

Grand Championship 2018: Qualifier

Rules & Regulations

1. General

- 1.1 The **ORGANIZER** of Grand Championship 2018 is FIFA Online 3 Game Operations Team from Garena Malaysia.
- 1.2 The **ORGANIZER** reserves the right to amend any of these rules as deemed necessary for the fair and proper conduct of Grand Championship 2018.
- 1.3 By participating in this tournament, teams acknowledge that they are to abide by the rules and regulations set for Grand Championship 2018. Players acknowledge and agree that they may be photographed or videoed during the event, and that the organizer holds the right to use any player photo and video footage as deemed fit for the conduct of the tournament and marketing/promotion purposes. The player releases all rights or claims over any photos or videos and the organizer's use thereof, and acknowledges that such material is the property of and can be used by the organizer without compensation to the players.

2. Tournament Format

- 2.1 The qualifier runs in league format. All 12 participating teams will be playing in a total of 11 matches.
- 2.2 All matches are to be played in best-of-3 format. Any team that wins 2 out of 3 games is the winner of that particular match.
- 2.3 All games are to be played simultaneously (A vs A, B vs B, C vs C).
- 2.4 Teams must submit their lineup for every match to the marshal in charge. After submission is made, no changes is allowed.
- 2.5 Teams are allowed to have different set of lineup for every match.
- 2.6 A game is played with the following settings:
 - 2.6.1 1v1
 - 2.6.2 VS Custom Mode
 - 2.6.3 Extra time enabled
 - 2.6.4 PK enabled
 - 2.6.5 Game time: 6 minutes
 - 2.6.6 Weather Settings: Night, Sunny
- 2.7 Winners are determined by match wins > goal difference > goals scored > tie break
- 2.8 Top 7 teams in the league table will proceed to Grand Championship 2018.

- 2.9 The **ORGANIZER** will determine the location of the qualifier.
- 2.10 All participants are required to use their own account during the qualifier of Grand Championship 2018.

3. Attendance & Punctuality

- 3.1 All participants have to play in the physical presence of an official FO3 Community Referee pre-appointed by the FO3 Operations Team.
- 3.2 If the participant is late by 15 minutes after stipulated game time, he will be forfeited from his game.
- 3.3 If a player forfeits a game by any cause, the score will be 0:5 lose.

4. Gameplay

- 4.1 Game time will be 6 minutes for all games. The ORGANIZER reserves the right to change the game time in the event of delays or other unforeseen circumstances.
- 4.2 In game facilities such as Staff, VIP Players and Club Facilities are allowed.
- 4.3 Team colours are allowed.
- 4.4 Usage of player growth is allowed.
- 4.5 Players are free to use any formation, strategy and rate.
- 4.6 At any time of the game, the number of defenders must not exceed 5 defenders.
- 4.7 Only players designated as GK can be played as the GK. Putting an outfield player as GK is not allowed.
- 4.8 During a goal kick situation (GK holding the ball with both hands), the opposing side must not be in the penalty box. Staying in the penalty box for more than 5 seconds during the goal kick situation is considered as an interruption which will result in a warning.
- 4.9 A player can pause the game for in-game player or strategy changes only in these situations: ball out, foul, throw in, free kick, corner kick, goal kick situation (GK holding the ball with both hands) or restart on the center circle. If these specifications are not followed, a warning will be given to the player and possession of the ball will go to the opponent.
- 4.10 Players will receive a warning for these conducts:
- 4.10.1 Juggling the ball for more than 3 seconds
 - 4.10.2 Doing air kicks for more than 3 seconds
 - 4.10.3 Standing still when holding the ball for more than 3 seconds (does not apply to goal kick)
 - 4.10.4 Passing the ball or running around in their own half without intention of attacking

- 4.11 If a player receives trolling points for 2 times in a particular game, he will be forfeited from the game.
- 4.12 Players who receive 2 warnings of the will be disqualified from the game.

5. Contingencies

- 5.1 In the event of a disconnection during gameplay, the following contingencies will occur:
- 5.1.1 The first & second disconnection: The game will continue from the minute the disconnection occurred with the score when the disconnection occurred.
 - 5.1.2 The third disconnection: The party that disconnects THREE times will automatically forfeit the match with the score of 0-5.
- 5.2 In the event of a hardware issue, the following contingencies will occur:
- 5.2.1 The affected player will report the issue to the Garena Referee immediately & request for a pause by typing “pp”. Any other signal will not be entertained.
 - 5.2.2 The affected player will try to rectify his hardware issue e.g keyboard, controller.
 - 5.2.3 In the event of a draw or if the affected team is winning, the affected team can request to the Garena Referee for a rematch starting from 0 - 0 again.
 - 5.2.4 If the affected team is losing, the match will play on from where it is paused.
- 5.3 For any other contingencies, the Garena Referee reserves the right to make a judgement call after consulting with the affected parties. The Garena Referee's decision will be final.

6. Conduct of Players

- 6.1 The ORGANIZER treats any unprofessional behavior seriously and will issue a warning for any unprofessional behavior.
- 6.2 Unprofessional behavior includes, but are not limited to, the following acts:
- 6.2.1 Use of abusive language in-game or on personal social media site that may tarnish the name of the ORGANIZER
 - 6.2.2 Not turning up on time for match days
 - 6.2.3 Non-compliance to the decisions and instructions given by a Garena Referee
 - 6.2.4 2 warnings due to unprofessional behavior will be disqualified from the game