

THE FIFA 14 WINTER CHAMPIONSHIP

THE NEXT GENERATION OF
COMPETITIVE FIFA IS HERE



Friday 14th - Sunday 16th February 2014 @
epic.TWELVE, Kettering Conference Centre



Players Information Booklet



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Dear **FIFA Players**

We would very much like to welcome you to the kick off of our first FIFA event, the “**FIFA 14 Winter Championships**”, in partnership with epic LAN and ESL and kindly sponsored by Mad Catz and GUNNAR Optiks, at epic.TWELVE at the excellent Kettering Conference Centre.



We have worked hard to bring you your next generation of competitive FIFA and really hope you enjoy the weekend with us here. We really value your support and look forward to hearing your feedback on how things can be improved for you moving forwards.

Have a great weekend and see below what we have in store for you.

Dave and the Sweetpatch TV Team

Your FIFA 14 Tournaments at LAN

- **Friday 14th | FIFA 14 Free Play Evening**
Friday is the day to warm up and have an evening of FIFA action without any pressure to win. Come and try FIFA 14 and join a 1v1 tournament just for fun.
- **Saturday 15th | FIFA 14 Winter Championship Day 1 Tournament**
Day 1's FIFA 14 tournament will run with the top 4 players qualifying for the Grand Final on the Sunday evening. Format to be based on a Mini Groups and Single Elimination Best of 3 Bracket to ensure maximum FIFA play time and maximum FIFA fun is provided.
- **Saturday 15th | FIFA 14 2v2 Casual Cup**
On Saturday evening we will have our favourite 2v2 cup and entry into the tournament is completely FREE so you have nothing to risk and everything to gain! Starts at 6pm on the Saturday and runs until complete.
- **Sunday 16th | FIFA 14 Winter Championship Day 2 Tournament**
Day 2's FIFA 14 tournament will run exactly the same as Day 1.
- **Sunday 16th | FIFA 14 Winter Championship Grand Final**
The top 4 from Saturday's and Sunday's tournaments will go head-to-head on Sunday night for the title of epic.TWELVE FIFA Champion.

Title	FIFA 14 Winter Championship																
Date	Saturday 15 th and Sunday 16 th February 2014																
Platform	Xbox 360																
No. of Players	Upto 64 per day																
Entry Requirements	Open to anyone with a BYOC Ticket, Spectator/FIFA Day Pass or Spectator/FIFA Whole Event Pass																
Format	• Mini Groups playing 1 v 1 Single Matches • Top 2/4 players in each group (16 players in total) qualify for the Knockout Stages • Single Elim Best of 3 in Knockouts and Grand Final																
Prize Fund	The prize pool, kindly sponsored by Mad Catz and GUNNAR Optiks, is as follows for the Grand Final only: <table> <tr> <th>Position</th><th>Cash</th><th>Hardware</th></tr> <tr> <td>1st</td><td>£500</td><td>Pair of GUNNAR Optiks and Mad Catz Wireless Kunai headset</td></tr> <tr> <td>2nd</td><td></td><td>Mad Catz Hoodie</td></tr> <tr> <td>3rd</td><td></td><td>Mad Catz T-shirt and beanie hat</td></tr> <tr> <td>4th</td><td></td><td>Mad Catz T-shirt and beanie hat</td></tr> </table>		Position	Cash	Hardware	1 st	£500	Pair of GUNNAR Optiks and Mad Catz Wireless Kunai headset	2 nd		Mad Catz Hoodie	3 rd		Mad Catz T-shirt and beanie hat	4 th		Mad Catz T-shirt and beanie hat
Position	Cash	Hardware															
1 st	£500	Pair of GUNNAR Optiks and Mad Catz Wireless Kunai headset															
2 nd		Mad Catz Hoodie															
3 rd		Mad Catz T-shirt and beanie hat															
4 th		Mad Catz T-shirt and beanie hat															
Admins	Dave Witts (Lead), Aubs and Nidge Morrison																
Venue	Lantern Room @ Kettering Conference Centre																
Timings	Saturday 15th and Sunday 16th February • upto 09:30 – Registrations • 09:30 – Create Groups • 09:45 – Players Meeting • 10:00 – Kick off Groups • PM – Kick off Bracket • 17:00 – Bracket Completed Grand Final on Sunday 16th February • 18:00 – Kick off Bracket • 21:00 – Champion Crowned																

Title	FIFA 14 Free Play Evening
Date	Friday 14 th February 2014
Platform	Xbox 360
No. of Players	Upto 32
Entry Requirements	Open to anyone
Format	32 player 1 v 1 Single Elim Bracket
Timings	Friday 14th February • upto 17:15 – Registrations • 17:30 – Create Bracket • 17:45 – Players Meeting • 18:00 – Kick off Bracket • PM – Complete Tournament
Title	FIFA 14 2v2 Casual Cup
Date	Saturday 15 th February 2014
Platform	Xbox 360
No. of Players	As many teams as enter will be accommodated
Entry Requirements	Open to anyone and it's FREE/(maybe £10 per team to create prize fund if teams wish?)
Format	To be decided depending on number of teams entering
Prize Fund	2 x Kunai Headsets for iPod / iPhone from Mad Catz UK
Timings	Saturday 15th February • upto 17:30 – Registrations • 17:30 – Create Tournament • 17:45 – Teams Meeting • 18:00 – Kick off Tournament • PM – Complete Tournament

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.

Tournament Rules (continued)

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.



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