

**FIFA Online 3 Road to Thailand (SG)**  
**Tournament Regulation**

**1. The Tournament**

- a. The official title of this tournament is **FIFA Online 3 Road to Thailand (SG)**

**2. Participating players**

- a. Responsibility of participating players
- 1) By participating in the tournament, participants have given your consent to allow the publisher (Garena Group) to use footages, pictures consisting of participants indefinitely for live broadcasting, marketing and informational purposes.
  - 2) By participating in this tournament, players accept all terms and conditions of this tournament, and will abide by the regulations in the operation of this tournament.
  - 3) All participating players must play in accordance with the rules to the best of their ability.
  - 4) All participating players must accept the results decided by the organiser.
- b. Participation in the tournament
- 1) The player must arrive to the event 30 minutes earlier than starting time.
  - 2) The player will receive a warning if he is not present at the venue 30 minutes prior to the game, unless the host has been notified in advance or excused for an emergency.
- c. It is understood that if at any time a player leaves the event area without proper reason or does not participate in the game, the player will be disqualified from the tournament and banned from participating in any FIFA Online 3 related competitions for the next 1 year. However, players will be exempt from this rule under host approved conditions (unavoidable conditions such as natural disaster, death of immediate family members, etc.)

**3. The game**

a. Game format

- ✓ 1 VS 1 Mode
- ✓ Matches are set to 6 minutes
- ✓ Weather: Clear
- ✓ Stage 1: Double Elimination, Best of 3, with extra time & PK. Bracket size is 64 participants per event. 5 players proceed to Stage 2 (2 players in Winner Bracket Semifinals, 2 players in Loser Bracket Round 6, & 1 player who wins extra BO3 between losers in Loser Bracket Round 5)
- ✓ Stage 2: Double Elimination, Best of 3, with extra time & PK. KotH champion & previous representatives get direct invite to this stage. The champion will become the country's representatives

b. Tournament Account

- 1) Participants are to use their own account to play in Stage 1. Tournament account will be provided for Stage 2.
  - ✓ Positions are divided into FM / MF / DF / GK
  - ✓ Each team will contain current season top 200 players
  - ✓ Each player will be set to level 20, grade 10
  - ✓ Each player stats will be according to the latest roster update
  - ✓ Manager level will start in level 50

c. Tournament Stages

- ✓ Stage 1 will take place on 12<sup>th</sup> Feb 2017
- ✓ Stage 2 will take place on 26<sup>th</sup> Feb 2017
- ✓ Tournament bracket for Stage 1 will be drawn at the venue by the organizer.
- ✓ There will be a live bracket draw for Stage 2. The date & time will be disclosed by the organizer prior to the live draw.

d. Player Instructions

- 1) The setting time is limited to 5 minutes. However, extra time may be provided when problems occur on the hardware that is prepared by the host.
- 2) Usage of the in-game messenger is not allowed during the play. However, when the player needs to communicate with the host, the player may type 'PP' to the in-game messenger and raise his or her hand as a stop sign to the referee.
- 3) Usage of any external drive other than the keyboard and the game pads is prohibited.
- 4) Personal equipment for players is limited to keyboard, mouse, mouse pads, earphones and or game pads. Players must bring their own equipment. If not, they may use alternative equipment prepared by the host.
- 5) Any disadvantage caused by inefficiency of the equipment (keyboard, mouse, game pads, etc.) will be regarded as the player's own responsibility.
- 6) No registry change is allowed in setting before the player's game.
- 7) Player can use only official drivers, ex: Microsoft, Logitech, Razer, Steelseries...

e. Items

- 1) If a new item which could have an influence on the game releases during the tournament, the usage of such items will not be allowed until the administrating staffs grant the allowance.

