

## NC Rules and Regulations

The FO3 Operations Team reserves the right to update or change any of the schedule or rules stated in this document.

For schedule/rule change requests, please send an email to Syed | GM Don ([nazirul@garena.com](mailto:nazirul@garena.com)). Schedule changes have to be requested 5 days before the scheduled match date with valid reason.

**There is no guarantee for any schedule change request.**

All requests will be reviewed based on a case by case basis.

### Tournament Accounts

1. All participants are to **only use** the allocated NC Tournament Accounts provided to them for the duration of NC Season 5.
2. 1 NC Tournament Accounts will be provided to each team member with the same number of player packs and in-game items:
  - a. 3 x player draft packs for the following seasons - 15, 10WC, 06U, 16 EC.  
2 x player draft packs for the following seasons - 08E, 10U, 06 WC, 14 WC, 14 TOTS, 06, 07, 08, 09, 10, 11
  - b. 34 EXP capsules (level 20), 2,000,000 EP and 50 simulation tickets.
  - c. 1 x Team Change Ticket
3. Team Captain shall discuss with their team members and draft the team.
4. Team members will receive a duplicated accounts as their captain with the exact same players (same draft).
5. Participants are **not allowed** to draft the same player. E.g once a participant drafted F.Torres 08E, he is not allowed to draft F.Torres from any other season.
6. All accounts will be banned from the transfer market. No upgrading is permitted.
7. Participants can only play **using their own Tournament Account** during the tournament.
8. No changes to the Tournament Account will be allowed after **2nd December 2016** (6:00 pm), including Manager Name change.
9. Participants are allowed to use the tournament accounts to play any game in live server.
10. Usage of players who are not included in the drafts is prohibited.

### Attendance & Punctuality

11. All participants have to play in the physical presence of an official FO3 Community Referee pre-appointed by the FO3 Operations Team. Players from the same state have to play in the same venue.
12. A walkover is considered for the game if the **participant is late by 10 minutes after stipulated game time.**
- 13. If a manager forfeit a game by any cause, the score will be 0:5 lose.**
14. The shoutcaster in charge will invite the participants into the game at least 5 minutes before the first game starts.
15. Players are encouraged to come earlier for device testing and set-up. Any disadvantage caused by inefficiency of the devices (gamepad, keyboard, mouse ...etc) will be regarded as players' own responsibility.

### General Rules

16. In the Round Robin Stage, winners are determined based on **Set Wins > Tie Break > Points Difference > Points Scored.**

1. Set Wins	Set Ties	2. TB	3. Pts Diff	4. Pts	Match W-L-T	Match History
0	0	0	0	0	0-0-0	-
0	0	0	0	0	0-0-0	-
0	0	0	0	0	0-0-0	-

17. If the FO3 Operations Team issues a warning -- each warning will incur a RM50 penalty from the prize winnings. If a team collects 3 warnings, the FO3 Operations Team will review penalties for the affected team.

### Game Settings

18. Format: 3x 1v1 (A vs A, B vs B, C vs C). Player order/sequence has to be submitted by team captain to GMs in charge on **Thursday before 6:00 PM during Round Robin week** (GMs in charge will be announced 2 days before match date).
19. All games will be held in VS Custom mode with extra time and PK.

20. Game time will be 6 minutes for all games. Shoutcaster/Garena Marshall reserve the right to change the game time in the event of delays or other unforeseen circumstances.
21. In game facilities like Staff, VIP Players and Club Facilities are not allowed.
22. Team colors are allowed.
23. Players can choose any formation regardless of player's original position.
24. Players are free to use any strategy and rate.
25. If the game starts (or restarts) on the center circle, the ball must be back-passed to the outside of the center circle. If not followed, a warning will be given to the player and the possession of the ball will go to the opposite team.
26. Players must not disturb the goalie in his/her turn to kick-off. If not followed, a warning will be given to the player and the possession of the ball will go to the opposite team.
27. A player can call a time-out during the match for in-game player or strategy changes only for ball-off (goal-out, foul situation, drawing situation, 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, he or she will receive one warning and the possession of the ball will go to the opposite player.
28. If a player misuse the ball to delay the match, he/she will receive one verbal warning under the referee's decision . If conducting it more than once, he/she will automatically be forfeited (If a player receives a verbal warning, a verbal warning will be removed after the set ends)

### Disconnection

29. The disconnected player/team will be considered as lose under the following circumstances
  - a. The disconnection is intentional
  - b. The DC player/team has 2 or more goals behind its opponent (Apply to PK)
30. If a team lose due to DC the game score will be 0:3 regardless of the original score before DC
31. The match will be restarted if
  - a. The disconnection is not intentional
  - b. And the goal difference is 1 or less
  - c. CR and Referee will discuss to decide if the DC is intentional
32. Two teams/players will play the remaining time only. E.g. If the game DC at 69mins, 2 teams/players will restart the game and play 31mins

33. If it is draw after the 2 teams/players play the remaining time. 2 teams/players need to stop playing and wait for the game to go Extra time/PK
34. If a team/player DC during PK, The game will restart and reproduce to PK and the 2 teams/ players will finish the remaining PK.

### Unfair Play

35. The following actions will be considered unfair play;
  - A. An intentional disconnection.
  - B. Clearly allowing an opponent to win a match (e.g. intentional own goals).
  - C. Unsportsmanlike behavior or, in general, disruptive, inappropriate and/or unprofessional actions directed towards another player (even inside the game).
  - D. Usage of any illegal program
36. During the course of the event, our Garena Marshall may determine other actions to embody unfair play.

Thank you. GLHF!