



# FIFA 19: 2vs2 Team Cup



## Rules



**1)** All registered players are kindly requested to arrive on the **scheduled date (23/02/2018; Topaze Shopping Center in Mersch) at 10:00**. No refund possible in case of absence, or in case of cancellation after February 16th.

**2)** Players are requested to **bring their own PS4 controller**. An Xbox controller adapter for PS4 is allowed. The SCUF controllers are too.

**3)** Players are free to choose the team they want, the number of times they want. The game mode used during the tournament is the **"Kick Off" mode**.

**4)** The default "tactical defense" setting is mandatory. Champion level. Injuries - activated. Hand fault - disabled. Weather - clear.

**5)** Before starting a game, players will have to check their next opponent (11F Desk) and wait for the signal from the organizers (11F) to start the confrontation.

**6)** Each confrontation is decided in a match of 6 minutes by half-time.

The tournament starts with a group stage (8 groups with 4 teams). The top 2 in each group continue in the direct elimination phase. **In case of equal points in the groups, the following system will be applied: direct confrontation, difference of goals, goals scored, goals conceded.**

In the group stage: Win = 3 points, Draw = 1 point, Defeat = 0 points,

In the knockout phase: After regulation time, we go into overtime and the penalty phase.

**7)** Players have the right to change tactics / players during the game. However, they are required to do so when they are in possession of the ball, in their own half of the field for reasons of fair play.

**Namely, personal tactics (Manual) are strictly prohibited.**

**8)** After each game, players are asked to report the results immediately to the referees before leaving their seat. Any claim without proof, can not be considered later.

**9)** After each game, players are asked to disconnect their controllers!

**10)** If a player is not present during the call for his match, the referee will wait 2 minutes. If the player still does not show up, his opponent wins the match forfeit (3-0).

**If a player leaves the tournament before his last meeting, all his previous games will be scored as a "3-0" package loss (applies primarily to the group stage) to avoid any unfairness.**

**11)** If a player breaks / damages the equipment made available to him, he is responsible for replacing it.

**12)** Players are solely responsible for their own equipment. In the event of loss, theft or material damage, the organizer is in no way responsible.

**13)** In the event of a technical problem, dispute or claim, please contact the referees or the organizers' office. Every problem has a solution.

**14)** In case of involuntary interruption (bug, power cut ...), the game will of course be replayed.

**15)** If a player does not respect the rules or decisions of the organizer, he can be warned or disqualified from the tournament. We therefore ask you to respect the opponent, and to show Fair play in every sense of the word.

**16)** The organizer reserves the right to take decisions not stipulated in this regulation in case of unforeseen events. The choices will always be made in the interest of the participants.

**17) The first 3 in the final ranking will be rewarded:**

**Prize Pool : in the course of validation**

1<sup>er</sup> : Coming soon

2<sup>e</sup> : Coming soon

3<sup>e</sup> : Coming soon

**18)** Photos / videos of the participants will be realized as part of the event. Consequently, participation in the tournament entails express authorization to 11F Gaming to broadcast this content, or to communicate it to the press (images, videos, names, first names).

**19) Participation in the tournament implies the player's acceptance of these rules.** The organizer however reserves the right to modify or adapt certain points if necessary, and in the interest of the players.

**20) The draw of the groups:**

Some teams will be placed as "seeded" based on their previous results (Seed), the goal being to balance groups. For the remaining teams, the "random placement" tool of the "Toornament" platform will be applied.



Le classement + résultats seront actualisés sur [www.toornament.com](http://www.toornament.com) et sur l'application smartphone « *Toornament eSports* ».

**Lien du tournoi :**

<https://www.toornament.com/tournaments/2179269839430451200/information>

**Téléchargez l'app pour suivre votre tournoi en direct.**