registered as proceeding towards a degree or diploma at a university or similar institute whose status is recognised by the appropriate national academic authority of their country

- A certificate of study showing the date of entry into that establishment.
- A valid student card, including its validity date.

The Organising Committee has the right to verify the eligibility of the athlete and validity of any document presented by any means of communication and request additional information or documents if necessary.

A participant who does not provide a student certificate will not be allowed to compete.

ii) Participants selection

Once the registration deadline is over and before the competition draw, FISU will make a participant's selection based in the following criteria:

- Reception date of the registration form and the requested documentation.
- Continental and national representativity based in the number of NUSFs in each CUSF:
 - Each NUSF can register one player per gender, who will be participating in the challenge representing his/her university.
 - Each NUSF can register an additional reserve player per gender that would only be selected in case of available spots.
 - CUSF representation (based in the NUSFs which belong to each continental association)
 - EUSA – Europe maximum 8 players per tournament
 - FISU America – America maximum 5 players per tournament
 - FASU – Africa maximum 8 players per tournament
 - AUSF – Asia maximum 7 players per tournament
 - FISU Oceania – Oceania maximum 2 players per tournament
- 2 FISU Wildcards, directly allocated by FISU.

iii) Registration and Selection timeline

| Actions | |
|---------|------------------------------|
| 17 June | Opening of the registration |
| 30 June | Closing of the registration |
| 1 July | Final Participants selection |
| 2 July | Competition Draw |
| 3 July | General Technical Meeting |

2. TECHNICAL REQUIREMENTS

The minimum internet requirements for participation, to ensure the fluidity of the game, are:

- Download speed: 20mb
- Upload speed: 10mb
- Ping: 40ms (maximum)
- Transmission quality: 720p; 60fps

3. COMPETITION

a) Competition programme

| Day | Activity |
|---------------|----------------------------------|
| 2 July | Draw |
| 3 July | General Technical meeting |
| 6 to 8 July | Group stage matches |
| 9 and 13 July | Elimination Stage: Eight-Finals |
| 14 July | Elimination Stage: Quarterfinals |
| 15 July | Elimination Stage: Semi-Finals |
| 16 July | Elimination Stage: Finals |

b) System of competition

i) Tournament Regulations

The FISU eSports Challenge Football will be held in accordance with the following regulations:

- The games will be played online through Playstation Network.
- The competition will be held in Ultimate Team mode.
- **All registrants must play with the same profile and the PSN / Gamertag ID registered in the competition and cannot compete in a different account. If a participant suspects that his/her opponent's account is different, he/she must report to the competition organisation.**
- **The participant must be connected to the game platform in advance of the agreed time. Players who do not show up at the correct time for their matches, without prior justification, will be penalised with the loss of the match by WxO (equivalent to the score of 2x0). Absence (WxO) Electronic Football 2x0.**
- In case of disconnection:
 - In the event of lag that hinders the development of the game, the player who feels harmed must pause, communicating the opponent and interrupting the game immediately, before the 15 minutes of departure. If you exceed this playing time, you are taking the consequences of the match at your own risk.
 - If the connection is broken, the game must be restarted, playing only the time remaining until the end of the game.
 - The game score must be the same, that is, the players must agree and force the goals that had already happened before the connection dropped. If any expulsion occurred before the disconnection, the player penalized for the expulsion must force the expulsion of the same player when the game is restarted.
 - The player who disconnects for bad faith and is a repeat offender for such an act, will be abruptly penalized by the organization of the championship.

- Omitted cases will be resolved by the Coordination of the modality, with the consent of the General Directorate, and these resolutions may not contradict the General Regulation.

ATTENTION: Players must inform to the Organising Committee about a connection error within the established complaints deadlines for each phase. If a participant does not inform, WO applications may occur in the game not performed, according to the game schedules made by the system. To avoid connection errors, all participants must release the connection ports of their internet modem as requested by EA Sports. If the player is a repeat offender with errors in connection with his opponents, he/she will be automatically eliminated from the challenge.

Match configuration

- Game: FIFA20;
- Platform: PS4;
- Camera: For broadcast games, the camera used must be Broadcasting TV. For other games, players can agree between themselves.
- Radar: 3D;
- Defense: The use of tactical defense is mandatory at all stages of the competition.

UT Mode settings:

- Playing time: 6 (six) minutes;
- Pauses: Automatically regulated;
- Team Overall: 87, and the bank must have at least Overall 75 gold cards;
- Stadium: FIWC Stadium;
- Forbidden to use training cards to boost players' skills;
- The use of loan letters will not be allowed;
- Icons: Each team can have a maximum of 3 Icons / legends in the team.
- The results will be published on the event's landing page (www.www.net) through the battlefy.com platform;
- The official communication and management channel for the competition will be through a specific server located in the DISCORD communication software;

- **Games with broadcast will be defined after the draw and all those involved will be informed of this schedule, with the obligation for athletes contemplated in the broadcast games to comply with the deadlines for uploading matches to YouTube in private mode previously established, with game narration active and the players' microphone audio is disabled.**

ii) Tournament Format

The FISU eSports Challenge Football will be played in two stages:

- **The group stage:**
 - It will be played in a league system, with each player playing one match against each of the other players in the same group, with three points for a win, one point for a draw, and none for a defeat.
 - In case of a tie, players leave the game without playing overtime.
- The elimination stage or knockout stage is played in an elimination format:

- The 2 best ranked players in each group will progress to the elimination stage, that will consist in Quarterfinals, Semi-Finals, Third-Place match and Final.
- Each phase of this stage will consist in two (2) games with aggregated score. If there is a tie, there will be a third game with a golden goal.

