

FIFA

ESports Rules



SSC
SPORT & SOCIAL CLUB

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1. SYSTEM REQUIREMENTS

Participants are required to have a reliable Xbox One or PS4 console, a copy of the game itself, a reliable internet connection, and a subscription to Xbox Live or PlayStation Plus.

2. SPORTSMANSHIP

All players are expected to behave in a respectful manner and abide by the SSC sportsmanship policies, including:

- No trolling
- No cheating
- No bullying

ZERO TOLERANCE POLICY

The SSC will remove players from the league if they are involved with any of the following acts:

- Offsides glitching
- Intentional disconnection glitching
- Repeatedly committing penalties to slow the game down
- Verbal or written abuse via any communication platform. This includes harassing, threatening, bullying, personal attacks or any other acts towards another player that is unwanted.

3. DEFAULTS

WHAT IS A DEFAULT?

A default occurs when, at the scheduled game start time, a player is not ready to connect and the opponents attempt to create/start a match is not successful.

WHAT HAPPENS WHEN A TEAM DEFAULTS?

- When a default occurs, due to technical issues we ask that you do the following:
 - a) Ensure you have a recording or screenshot to prove connection/disconnection issues
 - b) If after several attempts a connection between the players is not working, record the scores as a 0-0 tie and, if applicable, wait for your next match
- If a player defaults due to any reason other than technical difficulties the following occurs:
 - a) The defaulting player will receive an automatic loss of 5-0.
 - b) If a player defaults 2 weeks in a row, they will be removed from the league

4. TECHNICAL ISSUES

CONNECTION ISSUES

- Players should record video or a screen shot of any connection/disconnection issues
- If a game is disconnected, then the competitors will use their judgment on how to restart the game.
 - If the two competitors cannot agree, then the game should be resumed with an implied score and the remaining time in the match played out. (i.e. A game disconnected in the 50th minute with the score of 2-1 will resume a new game playing just the first half to determine the winner)
- A 0-0 tie will result if a game connection cannot be established, after several attempts to create a match
 - Some systems simply don't play nice with others. Just sit tight and wait for your next match

5. GAME PLAY

GAME FORMAT

- Players should be ready to connect and start their match at the scheduled game time
- Players will have two games a night, against different opponents
 - Each game is scheduled for 25 minutes
 - If a game cannot be completed in the original 25 minute window scheduled, players have up to an hour after the schedule start to play the game and record the score
- **Regular Season:** Ties are allowed
- **Playoffs:** Ties are not allowed
 - If a game is tied at the end of regulation time, start another game, playing golden goal style. First team to score wins the match.

MATCH SET-UP & SCORING

- All players need to ensure the following settings are used:
 - Half length: 6 minutes
 - Controls: Any (Classic and Alternative are both allowed)
 - Difficulty: Professional
 - Game Speed: Normal
 - Squad Type: Online → Do not choose Squad Type "Custom"
 - Any setting not listed above should not be changed from the game's default setting option
- The Home team is responsible for setting up the match and inviting their opponent to play
 - The first team listed on the league schedule is the Home team
 - The home team should create a Head 2 Head lobby and invite their opponent to the match
 - In order to invite someone, they need to be a friend. Please add all gamertags in your league to your friends list prior to the first game to make this process easier
 - Games are played via FIFA head to Head (H2H) **FRIENDLY** mode
- At the end of the match the Home team is responsible for reporting the score on Discord in the appropriate channel

- For each win, players will be awarded 3 points. For a tie, both teams will be awarded 1 point. If teams are tied on points, the team with the superior Goal Differential will be awarded the higher seed. If teams are still tied after Goal Differential, the next tie breaker will be Goals For, followed by Head to Head result.

TEAM SELECTION

- Every player is allowed to pick their preferred CLUB team. No “International” teams
- Players are allowed to use multiple teams throughout the league as they please
- If players both choose the same team, the ‘Away’ team will use the Away Jersey the least resembles the Home team jersey