

FIFA 2021 (CONSOLE)

1. TOURNAMENT REGULATION

- 1.1. This competition is conducted in accordance with the conditions and rules set by the Organizing Committee of Sukan Antara Fakulti Virtual Edition 2021 Universiti Teknologi MARA.

2. ELIGIBILITY OF PLAYERS

- 2.1. All students are enrolled in full-time courses at Universiti Teknologi MARA Shah Alam during this competition.
- 2.2. All students who registered in the Academic session during the competition.

3. TOURNAMENT FORMAT

- 3.1. Tournaments are held online.
- 3.2. Individual event competition
- 3.3. Two (2) competition categories, which is men & women's.
- 3.4. Each faculty can be register maximum 2 male & 2 female participants.

4. RESPONSIBILITY

- 4.1. All equipment and use of internet data is the responsibility of the participants / teams respectively.

5. PLAYER ELIGIBILITY

- 5.1. Players need to own or have access to FIFA on Sony PlayStation PS4 and have a valid PSN ID and active PS PLUS subscription.
- 5.2. To enter the qualifier round, participants must:
 - 5.2.1. Register the form in the link provided.
 - 5.2.2. Send the details to admin (tell admin your PSN id).
 - 5.2.3. After all the steps are followed, then only the player is valid to enter the qualifier.
 - 5.2.4. Participants who disagree with the Terms & Conditions stated in the google form by picking "NO" option will not be eligible to participate
 - 5.2.5. Players only can enter (1) slot per qualifier. Same player can enter both qualifiers.

6. TOURNAMENT DETAILS

- 6.1. Players must finish check-in by tournament start time
- 6.2. Players must be ready during the 60 minutes before tournament start time (add your first opponent in this period)
- 6.3. Players must check in to each match within 10 minutes or they may receive a match loss
- 6.4. Players must begin their match within 10 minutes of the round pairings going online
- 6.5. Players must report their score within 5 minutes of the match finishing
- 6.6. Players must report to an admin on WhatsApp if they are dropping from the tournament
- 6.7. Every game must be recorded using the built-in recording functions on PlayStation 4 One to be used in case of a dispute. Footage must be saved until the end of the tournament.
- 6.8. PS4 - Double Click the Share button at the beginning of the game and again at the end to record the game
 - 6.8.1. Players must also screenshot the final score screen of each individual game showing the 90:00 play time and send to the admin (via WhatsApp Group)
 - 6.8.2. All time will be following GMT +8 (Malaysia Time)
- 6.9. Gameplay setting need to be set as follow :
 - 6.9.1. You must play your opponent through the Online Friendlies section in the main menu under Online segment
 - 6.9.2. Competitors will need to add each other as friends on PSN, it may take a few minutes for your friends list to update and show up on the Online Friendly section (please restart the game if the opponent's name is not appeared on the list)
 - 6.9.3. To do this go to Online -> Online Friendlies -> Select Your Opponent
 - 6.9.4. All games will use Online Friendly with these settings, including
 - 6.9.4.1. Half Length: 5 Minutes
 - 6.9.4.2. Control: Any
 - 6.9.4.3. Game Speed: Normal
 - 6.9.4.4. Pause Rules governed by in-game mechanics
 - 6.9.4.5. Club only
 - 6.9.4.6. Online squad
 - 6.9.4.7. Please ensure your PSN ID is appear ONLINE
 - 6.9.4.8. Tactical defending
 - 6.9.5. The format of qualifier/grand final will be as follow:
 - 6.9.5.1. Players will compete in home away format.
 - 6.9.5.2. Player name that appears first will need to invite the opponent (name that is on

top of other players in the bracket

6.9.5.3. The winner will be based on the number of games won

6.9.5.4. WhatsApp to the Admin - Admin will update the score on the system Home away formats with no away goal during knockout round

6.9.6. In case there is connection issues happening, player need to follow these steps:

6.9.6.1. If and only if in the case of connection issues, players will have at maximum 10 minutes to connect to their opponent and begin playing

6.9.6.2. Players who experience connection issues when starting a lobby should swap who invites

6.9.6.3. If neither player can successfully invite the other, players must contact tournament admins in WhatsApp and BOTH players must restart their internet modem or router (if connected) and console and then attempt again.

6.9.6.4. Player need to show their internet connectivity upon request

6.9.6.5. If after 30 minutes players cannot get connected, then tournament admins will assign a loss to the both players if the issues cannot be resolved.

