

CYBERGAMES RULE BOOK

CODE OF CONDUCT

- All competitors are required to stay within the tournament area or inform the organizers in the event of stepping out.
- All players are required to show up at least an hour (1 Hour) before the tournament and report to the organizers control table to collect their GAMERS TAGS.
- Players will be shown their designated station, shall set up the game and immediately begin play. Each Player will have 2 minutes to configure controls, line-ups and settings in accordance with the rules described under Match Settings and Tournament Rules. Custom packages cannot be used, nor can anything else that is not available in the in-game pause menu.
- Player are not allowed to use any personal devices during their games such as game pads
- Unnecessary pauses or delays are prohibited
- Players shall raise their hands at the end of the game so an official can record their score. Only scores reported to the officials are valid.
- No replays or game interruptions, except for designated pauses to report scores (if any), will be allowed.
- No coaching allowed (for example, people in the audience may not advise a Player while playing).
- In case of any kind of unfortunate event or disconnection, disc error or electricity failure, the score will remain the same regardless of game played but the half / Section in which the problem occurred will be played again with the scores remaining the same, as it was before the outage.
- Any participant deliberately attempting to sabotage or damage equipment to restart matches will be immediately disqualified from the tournament.
- Any persons who attempt to disrupt matches with verbal or physical abuse to officials/admin or competitors will be disqualified from the tournament and may be removed from the venue.
- Players will refrain from using vulgar or offensive language.
- Abusive behavior, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely breaking any equipment, interfering with power, and abuse of in-game pausing, is prohibited.
- Gambling, including betting on the outcome of games, is prohibited.
- Officials will be on site to monitor all game play. Officials will begin play, and will record scores for each game. Officials will be identified by a special ID tag.
- In case of any other dispute, official/admin's decision will be final

- The tournament rules may be subject to change at short notice on the spot.

TECHNICAL RULES FOR ALL GAMES

FIFA 18

- Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 2-0 score. Players are encouraged to be in the designated play area 15-minutes prior to game time.
- Players are only allowed to pause the game, when the ball is not in play, meaning it has left the field of play or a foul has been committed and it is a dead ball situation
- If a game is paused or interrupted intentionally, while the ball is in play by any Player, we have the right to immediately disqualify that Player.
- Players can only alter or change free-kick options when the ball is out of play
- Players can do formation set up and strategy will only be done:
 - i) before the start of the match,
 - ii) at half-time
- Nevertheless, a Player can pause the game to change strategy and/or formation in the event that
 - i) A player of his team is sent off
 - ii) A player of his team is injured.

GAME-PLAY SETTING

The below match rules apply to every match in the CyberGames FIFA 18 Tournament

Difficulty Level: Legendary

Half Length: 5 minutes (Straight to Penalties after 90 minutes in Knockout stages)

Specific Controller Setting Exceptions: Only Tactical Defending

Commentary Volume: On

Music Volume: On

Time/Score display: On

Camera: Default (but players can change this if they both agree to use a different camera setting)

Radar: 2D

Custom tactics: Allowed

Custom formations: Disallowed

Referee: Random

Time of Day: Night

Weather: Dry

Game Speed: Normal

Ball: Default

Injuries: On

Offsides: On

Bookings: On

Handball: Off

User & CPU Game Customisation: All set to 50%

TEAM RESTRICTIONS

- Players can use any club or national team.
- Players cannot use any custom made teams (e.g. Classic XI).
- Players can change teams at any point during the tournament.

FORBIDDEN MOVES

- Players must not employ time wasting tactics like keeping the ball in defence by passing it around
- Players are not allowed to turn on goalkeeper cursor or take control of the goalkeeper
- Using cheat codes is prohibited and defaulters will be disqualified

MORTAL KOMBAT

- Game format will be single elimination based on - best of 3 - Mortal Kombat match ups
- Players are only allowed to select one game fighter per match ups
- No player is allowed to pause the game during play
- All other rules stated in the Code Of Conduct also applies here