

# **MAJLIS AGENDA DEWAN BAHASA KUCHING UTARA 2018**

## **FIFA 18 RULES & REGULATIONS**

### **INTRODUCTION**

#### **REGULATION COMMITTEE**

Space Island Gaming Studio Committee

### **APPLICATION**

Majlis Agenda DBKU 2018 - FIFA 18

### **UPDATES**

The Regulations Committee reserves the right to modify the present Rules from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes.

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# CHAPTER 1: PLAYER ELIGIBILITY

## ARTICLE 1.1: AGE LIMITATION

No limitation to any ages.

**\*\*But is advisable for those Player under 18 years old will have to provide a parental authorization to enter the tournament.**

## ARTICLE 1.2: BANNED PLAYER

N/A

## ARTICLE 1.3: PLAYER NATIONALITY RULES

Only Malaysian Nationality with Blue I.C

## ARTICLE 1.4: QUALIFIED PLAYER REPLACEMENT

No replacement of any situation is permitted

# CHAPTER 2: TOURNAMENT AREA

## ARTICLE 2.1: ACCESS

The Tournament Area is open to players which have a match to play. The Tournament Area is forbidden for players, coach and manager whose don't have a match to play, and for spectators.

Player may not stand on chairs, tables, or other equipment not assigned for their matches by referee.

## ARTICLE 2.2: PLAYER

In the Tournament Area during his warm-up player can only interact with his coach, manager, spectators and opponent of his next match.

During his match player must:

- Not interact in any way with other people except his opponent and tournament referee
- Remain seated at his station assigned by the tournament referee.
- Not intentionally manipulate controller of his opponent.

## ARTICLE 2.3: PLAYER'S COACH

The player's coach is not authorized to enter the Tournament Area at any time. During his player's matches coach must:

- Remain outside the tournament area
- Not interact in any way with his player or player's opponent

## ARTICLE 2.4: PRESS MEMBER

The press member of a player is not authorized to enter the Tournament Area at any time. During his player member matches press must:

- Remain outside the tournament area
- Not interact in any way with player of his team or his opponent

# CHAPTER 3: TOURNAMENT GAME SETTINGS

## ARTICLE 3.1: GAME VERSION

The tournament will use the latest available version of FIFA 18 on PlayStation®4

## ARTICLE 3.2: GAME MODE

Exhibition Match

(Clubs Only)

## ARTICLE 3.3: GAME SETTINGS

The following game settings will be used:

Mode: Kick Off

Level: Legendary

Time of Day: 9.30PM

Season: Summer

Time of Day: Night

Weather: Clear

Game Speed: Normal

Half Length: 6 Min (Group Stage), 7 Min (Knockout - Stage)

Multiplayer Camera: Tele Broadcast (Zoom: 0, Height: 20)

Camera settings: Tele Broadcast (Zoom: 0, Height: 20)

Time/Score Display: On

Radar: 2D or 3D

Injuries: OFF

Offsides: ON

Booking: ON

Handball: Off

Defending: Tactical Defending, **legacy defending is strictly prohibited**

Live season must be switched off.

#### **ARTICLE 3.4: FORMATION SETTINGS**

The following formation settings will be used:

Only default formations may be used, **no custom formations** are allowed

Custom tactics are allowed

Participant will be given a maximum of 3 minutes to prepare their formations/tactics before the match.

**\*\*Only allowed before match starts, halftime, thrown in, free kick, corner kick, serious injury.**

#### **ARTICLE 3.5: PARTICULARS GAME SETTING FOR MATCH IN ROUND ROBIN**

A match in round robin stages can end by a tied score. It implies to follow these particulars rules:

- The game doesn't have to use the extra-time rule.
- The game doesn't have to use the penalty shoot-outs rule.

A "single match" is played in two half times of 6 minutes. The winner of the match is the player with the most goals.

#### **ARTICLE 3.6: PARTICULARS GAME SETTING FOR "HOME & AWAY" MATCH IN PLAY-OFF STAGE**

N/A

#### **ARTICLE 3.7: SINGLE-GAME MATCH**

A "single match" is played in two half times of (x) minutes. The winner of the match is the player with the most goals.

#### **ARTICLE 3.8: HOME & AWAY MATCH**

A "home & away" match is played in two games of 6 minutes. The winner of the match is the player with the most goals at the end of the two games. In case of a tie at the end of the two games a new game of 4 minutes is played. If tied at the end of the extension, the winner will be announced after the meeting of shots on goal.