6.9.6.6. Please make sure you are using NAT TYPE 2 internet connectivity in order to connect with the opponent. (if your internet is NAT TYPE 3, please find alternative way to connect to the game such as using hotspot, otherwise the player with NAT TYPE 3 will be DQ)

6.9.6.7. Player need to keep updating the marshal if there are delay/issue with the match (DQ will happen if there is no update and the match time already pass the schedule)

6.9.7. If disconnection happen during the game, player need to follow these steps:

6.9.7.1. If a Competitor intentionally disconnects from the game and is not able to reconnect to the game, then a loss will be given to that Competitor. The Referee will determine in its sole and absolute discretion whether a disconnect was intentional.

6.9.7.2. If a Competitor unintentionally disconnects from the game and is not able to reconnect to the game, the Referee will determine if the match state can be restored to a similar point. If the match cannot be restored, then the Referee will decide how to restart the game

6.9.7.3. Example: A Competitor disconnects at the 50th minute (during in- game time). The score of the game was 2-1. The Referee 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 result.

6.9.8. Arriving 5 minutes later than the scheduled match may result in a match forfeit and

disqualification from the tournament at the discretion of the organizer. The opponent will be awarded a default 3-0 win.

6.9.9. If player(s) want to withdraw from the tournament for any reason at any stage:

6.9.9.1. No slot(s) transfer or substitute with other player is allowed

6.9.9.2. Opponent will be given a win with 0-3 score.

6.9.10. Organizers have the rights to change the tournament format, rules, game format, prizes, time, venue, date, etc. without giving any prior notice before, during or after the tournament is over.

6.9.11. In an event of any dispute during the tournament, the decision made by the organizer will be final and absolute.

6.9.12. An official match may only be started when the tournament officials have given the signal to start it. Any match started without approval of a tournament official will be considered as a non-official match.

6.9.13. Tournament flow will follow the CHALLENGE system like the link provided.

6.9.14. Players have the right to protest for any rules and score reported, but only valid within 30 minutes after their respective group stage is finished.

6.9.15. Players are required to check the setting before starting the match. The marshal has the right to stop the match (and take the current score) if they find out the setting of the match is not according to the rule.

7. GENERAL RULES

7.1. All equipment and use of internet data is the responsibility of the participants /teams respectively.

7.2. We reserve the right to exclude individual Players for a significant reason. A significant reason may exist if a player violates the rules of the game and/or the Code of Conduct. This may include, but is not limited to:

7.2.1. using any cheats, hacks or other third party "helper" applications in playing games.

7.2.2. violating anti-doping or anti-betting regulations.

7.2.3. intentionally disconnecting from the internet during any game.

7.2.4. colluding with other players in playing games; or

7.2.5. taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits).

7.2.6. Abusive or disorderly behaviour, including any use of harassing, negative, or profane language online or offline, will not be tolerated and will also constitute grounds for immediate disqualification.

8. PERSONAL DATA AND DATA PRIVACY

- 8.1. Personal data of Players will be processed by (or on behalf of) this tournament organiser, only for the purpose of organizing, running and monitoring to publish the Champion's name within the league table and in other media in connection with the tournament, and to perform the rights granted to organiser under these terms and conditions of participation. Data will be used to promote other tournaments in the future.

9. REMINDER

- 9.1. Treat esports event as any other real sports events.
- 9.2. Show high sportsmanship spirit and support the participants in the spirit of Malaysian-hood.
- 9.3. Respect each other regardless of their gender, race, clan, religion or nationality.
- 9.4. Respect and follow the scheduled time, so the tournament can proceed flawlessly.
- 9.5. Tournament schedules will be using the organizer's time schedule, not the time on the participant's watch.
- 9.6. Double check the game setting before starting any matches.
- 9.7. Any team that substitutes their player during the tournament will result in disqualification.
- 9.8. Player which have been chosen to be in live streaming must provide Youtube link to our team.

10. ATTIRE

- 10.1. Athlete must follow suitable attire according to UiTM Students appearance.

11. 8.0 PLAYER CHECK IN

- 11.1. Only 15 minutes given before the tournament begin

12. WITHDRAW AND SURRENDER

- 12.1. Each athlete must finish every game and must not intentionally give a free win to an opponent even if disconnected from the internet network. Otherwise the athlete may be eliminated from this competition.

13. MATTERS / RULES NOT STATED

- 13.1. All matters and rules that not stated in this will be decided by the Organizer Committee of the Sukan Antara Fakulti Virtual Edition (SAFVE) Universiti Teknologi MARA and the decision is final and eligible.