f. Internal regulation

- 1) At any time of the game, the number of defenders will not exceed 5 defenders.
- 2) Changing of detailed statistics for strategy can be freely done.
- 3) Players are obligated to reveal his or her strategy if requested by the public.
- 4) 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.
- 5) To stop the game in order to switch players or strategies, the ball has to be involved in one of the following situations: goal out, foul, throwing, re-start on center circle, or goal-kick situation (once goalkeeper catches the ball situations). If these specifications are not followed, a warning must be given to the player and the possession of the ball will go to the opposite team.
- 6) If a player misuses the ball to delay the match, he/she will receive one verbal warning under the referee's decision. If a player misuses the ball for a second time during the match, he/she will automatically be forfeited (If a player receives a verbal warning, a verbal warning will be removed after the set ends).
- 7) If a chance of attack falls due to a systematic error during the penalty shoot-out, repeat the failing situation (except red card and player injuries) after re-start the game.
- 8) If a player uses violent or offensive language via messenger, the player will be forfeited from the remaining plays in accordance to the administration committee's decision.
- 9) Ceremonial actions deemed inappropriate after scoring will receive a warning in accordance to the administration committee's decision.
- 10) Players will be forfeited if they score on their own team's goal intentionally.
- 11) Forfeiture for un-sportsmanship-like behavior is also deemed common.
- 12) Forfeiture will proceed as 0:5 despite the original score.
- 13) Disturbance in the game progress caused by systematic error will be handled in accordance to the decision of the administration committee.

g. Disruption in connection during game progress

- 1) Players will be disqualified if he or she stops the connection during the game play intentionally.
- 2) Under the following conditions, original scores will be kept, and the game play shall restart for the time left.
  - ✓ Disconnection due to electricity problem at the venue
  - ✓ Disconnection during the play due to instability in the game program or PC system used for the competition.
  - ✓ Disconnection during the play due to problems on the observer PC.
  - ✓ Disconnection during the play due to disturbance in crowds.
- 3) Disconnection during the penalty kick within the game play time:
  - ✓ If disconnection occurs to the defense, a penalty kick is deemed as success, the offense receives 1 point and the game will restart for remaining times.
  - ✓ If disconnection occurs to the forward, the game will restart with the remaining time and proceed with a penalty kick situation.
- 4) Disconnection occurs on a penalty shoot-out situation after the game:
  - ✓ The game will restart and the team that scores the first goal is the winner of the game - "Golden goal"
- 5) Possession of the ball after the restart goes to the player who had possession before the game stop.
- 6) If none of the conditions above are the reason for disconnection, the host decides whether or not a restart may be needed

h. Stop in game play:

- 1) Stop in game play for switching the players or strategies is only allowed three times in game.
- 2) Participating teams may raise objections to the referee to stop the game officially in the circumstances listed below. However, if the objection made is judged to be false, the team will receive a warning.
  - ✓ Opponents have displayed inappropriate language
  - ✓ Disturbance by the audience
- 3) To raise objections, players must type 'PP' on the game messenger and raise his or her hand to express the need to stop the game. If the host does not approve the reason for objection, the team will receive a warning.
- 4) If other situations that arise that are not listed above, the host holds the final decision.

i. Usage of Bug and illegal programs

- 1) It is understood that if at any time a player uses an illegal program, the player will be disqualified from the tournament immediately and banned from participating in any FIFA Online 3 related competitions that are hosted for the duration of one year.
- 2) Players must notify the administration committee bugs are caught in the game.
- 3) Players will be disqualified for usage of an unknown bug.

**4. Warnings Count**

- a. The players will receive warning as follow:
  - If they do not follow instructions from the host.
  - If they disobey the referee's decision.
  - If they use inappropriate language or behave inappropriately.
- b. If players conduct any behavior that can affect the match besides all the above, they will receive one warnings. In the worst case, they will be forfeited from the match.
- c. Accumulated warnings mean as below:

<b>1 warning</b>	<b>2 warnings</b>	<b>3 warnings</b>
Cut down 1 time-out chance	Set forfeit	Disqualification

- d. Arising situations not covered in this regulation shall be dealt with by the judgement of the management team.
- e. Players will receive warnings if they misconduct in the game. This includes:

- Verbal or physical abuse, audible obscenity, unsportsmanlike conduct
  - Over taunting of opponents (Via chat, via physical goal celebrations, etc)
  - Unsportsmanlike behaviour
- f. A competitive team may not necessarily be unsporting. However, if players conduct any unsporting behaviors, the tournament referee has the final authority to determine if a player or team's behavior crosses the line into unsporting.
- g. The chief/head marshal holds all rights to implement any sort of punishment he deems fit to players who misconduct themselves, which include suspension.

**5. Others**

- a. The host holds all authority to decide on disciplinary action when a disruptive situation rises.
- b. Tournament organizers/Garena staffs have the ability and rights to tweak and add rules as and when required/applicable without prior notice.
- c. The player may be suspended if instruction of the host is not followed.