#### **ARTICLE 3.9: BEST OF THREE MATCH**

Best of 3 means out of 3 sets, the player who wins 2 sets out of 3, wins the match.  
1 set is equivalent to single-game match

# CHAPTER 4: BEFORE MATCH

## ARTICLE 4.1: MATCH START TIME

The match start time indicates the time when the match begins. Therefore player is advised to be present at least 10 minutes before its match start time to setup its gaming gear, and warm up. Players will be given a maximum of 3 minutes to prepare their formations/tactics at the match start time after the time of setup and warm up. Players are invited to be up to date with the tournament schedule.

**Arriving 10 minutes later** than the scheduled match may **result in a match forfeit** at the discretion of the organizer. The opponent will be awarded a default 3--0 win.

## ARTICLE 4.2: SETUP AND WARMUP

Players must play on the station designated by the tournament referee. Players are responsible of the good installation and functioning of their gaming gear. This includes providing and installing the adequate drivers when necessary, and providing the adequate type of cables or adapters when necessary. Tournament referee may possibly help the player with technical issues but may not delay the tournament schedule for such reasons.

## ARTICLE 4.3: MATCH ON STAGE

Players have to accept to play defined matches on stage and its particular stage conditions.

# CHAPTER 5: DURING A MATCH

## ARTICLE 5.1: TEAM PICK AND HOME & AWAY CHOICE

Before each Single-game match and Home & Away game a coin toss will take place with the winner of the coin toss being allowed to choose if they pick their team first or pick home and away first. The loser of the coin toss will do the opposite of the winner.

## ARTICLE 5.2: BETWEEN GAME

An official match may only be started and played when a tournament referee has given the signal to start it and agreement between the players. Any match started without approval of a referee will be considered as a non-official match. When a match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

## ARTICLE 5.3: IN-GAME PAUSE

Participant can pause the game to change strategy and players only three times per game only during these events: offside, touchline, fouls, free kick, penalty, corner, goal kick etc.

## ARTICLE 5.4: GAME INTERRUPTION

If a game is involuntary interrupted (player crash, server crash, network cuts, hardware crash ...) the tournament officials may or not decide to replay the game. If the match must be replay it will be according to the following rules:

If both players haven't scored a goal during the first half-time the whole match will be replayed.

If the problem took place after the first goal scored, the game will be restarted with the remaining half-time. The goals scored of the interrupted half-time will be added to the final score of the new game.

## **CHAPTER 6: AFTER MATCH**

### **ARTICLE 6.1: INVESTIGATION REQUEST**

When a player estimates being a victim of rules violations during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over, the player may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

### **ARTICLE 6.2: SCORE VALIDATION**

For a match both players have to report the match score to the referee and sign the report match paper. After signing the report match paper a player can't request for an investigation.

### **ARTICLE 6.3: PRESS CONFERENCE**

Player cannot refuse to participate in any press conference, media partner request or signing session if any

## **CHAPTER 7: TOURNAMENT FORMAT**

### **ARTICLE 7.1: FORMAT OVERVIEW**

Majlis Agenda DBKU 2018 Fifa 18 Consists of two stages:

8 Groups of 4 players

Play-off of 16 players

### **ARTICLE 7.2: ROUND-ROBIN RULES**

The round-robin is composed of 8 groups of 4 players. The best two players of each group are qualified for the next stage of the tournament. During the round-robin players meet each other's in a single-game match with overtime if necessary. Each match result awards "round-robin points" (hereafter referred as points) as follows: 3 for a win, 1 for a draw and 0 for a defeat.

If a player is disqualified or didn't finish a match during a round-robin, all his matches results within the group are cancelled and are also lost by default score of 0-3.

### **ARTICLE 7.3: ROUND-ROBIN TIE-BREAKER RULES**

The players are ranked according to points (3 points for a win, 1 point for a draw, 0 points for a loss). If two or more players were equal on points on completion of the round-robin matches, the following criteria are applied to determine the rankings:

**Based on Toornament Platform Mechanism.** However players may refer to the following criteria should a dispute arise:

1. Higher number of points obtained in round-robin matches played among them;  
e.g: player A has 6 points, player B has 3 points, player C has 0 point

2. Higher goal difference obtained in the round-robin matches played among them;  
e.g: player A will have a goal difference of +5 and player B will have a goal difference of +2
3. Higher number of goals scored in the round-robin matches played among them;  
e.g: player A scored a total of 8 goals and player B scored a total of 4 goals
4. If, after applying criteria 1 to 3 to several players, two or more players still have an equal ranking, criteria 1 to 3 are applied exclusively to the matches between the players in question. If this procedure does not lead to a decision, criteria 5 to 7 apply;
5. Higher goal difference obtained in all the round-robin matches played by the players still tied;
6. Higher number of goals scored in all the round-robin matches played by the players still tied;
7. If two players are still tied a new single-game match is played between them.

