

Campus Legends Handbook

FIFA 2019 (PS4) – Updated 25 May 2019

1. Eligibility

- 1.1 Members of each team **must comprise of students who are currently residing / in enrollment** of said school as of 2019. i.e. Team ABC of Ngee Ann Polytechnic must consist of members of current students of Ngee Ann Polytechnic
- 1.2 Students graduating in the periods of April to June of 2019 are still eligible to participate
- 1.3 Alumni members are not allowed.
- 1.4 Participants are required to present their student card for verification on day of competition. Admins reserve the right to deny participation of players, without their student cards.

2. Tournament Structure

- 2.1 The tournament will be held from May to August 2019
- 2.2 Players will go through the following structure throughout the entirety of tournament;
 - 1) School Qualifier
 - 2) Group Stages
 - 3) Playoffs (Top 8 teams - Grand Finals on the 3 rd and 4 th August)

3. Player Availabilities

- 3.1 Teams that are originally assigned matches specifically on Sundays, must be on standby to play on Saturday (the day prior to their assigned match day) in the event of any logistical changes to the tournament dates. This includes all three tournament phases, from School Qualifiers, Group Stages and to the Playoffs

4. School Qualifiers

- 4.1 Teams will be competing within their respective institutions. One team will advance and represent their school in the next round.
- 4.2 Teams will be placed in a double elimination bracket.
- 4.3 Matches will be two legged, home and away with away goal rules.
- 4.4 In the event of a draw after two legs, extra time and penalties will be played.
- 4.5 Side allocations for finals will be determined by a coin toss.
- 4.6 Finals for the School Qualifiers will be a best of three games.

5. Group Stages

- 5.1 Representatives will play in a group stage format to determine the brackets for the main event.
- 5.2 Teams will need to play one match against every other team.
- 5.3 Matches will be two legged, home and away.
- 5.4 In the event of a draw after two legs, extra time and penalties will be played.
- 5.5 Top 4 teams from the group stage will proceed to the playoffs.

6. Playoffs

- 6.1 Top 4s from Group Stages will be placed in a double eliminations bracket.
- 6.2 Upper brackets will be played in an offline, best of three games.
- 6.3 Lower brackets will be played in an offline, best of one game.
- 6.4 Finals will be played in an offline, best of five games.
- 6.5 Games will be played in Home and Away.
- 6.6 In the event of a draw after two legs, extra time and penalties will be played.
- 6.7 Side allocation for grand finals will be determined by a coin flip. Winning team will provide side selection to administrative team

7. Roster

- 7.1 Each team consists of two players registered as starting lineup and a maximum of one player as a reserve. Collectively, will be registered and known as Active Roster.
- 7.2 Rosters will remain interchangeable and only enter locking phase 2 days prior to the tournament.
- 7.3 In the event a member drops out midway throughout the tournament, a **forfeit** may be issued.
- 7.4 Players cannot be registered into more than one team roster. A **penalty** will be issued if found guilty.
- 7.5 In the event of an emergency, addition or changes to roster after roster lock, is subjective to administrative approval. Teams are required to provide any supportive documentation upon a roster change request.
- 7.6 Participants are required to present their student card for verification on day of competition. Admins reserve the right to deny participation of players, without their student cards.

8. Player Equipment

- 8.1 Administrative team will provide and may **exclusively** use;
 - 1) PlayStation 4 Consoles (**Exclusive**)
 - 2) Updated retail version of FIFA 19 (**Exclusive**)
 - 3) Official Sony Dual Shock 4 controllers with cables
 - 4) Table & Chair (**Exclusive**)
 - 5) Monitors (**Exclusive**)
- 8.2 The use of personal equipments are allowed, includes;
 - 1) Officially licensed Sony Dual Shock controllers
 - 2) Headsets or earphones
- 8.3 Players should refrain of handling the provided equipment unnecessarily unless needed, to ensure that there is no tempering of equipment. If found guilty, a **penalty or forfeit** will be issued.
- 8.4 If any technical or equipment problems are suspected, a player or administrative member may request for an inspection. A diagnose will be conducted, and decision for replacement of equipment will be made by technician and administrative team.

