

FISU ESPORT CHALLENGE FOOTBALL GUIDELINES

Oceania Qualifier

Men and Women (PlayStation 4)

The 2020 FISU eSports Challenge Football - Oceania Qualifier competition will be conducted in accordance with the FIFA 20 rules of the [EA Sports](#) except where these differ from the below competition guidelines; in which case the latter shall take precedence.

1. Entry

- Minimum registered players per university – 1
- Maximum registered players per university – 2 per gender

1.1. Entry is open to all eligible students from universities in the Oceania region as per the following guidelines:

- 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.
- No age limit conditions will be applied in this challenge

2. Competition format

2.1. Competitors must only play with the Online Gamer ID (PSN ID) specified when registering.

2.2. The 2020 FISU eSports Challenge Football - Oceania Qualifier will be played in two stages which include a group stage and elimination stage.

2.3. The **group stage** will be played in a league system, with each player playing one match against each of the other players in the same group. In case of a tie, players leave the game without playing overtime.

2.4. The **elimination stage** or **knockout stage** is played in an elimination format:

- Each fixture 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.

2.5. **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

2.6. 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.

2.7. Players may only pause the match to make a substitution.

2.8. Group points scoring

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

2.9. 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
- c) Higher number of goals scored in all group matches

2.10. 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.

3. Competition Discord

- 3.1. Players are required to join the FISU Oceania Discord channel, which is hosted through the [AEL Discord](#).
- 3.2. Once joined, enter type into the #permission-req channel requesting access to the FISU Oceania competition.
- 3.3. Players will also be required to submit match results and inform AEL they have made the form submission in the Discord noted as #results under the FISU Oceania channel. AEL will provide players with access to this channel when players connect.

4. Fixturing, forfeits and delays

- 4.1. The player must be connected to the game platform in advance of the scheduled 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 3 goals to nil (0).

- 4.2. For every fixture, all competitors are required to add each other using their respective PSN ID, as listed on the draw. Players must ensure their console privacy settings are set to public, so their opponent is able to find them when searching for their PSN ID.
- 4.3. 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.
- 4.4. 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 FISU Oceania may provide an extension of time to complete the match.
- 4.5. The forfeit score for a match is 3 goals to nil (0).
- 4.6. 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 4 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
- 4.7. 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.

5. Equipment

- 5.1. Each competitor is responsible for ensuring that they have access to the required equipment to enter the tournament.
- 5.2. Each competitor must have an active online account with the PlayStation Network.
- 5.3. Each competitor is responsible for their own internet connection.
- 5.4. FISU Oceania will not provide any of the required equipment and is not responsible for any damage to the equipment.

6. Match documentation

- 6.1. 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 PSN IDs for both players.
- 6.2. The results form must be completed and submitted to AEL before the fixture deadline as indicated on the draw. One results form per match is required and must be submitted by the winning player.
- 6.3. 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 players (3-0 match loss).
- 6.4. FISU Oceania or AEL may take whatever action it deems necessary if there is a dispute about the result.
- 6.5. If someone deliberately submits the wrong score, the player in question is immediately disqualified from the competition.

7. Livestream

- 7.1. The competition may be live streamed on a competitor's personal Twitch or YouTube channel, but the title of the stream must be:
2020 FISU eSports Challenge Football – Oceania Qualifier [Group Stage/Knockout Round] – [Player 1 PSN ID vs. Player 2 PSN ID]
- 7.2. Notice should be sent to AEL indicating that a match is intended to be live streamed.
- 7.3. AEL may live stream matches via Twitch or YouTube. Players will be notified if their match will be live streamed.
- 7.4. FISU Oceania or AEL may contact individual players and ask for their cooperation with facilitating livestreams.

8. Code of behaviour

- 8.1. Participants are reminded that all UniSport competitions are held in accordance with UniSport Event and Participation guidelines and that the Code of Behavior Extract applies to this competition.
- 8.2. Players can report behaviour in breach of the Code of Behaviour to UniSport