

***SCAPE x Playstation Asia Presents: FIFA 20 Community Launch Tournament Rulebook**

1. TOURNAMENT DETAILS

Game: FIFA 20

Tournament Date: 05 October 19

Tournament Time: 11.00pm – 7.00pm

Reporting Time: 10.30am

Console: Playstation 4

Game Mode: Kick-off Mode

Participants are to join the telegram group: **t.me/CRFIFA**

The telegram group act as the form of announcements with regards to the tournament.

2. TOURNAMENT FORMAT

2.1. Double elimination

Players will be competing in a double elimination format. Where all will start in the upper brackets, should the player lose, they will then move to the lower brackets. Players will be eliminated after they lose in the lower brackets.

Seeding of the tournament will be randomised by Challenge.

The tournament will be a Best of Two (BO2) format, Home and Away. The away goals rule will apply in the case of a draw after two matches. After each home or away fixture, if it the match still ends in a draw, there will be **NO** extra time.

3. CODE OF CONDUCT

The below Code of Conduct applies to all competitors in the competition. *SCAPE reserves the right to disqualify any Competitor in violation of this Code of Conduct, in its sole discretion.

Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor to spectators, tournament administrators, and to other players. These requirements apply to both offline and online interactions, including social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship.

Prohibited conduct includes, but is not limited to:

- Violating any applicable law, rule or regulation, as determined by *SCAPE in its sole discretion;
- Using any software or program that damages, interferes with or disrupts the Competition or another's computer or property;
- Interfering with or disrupting another player's participation in the Competition;

- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, or making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that *SCAPE (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or bugs in the Competition;
- Engaging in any other activity that significantly disturbs the peaceful, fair and respectful gaming environment of the Competition; and
- Promoting, encouraging or taking part in any prohibited activity described above

4. SETTINGS

4.1. Gameplay Settings

Difficulty: Legendary
 Half Length: 5 minutes
 Stadium: FEWC Stadium
 Season: Fall/Autumn
 Time of Day: 3:00PM
 Pitch Wear: None
 Live Form: Off
 Defending: Tactical Only

4.2. Mandatory Settings

HUD: Player Name & Indicator
 Player Indicator: Player Name
 Time/Score Display: On
 Radar: 2D
 Audio: Default
 FIFA Trainer: Off
 Timed Finishing Bar: Off

4.3. Camera Settings

Camera: Tele Broadcast
 Height: 20
 Zoom: 0

5. TOURNAMENT RULES

- Players are not allowed to plug any devices, other than controllers, into any console.
- Any action designed to disrupt the opposing Player's view of the field or ability to select controlled

Players is prohibited.

- Players will need to be available throughout the day to play their matches. Players will be given a reasonable warning that they will need to be ready to play, and players leaving the location of the event will be responsible for returning in time for their matches.
- Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 match win.
- A player disqualified during a match will receive a score of 0, while their opponent will receive their current score or a score of 3, whichever is higher.
- Players will be shown to their designated station, shall set up the game, and begin play only when instructed to do so by a tournament official.
- Each Player will have 2-3 minutes to configure controls, adjust line-ups and settings in accordance with the rules described in the "Gameplay Settings".
- Wherever possible, tournament referees will monitor the game state so that it may be restored in the event of game interruptions.

Example: A player disconnects at the 50th. The score of the game was 2-1. *SCAPE instructs the game to resume in 1st half with the implied score to be 2-1 and the implied half to be the 2nd. The competitors will play until halftime to determine the winner.

- If a Player has an issue that they feel is creating an unfair advantage for the opponent, they must pause the game and bring the issue to the attention of the referee. If the Player believes that the referee hasn't addressed the issue properly, the Player may request the head referee review the issue. Rulings by the head referee and *SCAPE are binding.
- Coaching is prohibited.
- Use of any known glitches in the game is prohibited.
- Time wasting is forbidden. It is up to the referee's discretion to determine if there is timewasting involved in the match. Players deemed time wasting will be given a warning and if the player do not adhere to the warning, the referee can disqualify him.

5.1. Team Selection

Players will not be allowed to choose any teams from International selection, Women's team or any fictional team (Addidas All-stars, MLS All Stars etc.)

5.2. Draw

In the event the match is a draw even after two matches, the game will move immediately into penalties to decide the winner.

5.3. Game Interruptions and Pauses

Each Player can pause the game up to three times, outside of pauses requested by referees. If a Player pauses the game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.

Pauses can only be made if the ball is out of play. When a pause is made, the player has **40 seconds** to make his changes.

If a game is paused or interrupted intentionally while the ball is in play by any Player, *SCAPE has the right to immediately disqualify that Player.

- If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game shall be continued from a point determined by *SCAPE.
- Notwithstanding the above, a Player can pause the game to change strategy and/or formation if i) a player of his team is sent off or ii) a player of his team is injured

5.4. Referee and Admin

*SCAPE will designate Referees, including a head referee, to administer the tournament during the events. Referees will be identified onsite ID badge or other element. They will be identified to competitors before the tournament.

The Referees will instruct players on when to set-up the games and when to begin games before the game and after half-time. Additionally, referees may ask that competitors pause the game at other times throughout the tournament. Competitors are to obey the instructions of the referees throughout the tournament. Referees will record the score of games before Competitors are allowed to leave the game session or setup a new game.