

UNISPORT AUSTRALIA (UNISPORT) GUIDELINE

FIFA 20

Open (PlayStation 4)

UniSport Australia (UniSport) FIFA 20 competitions are conducted in accordance with the FIFA 20 rules of the [EA Sports](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 3
- Maximum registered players – 4 (permitted to have 1 nominated sub per team)
- Maximum number of teams a university can enter in the PlayStation competition – 2

2. Competition format

- 2.1. Entry is open to all eligible students as per the [UniSport Eligibility of Competitors guideline](#).
- 2.2. Competitors must only play with the PSN ID specified when registering.
- 2.3. The tournament format will consist of a group stage and a knockout finals stage. Teams will be allocated into groups as per the [UniSport Allocation of Entrants into Pools guideline](#).
- 2.4. Each fixture between two teams will consist of 3 matches.
- 2.5. Each team must decide the order of which their players will compete before the first match of a fixture.
- 2.6. A player cannot play in more than 1 match per fixture.

Groups Stage

- 2.7. The group stage will be played in a league system, with each team playing each of the other teams in the group once.
 - 2.7.1. Each match will be a single game.
 - 2.7.2. In case of a tie, players leave the game without playing overtime.

Knockout Stage

- 2.8. The elimination stage or knockout stage is played in an elimination format:
 - 2.8.1. Each match of this stage will consist of two (2) games with aggregated goals. If there is a tie, players will continue on to overtime. If the match is still tied players will do penalty shootouts until a winner is decided.
 - 2.8.2. The team who wins the majority of the matches will be deemed winners of the fixture.

2.9. Match settings:

- Game mode: Ultimate Team

- Match length: 6 (six) minute halves
- Pauses: Automatically regulated
- Team Overall: 87, and the bench must have at least Overall 75 gold cards
- Forbidden to use training cards to boost players' skill
- The use of loan players will not be allowed
- Icons: Each team can have a maximum of 3 Icons / legends in the team.
- Stadium: FIWC Stadium

2.10. Match Configuration:

- Game: FIFA 20
- Platform: PS4
- Camera: To be agreed between players. If the game is being broadcasted the camera must be set to 'Broadcasting TV'
- Radar: 3D
- Defence: The use of tactical defence is mandatory at all stages of the competition.

2.11. Players may only pause the match in order to make a substitution.

2.12. Groups points scoring

- Winning team: 3 points
- Tie: 1 points
- Losing team: 0 point
- Forfeited team: 0 points

2.13. Classification criteria:

The ranking of each player 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

2.14. Higher number of goals scored in all group matches

2.15. Group Tiebreakers

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

- a) Goal difference resulting from the group matches between the concerned players
- b) Higher number of goals scored in all group matches between the concerned players
- c) 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.

2.16. Higher number of goals scored in all group matches

3. Fixturing, forfeits and delays

- 3.1. Each fixture has a window of time as indicated on the draw to complete the scheduled matches.
- 3.2. For every fixture, all competitors are required to add each other using their respective Xbox gamertag or PSN ID, as listed on the draw. Competitors must communicate to arrange an exact match time. Players must ensure their console privacy settings are set to public, so their opponent is able to find them when searching for their Gamertag/PSN ID.
- 3.3. The player listed as the 'home team' on the draw is responsible for setting up the match. Both players are required to check-in five minutes before the scheduled match time.
- 3.4. If matches are not completed within the time limit, the result will be recorded as a forfeit for both teams unless:
 - a) Failure to compete in the match is not the fault of one competitor in which case a forfeit will be recorded for the other team; or
 - b) The failure to compete the match is not the fault of both competitors in which case UniSport may provide an extension of time to complete the matches.
- 3.5. The forfeit score for an individual match is 3 goals to nil (0).
- 3.6. The forfeit result for an entire fixture is 3 matches to nil (0), with each match score being 3 goals to nil (0).
- 3.7. For all group stage fixtures where a player's internet connection drops out prior to the match finishing, the following will apply:
 - a) Both players communicate with each other and agree to replay the match;
 - b) Where a replay is not possible, the player who experienced the internet drop-out (no matter if they were winning or losing at the time) will forfeit the match (3-0 loss).
- 3.8. For all knockout stage fixtures where a player's internet connection drops out prior to the match finishing, the following will apply:
 - a) UniSport will evaluate each individual case and decide the outcome based on evidence provided by both teams.
 - b) In this instance, both teams fill in a dispute form in as much detail as possible as to the situation surrounding the internet dropout.
- 3.9. A player/team must fill out a dispute form and include a photo for evidence (if possible) for these reasons:
 - a) If a team/player cannot get hold of their opponent before the deadline to organise a match time(s);
 - b) If the opponent does not show up at the proposed match time; or
 - c) If the opponent intentionally quits mid-game.

4. Equipment

- 4.1. Each competitor is responsible for ensuring that they have access to the required equipment to enter the tournament.
- 4.2. Each competitor must have an active online account with either PlayStation Network or Xbox Live, depending on the platform chosen at the time of registration.
- 4.3. Each competitor is responsible for their own internet connection.
- 4.4. UniSport will not provide any of the required equipment and is not responsible for any damage to the equipment.

5. Match Documentation

- 5.1. Before each match players must provide a screenshot of their team lineup including the bench
- 5.2. Following completion of a match, both players must take a screenshot or photograph of the result. The photograph should contain the score, team names and the Gamer IDs for both players.
- 5.3. The results form found [here](#) and on the competition website must be completed and submitted to the AEL before the fixture deadline as indicated on the draw. One results form per fixture is required and must be submitted by the winning team
- 5.4. A results form submitted without proof of photographs or screenshots of the results will not be accepted and the result may be deemed a forfeit for one or both teams (3-0 match loss).
- 5.5. UniSport may take whatever action it deems necessary if there is a dispute about the result.
- 5.6. If someone deliberately submits the wrong score, the team in question is immediately disqualified from the competition.

6. Livestream

- 6.1. The competition may be live streamed on a competitor's personal Twitch or YouTube channel but the title of the stream must be:
 UniSport [competition name] [Group Stage/Knockout Round] – [University vs. University] – [Player 1 Gamer ID vs. Player 2 Gamer ID]
- 6.2. Notice should be sent to UniSport indicating that a match is intended to be live streamed.
- 6.3. UniSport may live stream matches via its website and through Twitch or YouTube. Players/teams will be notified if their match will be live streamed.
- 6.4. UniSport may contact individual players and ask for their cooperation with facilitating live streams.

7. Code of Behaviour

- 7.1. Participants are reminded that all UniSport competitions are held in accordance with UniSport Event and Participation guidelines and that the [Code of Behaviour Extract](#) applies to this competition.
- 7.2. Players/Teams can report behaviour in breach of the code of behaviour to UniSport via the form available in the [Code of Behaviour Extract](#) on the UniSport website.

Previous rule amendments

June 2020 | July 2020*

**3.6 forfeit score updated.*