9. Play Area

- 9.1 The play area refers to the designated area or surrounding area of the tournament consoles used.
- 9.2 During games, only the presence of starting team members is permitted.
- 9.3 No food is allowed in the play area but drinks in sealable bottles are allowed.

10. Match Process

- 10.1 Set Up Time
- 10.2 Players will be designated time before each offline match to set up and ensure they are fully prepared. This will include the following;
 - 1) Ensuring quality of equipment provided
 - 2) Setting up of personal equipment / peripherals
 - 3) Adjusting of in game settings
- 10.3 Please flag out any potential issue, i.e. faulty equipment, if suspected to ensure a conducive and uninterrupted game.
- 10.4 If any technical or equipment problems are suspected, a player or administrative member may request for an inspection. A diagnose will be conducted, and decision for replacement of equipment will be made by technician and administrative team.
- 10.5 Winners of each match are required both to take a screenshot of score immediately after each match and submit screenshot to the referees for documentation.
- 10.6 Matches will commence as per scheduled, if there are not any technical difficulties faced. Extra time will only be allocated to teams that have flagged out the issue.
- 10.7 Tardiness of teams will result in a progress penalty. i.e. **Forfeiture** of first game in series within 10 minutes of tardiness and **forfeit** of full series after 30 minutes of tardiness.

11. Gameplay & Camera Settings

- 11.1 Each game must be played under the following settings;
 - 1) Game Mode: Kick Off
 - 2) Player Attributes: Unique
 - 3) Teams Allowed: All Club and Nations
 - 4) Teams Banned: MLS and Adidas All Stars and Women Teams
 - 5) Team Size: 2v2
 - 6) Formation: FIFA 19 Preset Formations
 - 7) Difficulty Level: Legendary
 - 8) Half Length: 6 Minutes
 - 9) Stadium: Random / Default
 - 10) Season: Fall / Autumn
 - 11) Time of Day: Randon / Default
 - 12) Pitch Wear: None
 - 13) HUD: Player Name & Indicator
 - 14) Player Indicator: Player Name
 - 15) Time / Score Display: On
 - 16) Camera: Tele Broadcasting
 - 17) Radar: 2D
 - 18) Controls: Tactical Defending
 - 19) Gamertag Indicator: Off
 - 20) Scrolling Line Ups: Off
 - 21) Commentary Volume: 0
 - 22) Stadium Ambience: 8

- 23) Music Volume: 0
- 24) Penalty "Set Target": Off

- 11.2 Players are expected to ensure the above settings have been met before each game. Referees and administrative teams will not be held responsible for the win/loss of any player under the wrong setups.
- 11.3 Players may choose which strips are used between themselves. If decision is inconclusive, the referee or administrative team will select the stadium instead.

12. Game restart

- 12.1 In the event of a disconnect or console failure, which interrupts and slows or prevents a player from loading or joining a game upon starting, the game must be paused immediately until all issues are resolved.
- 12.2 In the event that the error cannot be resolved and the score is 0:0, a controlled game restart will be issued by the referee or administrative team.
- 12.3 In the event that the error cannot be resolved and if a goal was scored, the players must agree to play the remaining time and add additional goals

13. In-Game Pauses

- 13.1 Each team can pause up to a maximum of three times.
- 13.2 Directed pauses are pauses issued by referees or administrative teams, or from any player by the discretion of a referee or administrative
- 13.3 Player pauses must only be made for either technical issues or tactical changes to their squad which includes the following;
 - 1) Substitutions
 - 2) Formation Changes
 - 3) Tactic Adjustments
- 13.4 Player pauses must only be made when the ball is not in play. This includes;
 - 1) Ball has left the field
 - 2) A foul has been committed
 - 3) Dead ball situation
 - 4) If player pausing, has possession of ball in their half of the field
- 13.5 Pauses and reasons for pauses must be made known to referees.
- 13.6 Unauthorised pauses will be considered as unfair gameplay (i.e. pausing during a player's attack or attempt to score) and a penalty will be issued.

14. Amendments

- 14.1 SCOGA reserves the right to amend any of the above listed Rules and Regulations given any unusual or extra-ordinary circumstances at their discretion. Any changes will be announced and reverted to all teams accordingly.