

| Title | i48 Multiplay 1v1 FIFA 13 Pro Cup | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|--|------------------|------------|------|-----------------|-----------------------|-----------------|-----------------------|----------------|---------------|------|------|------|-----|-----|-----------|---------------|------|------|------|------|-----|-----------|---------------|------|------|------|------|-----|-----------|---------------|------|------|------|------|-----|-----------|---------------|------|------|------|------|------|
| Date | Saturday 23 rd and Sunday 24 th March 2013 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Platform | Xbox 360 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| No. of Players | Upto 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Entry Requirements | Only open to anyone with a TUP or BYOC ticket | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Format | <ul style="list-style-type: none"> 64 players 1 v 1 Single Elim Single Matches with 8 groups of 8 players, and Double Elim Best of 3 in Knockouts and Final | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Prize Fund | <p>The prize pool will depend on how many players attend, as follows:</p> <table border="1"> <thead> <tr> <th>Players Entering</th> <th>Prize Fund</th> <th>1st</th> <th>2nd</th> <th>3rd</th> <th>4th</th> <th>5th – 8th</th> </tr> </thead> <tbody> <tr> <td>Minimum</td> <td>£1,000</td> <td>£400</td> <td>£200</td> <td>£110</td> <td>£90</td> <td>£50</td> </tr> <tr> <td>40</td> <td>£1,200</td> <td>£480</td> <td>£240</td> <td>£132</td> <td>£108</td> <td>£60</td> </tr> <tr> <td>48</td> <td>£1,440</td> <td>£576</td> <td>£288</td> <td>£158</td> <td>£130</td> <td>£72</td> </tr> <tr> <td>56</td> <td>£1,680</td> <td>£672</td> <td>£336</td> <td>£185</td> <td>£151</td> <td>£84</td> </tr> <tr> <td>64</td> <td>£2,000</td> <td>£800</td> <td>£400</td> <td>£220</td> <td>£180</td> <td>£100</td> </tr> </tbody> </table> | Players Entering | Prize Fund | 1st | 2nd | 3rd | 4 th | 5 th – 8th | Minimum | £1,000 | £400 | £200 | £110 | £90 | £50 | 40 | £1,200 | £480 | £240 | £132 | £108 | £60 | 48 | £1,440 | £576 | £288 | £158 | £130 | £72 | 56 | £1,680 | £672 | £336 | £185 | £151 | £84 | 64 | £2,000 | £800 | £400 | £220 | £180 | £100 |
| Players Entering | Prize Fund | 1st | 2nd | 3rd | 4 th | 5 th – 8th | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Minimum | £1,000 | £400 | £200 | £110 | £90 | £50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 40 | £1,200 | £480 | £240 | £132 | £108 | £60 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 48 | £1,440 | £576 | £288 | £158 | £130 | £72 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 56 | £1,680 | £672 | £336 | £185 | £151 | £84 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 64 | £2,000 | £800 | £400 | £220 | £180 | £100 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Admins | Dave Witts (Lead), Aubs Morrison and Rik Wardle | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Venue | Mad Catz FIFA Arena @ Telford International Centre | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Timings | <p>Saturday 23rd March</p> <ul style="list-style-type: none"> 10:00 – 11:30 – Registrations 11:45 – Players Meeting 12:00 – Kick off Groups PM – Groups Completed <p>Sunday 24th March</p> <ul style="list-style-type: none"> 10:00 – Kick off Knockouts PM – Final | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



i48 Multiplay 1v1 FIFA 13 Pro Cup Players Information Booklet



Tournament 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

- Controllers are provided but Players are advised to bring their own controllers if they prefer, 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: **Wembley 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.
- **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.
- Substitutes and free-kick takers options may take place **ONLY** when ball is out of play.
- Utilisation of game play aspects widely regarded as providing an unfair advantage or bad sportsmanship will not be tolerated. Any Players found to be using these or unsporting behaviour will be removed from the event.
- Players not allowed to take control of their goalkeeper so AI then takes control of the defence.

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 | Time to be played after disconnection |
|-------------|---------------------------------------|
| 0 - 5 min | ----> full match |
| 6 -10 min | ----> 85 min |
| 11-15 min | ----> 80 min |
| 16-20 min | ----> 75 min |
| 21-25 min | ----> 70 min |
| 26-30 min | ----> 65 min |
| 31-35 min | ----> 60 min |
| 36-40 min | ----> 55 min |
| 41-45 min | ----> 50 min |
| 46-50 min | ----> 1 half |
| 51-55 min | ----> 40 min |
| 56-60 min | ----> 35 min |
| 61-65 min | ----> 30 min |
| 66-70 min | ----> 25 min |
| 71-75 min | ----> 20 min |
| 76-80 min | ----> 15 min |
| 81-85 min | ----> 10 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 the 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.