Classification criteria

The ranking of each participant in each group will be determined as follows:

- a) Higher number of points obtained in all group matches;
- b) Goal difference in all group matches;
- c) Higher number of goals scored in all group matches.

If two or more participants are equal on the basis of the above three criteria, the tiebreaker criteria applied will be:

- d) Goal difference resulting from the group matches between the concerned participants;
- e) Higher number of goals scored in all group matches between the concerned participants;
- f) If the tie remains, a 3rd game will be played to break the tie. Should be held in the Ultimate Team friendly mode. If there is a tie in the normal mode, the match will be extended to overtime and penalties.

4. INFRINGEMENTS AND PENALTIES

The participant who violates the provisions of these regulations will be penalised under the terms below. The penalties will always be applied by the Organising Committee and will be as follows:

- Warning: to be applied only in light infractions and will not disqualify the participant;
- Warning: once applied, it will disqualify the participant from the game being played;
- Elimination of the participant from the Championship.
- The participant who does not appear at the time designated for the start of the realisation of his departure will be automatically disqualified.

a) Elimination of participants or punishments

These are some examples of situations where players can be eliminated from the tournament or punished:

- Bad faith;
- Lack of commitment to the matches;
- Lack of sports ethics;
- Verbal aggressions;
- Unreasonable insertions in order to disrupt the tournament environment;
- Unpleasant hints about the nature and/or honesty of any of the tournament participants;
- Bad connection, which makes it difficult and/or impossible to carry out the matches;
- Keep touching the ball with the goalkeeper or in the back to spend the game time;
- Combination of results;

All cases will always be resolved with analysis of the championship organization and must always contain evidence to prove the fact, otherwise it may be disregarded.

b) Opponent Supervision – Fair Play

In order to verify the suitability of the participants in relation to the regulations and necessary requirements within the ultimate team mode, the players have the obligation to:

- Record all the games played. Videos must cover the complete game, the line-ups and the teams used in the games.
- Photos/screen prints to allow checking the adequacy to the regulation in case of suspected irregularities.
- Certify, before the match takes place, the opponent's rosters, so that it is possible to have a prior verification of the opponent in relation to the squad used for the match and its adequacy to the regulation.
- Participants can use any other means of proof to prove his suitability to the regulation or a violation by the opponent, in the case of abuse of bugs, irregular casts and other infractions.
- The Organising Committee is responsible for evaluating complaints, analysing all evidence and taking appropriate measures.

5. LEGAL ASPECTS

a) Image Rights

By participating or otherwise appearing in a FISU event, each participant agrees to be filmed, televised, photographed, identified and otherwise recorded, under the conditions and for the purposes authorised by FISU either currently or in the future and in relation to the promotion of the sporting, cultural, and educational activities organised under the aegis of FISU or under its endorsement.

When registering to the FISU eSports Challenge Football, all participants, whether Pro Players or not, automatically free of charge and in full right, expressly and in an irrevocable and irreversible manner authorises:

- The free and use of any burden or charge of their name, image and voice in photos, files and / or digital media or not, as well as in posters, banners, films and / or spots, jingles and / or vignettes, in any type of media and / or promotional pieces, which includes television, radio, newspaper, posters, banners, direct mail, Internet. In other words, tangible or intangible assets, for the wide dissemination of the championship.
- The authorisation described above does not imply or result in any obligation of disclosure or payment, and the winner also agrees, upon receiving the prize, to sign any instruments in this regard, whenever requested by the Organising Committee.
- The winners agree to authorise the use of their images, sounds of voice and names, on TV, films, videos, photos and posters, advertisements in newspapers and magazines, for an indefinite period, for the dissemination of prizes or participation in our tournaments, as well such as the use of the data contained in the registration to communicate future promotional actions, without any burden for the organization of the competition.

b) General Information

- The Organising Committee reserves the right to modify all or part of the terms and conditions of this Instrument, and must inform the participants about any changes with due notice through the Organisers website;
- The doubts and omissions in these Regulations will be resolved by the Organising Committee in a sovereign manner, with no recourse to these decisions;
- Any tolerance in relation to the provisions of this Regulation will be a mere liberality of the Organising Committee;
- The Organising Committee reserves the right to disqualify any participant who may manipulate, violate and/or defraud, or even attempt to manipulate and/or violate the correct course of this Tournament or its result, as well as those who fail to comply with these Regulations;
- The Organising Committee may, at its sole discretion, at any time, if deemed necessary, interrupt, alter, suspend or cancel these Regulations, for reasons of force majeure or any other unforeseen factor or reason, which are beyond the control of the Committee organizer and that compromise the course of this Championship, in order to prevent or substantially modify its conduct as originally planned.
- When registering for this Tournaments, the participant automatically assumes the knowledge of all the terms of these Regulations, being in agreement with all the mentioned items and accepting all the decisions of the Organizing Committee.