

GSC Cyber Games

Rules & Regulations

1. All participants **MUST** play with the registered account, with the same Manager Name registered by the team captain. If caught using other account, the whole team will be disqualified from the qualifier.
2. Grace period is 15 minutes. Any player who is late more than 15 minutes after the stipulated match time will forfeit 1 game. The opponent will be given 1 free win.
3. All games will be held in VS Custom mode with extra time and PK.
4. Game time will be 6 minutes for all games.
5. In-game facilities like Staff, VIP Players and Club Facilities are allowed.
6. Team colours are allowed.
7. Players can choose any formation regardless of player's original position.
8. Players are free to use any strategy and rate.
9. All teams must submit player lineup to the CR in charge before the event begin.
10. The same lineup will be used throughout the event.
11. No changes of lineup is allowed after the event starts.
12. All matches are to be played simultaneously (A vs A, B vs B, C vs C). The team that wins 2-1 or 3-0 in a BO3 proceed to the next round.

13. In the event of a disconnection during gameplay, the following contingencies will occur:
 - The first & second disconnection: The game will continue from the minute the disconnection occurred with the score when the disconnection occurred
 - The third disconnection: The player that disconnects THREE times will automatically forfeit the match with the score of 0-1

14. A player can pause during the match for in-game player or strategy changes only during ball-off situation (goal-out, foul situation, corner kick, the center of the circle to restart the game situations) or goal-kick situation (one goalkeeper catches the ball situations). If this rule is violated, the possession of the ball will go to the opposite player.

15. If a player receives trolling points for 2 times, he will be forfeited from the game, & the opponent will be given a win for the particular game.