

RULESET FOR FIFA

Introduction

Small introduction of the tournament / league / event

PARTICIPANTS

Registration

Add the important/relevant points for the registration. (Gamertag, use of Discord - Mail communication - etc.)

Age

Define a minimum age for the competition.

If the tournament includes a monetary prize (pool) for the participant, the minimum age is set at 16 with parental consent.

For any other restrictions, please check the minimum age of the players recommended by the game. (PEGI, etc.)

Eligibility

Define if the competition is open for everyone or if there are restrictions to be respected/observed. (Examples for further restrictions: country, city, age, nationality, etc.)

DATE OF THE COMPETITION

Define the dates of the competition and all the following stages.

STRUCTURE OF THE COMPETITION

Define the format / structure of the competition. (Qualification phase in Round Robin, Swiss System, etc.; Double or single elimination tree; other various details on qualification).

SETTINGS OF THE COMPETITION

Define competition settings (general + if in FUT mode restrictions for FUT cards) - The rules below can change depending on the version of the game.

- Game mode used: **FUT FRIENDLIES - CLASSIC MATCH**
- Difficulty level: **International**
- Half-time duration: **6 minutes**
- Internship settings
 - Stadium: **FeWC Stadium**
 - Season: **Fall**
 - Time of day: **Night**
 - Field dressing: **None**
- ATH: **Player name and indicator**
- Player indicator: **Player name**
- Chrono / score display: **Enabled**
- Radar: **2D**
- Pause rules: **arbitrate by the mechanics of the game itself**
- Headcount scrolling: **Disabled**
- Commentator volume: **0**
- Stadium atmosphere: **8**

Restrictions on FUT cards (note that these can change throughout the competition - the FIFA community is never in perfect harmony with these rules, so you must go by feeling with the players.)

- Rental players are strictly prohibited
- Training items are strictly prohibited.
- The goalkeeper is not included in the restriction and does not count towards the overall limit.

Matches et Score

Define the match rules (Procedure to confirm a score, etc.)

A golden goal phase, followed by a Penalty session is played, when there is a tie score in one of the "Best of 3" matches. Please use the following method in case of a tie at the end of the match:

Normal Match (Regular Time + Extra Time), if the tie score persists, please proceed directly to the Golden Goal match. If at the end of the "Golden Goal" match the score persists, please play extra time, then penalty shootouts, if necessary.

FLES TIP: Use the “Match Round Trip” system to simplify the competition.

In case of a tie in the final table of the season: It will be chosen which of the players is placed in front of the other(s) by the following order:

1. Head-to-head in the league
2. Difference in goals
3. Goals scored
4. Goals conceded

If the players are classified equally, an additional match is then organized to disqualify the player(s).

Other/Additional

If necessary, add rules on coaching, rules for on-site and online/offline events, minimum debit connection specification, penalty rules, Distribution of the "Cash Prize", etc.

GENERAL BEHAVIOR / COLLUSION

Define the general rules of conduct for players, as well as the following consequences in case of disrespect.

EA GAMES GUIDELINES

Please check the developer's guidelines. They need to be respected. If the guidelines include too many restrictions, write an email to the developer.

Advice from FLES

To complete your rules, please read the guidelines and refer to the developer's game rules. Apply the necessary adaptations to match the regulations to the standards of the laws of the country in which the competition takes place.

For further information please do not hesitate to contact us via email at contact@fles.lu.

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