

Title	EGL8 FIFA 13 1v1 Xbox Tournament																																							
Platform	Xbox 360																																							
No. of Players	Upto 64																																							
Entry Requirements	Spectator Pass + £10 Tournament Entry																																							
Format	<ul style="list-style-type: none"> • 32/64 players 1 v 1 Single Elim Single Matches with 4/8 groups of 8 players and Single Elim • Best of 3 in Knockouts and Best of 3 in Final 																																							
Prize Fund	<ul style="list-style-type: none"> • The prize pool will depend on how many players attend, as follows as guide: <table border="1"> <thead> <tr> <th>Players Entering</th> <th>Prize Fund</th> <th>1st</th> <th>2nd</th> <th>3rd</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>£100</td> <td>£50</td> <td>£30</td> <td>£20</td> </tr> <tr> <td>20</td> <td>£200</td> <td>£100</td> <td>£60</td> <td>£40</td> </tr> <tr> <td>30</td> <td>£300</td> <td>£150</td> <td>£90</td> <td>£60</td> </tr> <tr> <td>40</td> <td>£400</td> <td>£200</td> <td>£120</td> <td>£80</td> </tr> <tr> <td>50</td> <td>£500</td> <td>£250</td> <td>£150</td> <td>£100</td> </tr> <tr> <td>60</td> <td>£600</td> <td>£300</td> <td>£180</td> <td>£120</td> </tr> </tbody> </table>					Players Entering	Prize Fund	1st	2nd	3rd	10	£100	£50	£30	£20	20	£200	£100	£60	£40	30	£300	£150	£90	£60	40	£400	£200	£120	£80	50	£500	£250	£150	£100	60	£600	£300	£180	£120
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Admins	<ul style="list-style-type: none"> • Dave Witts (Lead) • Aubs and Nidge Morrison 																																							
Venue	Xbox Arena @ Play Expo																																							
Timings	Saturday 13th October 2012 <ul style="list-style-type: none"> • 11:00 – 12:30 – Final Registrations • 12:30 – Create groups • 12:45 – Players Meeting • 13:00 – Kick off Groups • PM – Kick off Knockouts • PM – Final 																																							



EGL8 FIFA 13 1v1 Tournament Players Information Booklet



Rules

Attendance

- Players need to be ready to play at the allotted start time or will forfeit match.
- We suggest if players know they are running late that they should contact the venue and inform them to ensure that they do not lose their place in the event.
- If a player turns up late OR fails to complete a fixture with no valid excuse, then a 2v0 win is awarded to opponent.
- If a player leaves the tournament early a 2v0 result will be amended for all that player's previous games. This is to avoid problems in Goal Difference if two people finish level.

Controllers and Settings

- Players are advised to bring their own controllers **but it is recommended to not use a wireless pad.**
- Players are responsible to ensure their controller configuration is correct at all times.
- Defending: **Tactical Defending Only**

Game Settings

- **Match**
 - Half Length: **6 minutes**
 - Difficulty Level: **World Class**
 - Referee: **Random**
 - Stadium: **Old Trafford or Etihad Stadium**
 - Time of Day: **Day**
 - Weather: **Dry**
 - Game Speed: **Normal**
 - Ball: **Default**
 - Knockout stages: **If draw extra time followed by penalties**
- **Camera**
 - **Tele Broadcast** or to be agreed by both players before match
- **Rules**
 - Injuries: **Off**
 - Offsides: **On**
 - Bookings: **On**
 - Handball: **Off**
- **Teams** = Players can use any "real" teams in the game (excluding fantasy teams) and may also swap teams during the event.
- **Live Season** = **Off**
- **User and CPU Game Customisation** = All set to **50%**
- Any others = **Default**

Formations

- Only default formations can be used – no custom formations.
- Only default teams can be used; no custom teams.
- Custom Tactics are allowed.
- Players have 4 minutes to prepare their tactics at the start of a match. Subsequent changes are time limited to 30 seconds per change.

- If you start with 4 players in defence and then go ahead or equalise in a game you are not allowed to then immediately change your formation to 5 in defence and lock down the game – this is against the spirit of the tournament.

Etiquette and Forbidden Moves

- Players must always kick-off with a backward pass.
- You are not allowed to score goals from within your own half.
- Substitutes and free-kick takers options may take place **ONLY** when the ball is out of play.
- Not allowed to take control of goalkeeper as AI then takes control of defence.
- Utilisation of game play aspects widely regarded as providing an unfair advantage or bad sportsmanship will not be tolerated. Any player found to be exploiting these or acting in an unsporting manner will be removed from the event.

Game Crashes

- If the connection fails for either player, the match should be restarted with the remaining time left. The scores remain. Predefined remaining time to play:

Time played ----> To be played	Time played ----> To be played
○ 0 - 5 min ----> full match	○ 46-50 min ----> 1 half
○ 6 -10 min ----> 85 min	○ 51-55 min ----> 40 min
○ 11-15 min ----> 80 min	○ 56-60 min ----> 35 min
○ 16-20 min ----> 75 min	○ 61-65 min ----> 30 min
○ 21-25 min ----> 70 min	○ 66-70 min ----> 25 min
○ 26-30 min ----> 65 min	○ 71-75 min ----> 20 min
○ 31-35 min ----> 60 min	○ 76-80 min ----> 15 min
○ 36-40 min ----> 55 min	○ 81-85 min ----> 10 min
○ 41-45 min ----> 50 min	○ 86-90 min ----> 7 min
	○ The time played after this point will not be taken into consideration.
- Any players sent off the field (red card), the match should resume like the above with the same player being sent off again and remaining time being played from this point.
- If the disconnection occurs after a corner kick was awarded to a player, the match will resume with a corner kick for that same player.
- Intentional disconnection (this includes intentional scratching of disk): Upon judgment by the referee, any offending player will be charged with a loss and a possible disqualification from the tournament.

Reporting Results

- At the end of each match **BOTH Players** must complete and sign the corresponding results sheet to confirm their acceptance of the score and match result.

Admin Rights

- Admins reserve the right to add to, or amend the rules at any time.
- In the course of any disputes the Admins decision will be final and all players involved must abide by the ruling given, any player failing to do so risks being removed from the event.