

Rules for FIFA 15

Competition Method: 1v1

Game Mode : International and Club

At the end of each match, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results and save the replay. Closing the victory/defeat screen without the replay being saved by a referee may result in a default loss.

Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.) Group stage

The tournament shall consist of a single elimination tournament. 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, in accordance with the game's procedure, shall be taken to determine the winner.

Team selection: National and Club teams may be selected by the players.

The host and client for each match will be decided by a coin toss.

1. GAME SETTINGS

The following game settings will be used:

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- Difficulty Level: World Class
- Half Length: 5 minutes, 6 minutes for quarter-finals, semi-finals and finals
- Injuries: Off
- Offsides: On

- Time of Day: 08:00 PM
- Season: Spring
- Weather: Clear
- Commentary Volume: 0
- Time/Score display: On
- Camera: Tele Broadcast
- Radar: 2D or 3D
- Home Auto Switching: User Settings
- Away Auto Switching: User Settings
- Volume Settings: Default
- Stadium : Any
- Weather : Clear / Sunny Day

BYOC - Bring your own controller to the event! wireless controllers are allowed to be used only with a USB cable, and no batteries or battery pack in the controller. No controllers or related software's will be provided to any player under any circumstances by officials. You must bring your own! if they don't find a controller in a given time (5min max) the respective opponent will be given a walk over.

Extra Time: extra time of two one (1) minute halves will be played in the event of a draw after regulation time. Penalties will decide the winner if after extra time the scores are level.

Custom formations are not permitted. Custom tactics and set pieces are available, however GLK Referee can decide to turn them off at any point in its absolute discretion.

2. GENERAL RULES

The Player named first always has to stand/sit on the left side facing the screen.

The Player named first has to play with Home Team.

Unless express permission has been given by Referee, no coaching is allowed (for example, people in the audience may not advise a Player while playing).

No memory cards or saved games are permitted.

Unless express permission has been given by Referee, players are prohibited from wearing headsets and may not listen to any music during play

Unnecessary pauses or delays are prohibited.

Any action designed to disrupt the opposing Player's view of the field or ability to select controlled players is prohibited.

Each game will begin play at its designated time, and as designated on site at the tournament.

It should be noted that at the point of kick off the ball should be passed back and the play should be built.

Time wasting is defined as such:

- Aimless passing to retain possession with the sole purpose of protecting a lead
- A clear lack of ambition to score
- Excessive passes being made in a player's own half. This is not allowed even if scores are level at that point.

Any player wishing to make a complaint about alleged timewasting must inform his opponent that he wishes to do so. The game will be paused and the game referee will be notified.

The decision of GLK FIFA referee is final and binding.

3. GAME SETTINGS

PRECAUTIONS

The teams' and players' abilities cannot be modified arbitrarily. Graphics and other settings may only be setup through the menu. (Configuration file cannot be used). Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each others' settings were different from the official settings.

4. DISCONNECTIONS

Disconnection: 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.

Should a disconnection occur:

- 1) 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.
- 2) A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
- 3) Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.
- 4) 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.

5. UNFAIR PLAY

The following actions will be considered unfair play:

- 1) The use of any cheat program
- 2) An intentional disconnection
- 3) The use of any settings exceeding the standard and permitted settings
- 4) Any "unnecessary chatting" during the match.

“Unnecessary chatting” means any chatting other than the cases listed below:

- i. Greeting messages between the players;
 - ii. Repeat of “P” to request for a pause during a stage match;
 - iii. A signal for the loss (i.e.: „gg“, „GG“, or any other message that the referee can use to decide the winner);
 - iv. Chatting between players that does not violate the unsportsmanlike behavior clause;
 - v. Any message that the referee can judge as part of the game.
- 5) Clearly allowing one’s opponent to win a match.
- 6) 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.
- 7) Unsportsmanlike behavior or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
- 8) 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.

The player may request to pause the game by raising his hand. One must be in possession of the ball and be one's own half before requesting to pause the game. After reviewing the reason for a pause, if the referee deems the pause unnecessary the referee may decide to issue a warning or loss by default decision.