#### **ARTICLE 7.4: TRANSITION BETWEEN ROUND-ROBIN AND PLAY-OFFS**

The single-elimination bracket will be draw in order to not have two players from the same group in the same side of the single elimination bracket.

#### **ARTICLE 7.5: PLAY-OFF RULES**

Play-off consists of a single-elimination bracket format of 16 players. All matches are played in single-game match. Each player may not use the same team as the opponent (e.g Chelsea vs Chelsea) and cannot use the same team twice.

## **CHAPTER 8: TOURNAMENT SETUP**

#### **ARTICLE 8.1: TOURNAMENT MATERIALS**

The Organizer will provide the following materials:

- Console
- Monitor
- Controller for lease, players must provide their I.C for security. If the players fail to return the controller in good condition or is lost, the player must pay for the loss at the price of current market price.

The Organizer will not loan any other material to player and will not delay the start of a match for a missing or inoperative player's material.

#### **ARTICLE 8.2: PARTICIPANT OWN MATERIALS**

Players must provide the following materials:

Gamepad (and adapter if needed to connect it)

Players must provide all necessary cables to make his material work properly on the console and monitor provided by the Organizer.

All player materials are subject to tournament referee approval. Organizer reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.

Each player must install and configure his material himself.



### **ARTICLE 8.3: PROHIBITED MATERIALS**

Players may not connect non-essential equipment, such as cell phones, USB Key, flash drives or MP3 to the console or power strip, for any reason.

### **ARTICLE 8.4: PROHIBITED SOFTWARE**

It is strictly prohibited for a player to use any software modifying the game functionalities, principles or graphical render.

If the presence or use of prohibited software is detected, the concerned player will be banished of any current and future ESWC tournaments and the cash prize earned if any will be cancelled.

## **CHAPTER 9: CONDUCT RULES**

### **ARTICLE 9.1: FORBIDDEN BEHAVIORS**

Player and Coach will be sanctioned if they are found attempting to violate in any way the present forbidden behaviors:

Refuse to follow Referee instructions

Arrive late at his schedule

Show dissent by word or action

Use insulting language and/or gestures

Use insulting language in-game

Is guilty of unsporting behavior

Misleading on his identity (fake nick or identity usurpation)

Misleading or dupe any Referee

Don't put any effort to win match

Try to manipulate group ranking

Furthermore Player and Coach or any third party involved in the team may not take part, either directly or indirectly, in betting or gambling on any results of any Majlis Agenda DBKU 2018 - FIFA 18 Final matches.

The nature and scope of the sanction imposed due to such violations will be at the sole discretion of the referee and tournament director.

### **ARTICLE 9.2: LIST OF SANCTIONS**

After discovery of any Player and Coach committing any violations of the present rules, the Regulations Committee may apply the following sanctions:

Verbal warning

Match loss

Disqualification

Depending to the degree, repetition and the final analysis, Regulations Committee may apply additional sanctions such as banishment of future tournament and league, removal of all cash prize and award, or legal proceedings.

## **KIND REMINDER TO ALL**

Treat esports event as any other real sports events.

Show high sportsmanship spirit and supports the participants in the spirit of Malaysian--hood.

Respect each other regardless of their gender, race, clan, religion or nationality.

Respect and follow the scheduled time, so the tournament can be proceed flawlessly.

Tournament schedules will be using the organizer's time schedule, not the time on the participant's watch.

WATCH YOUR FINGER as accidental 'PS4 home button' pressing during the match time, could lead to warning given, or disqualified for the second mistake.

WATCH YOUR FINGER as accidental 'PS4 home button' pressing before or after the match may cause disruptions to other participants' matches.

If you bring your own DS4, please make sure you keep it nicely after the match. Also please be aware not to press the home button because it may cause disruption during other's match

Double check the game setting before starting any matches.

Any question? Please contact our hotline below (For Rules & Regulations Only). Please refer DBKU official contact for Registration & Other Enquiry

General Info : 082-511246 (Space Island Gaming Studio)