



# FISU AMERICA ELETRONIC FOOTBALL 2021

## SPECIFIC REGULATION OF ELECTRONIC FOOTBALL FISU AMERICA eSPORTS

1. The Electronic Football competition will be held in accordance with these Regulations. All student-athletes must be aware of all rules, programming, competition formats and other information before agreeing to the terms of this document. By participating in the competition all players agree to the terms and conditions set out in this regulation.

### GENERAL RULES

#### 2. ATHLETE STUDENTS MUST:

- 2.1. Comply with the eligibility criteria established in the General Regulation of the competition;
- 2.2. Have a valid Battlefy account for the online qualifier;
- 2.3. Agree to the terms, and undertakes to be present on the days and times of the games established by the Organization, being subject to punishment in case of W.O;
- 2.4. Demonstrate behavior compatible with the code of conduct specified in the general and specific regulations of the sport, being subject to punishment in cases of non-compliance with rules, rage, defamation, intolerance and / or violence;
- 2.5. Have a **PSN ID** that cannot be changed during the entire competition period;
  - 2.5.1. The **PSN ID** must be unique and vulgar, offensive and discriminatory names are prohibited;
- 2.6. The FISU America eSports will be held online in its entirety;
- 2.7. It is the student-athlete / team's responsibility to be aware of the conditions of participation described in the General Regulation of the event;
- 2.8. The FISU AMERICA ELETRONIC FOOTBALL 2021 will include the formats:
  - 2.8.1. Female Individual;
  - 2.8.2. Men's Individual.
- 2.9. The game used will be **FIFA 21**;
- 2.10. The platform comprises the operating systems for **Playstation 4**. Student-athletes must add their opponents to the PlayStation Network (PSN). It will be possible to find his / her ID, from the tournament platform in the Participants tab;
- 2.11. Throughout the championship it is the full responsibility of each student-athlete to maintain and use their equipment;
- 2.12. All information, results and classifications pertinent to the event / modality must be consulted in the competition's Technical Bulletins, as well as in the official Discord and / or WhatsApp platform of the competition;





2.13. It is the responsibility of the players to carry out the necessary updates to the tournament platform as well as to report results, record and send the video links of the matches;

SPECIFIC RULES

3. COMPETITION STAGES AND STAGES:

3.1. The Electronic Football 2021 competition will be held in the female and male gender. **Each country may to register 2 players per gender;**

3.2. The competition will be held in 2 stages: Group Round and Elimination Rounds

3.3. The schedule will be as described in the table below:

FISU AMERICA eSports			
On-line Mode		06/JUN/2021 a 09/JUL/2021	12/JUL/2021 a 07/AUG/2021
Electronic Football	TM	GR	ER

TM – Technical Meeting / GR – Group Round / ER – Elimination Rounds

4. THE DISPUTE SYSTEM:

4.1. Online Stage:

4.1.1. Group Phase: Round trip, with the aggregated score of the two games determining the winner of the Online Phase.

- a) Foursquare best-of-2 (BO-2):
- b) Points system, all against all in a single shift.
- c) Classified (two) student-athletes per group.
- d) The ranking of the score table will be determined by the following system:

Mode	Points
Winner	3 Pts
A tie	1 Pt
Loser	0 Pt

e) All players will be distributed through a random draw on the platform, filling 8 groups, each containing 6 student-athletes, and two student-athletes from the same country may not be part of the same group .;

f) The student-athletes must alternate who will be the host of the server in the first leg and in the return leg;





g) The group stage will be concluded after 5 rounds, of which the two best classifieds from each group will proceed to the Elimination Phase.

**TABLE 1 - Group Stage**

Date Phase

From 07/JUN/2021 to 12/JUN/2021 First Round

From 15 al 20/JUN/2021 Second Round

From 23 al 27/JUN/2021 Third Round

From 30/JUN al 04/JUL/2021 Fourth Round

From 07 al 11/JUL/2021 Fifth Round

4.1.2. Elimination Round: Round and Round, with the aggregated score of the two games determining the winner of the Online Round;

a) All matches will be distributed through a random draw by the platform, however, obeying the system that the first placed of each group, face the second placed.

b) The student-athletes must alternate who will be the host of the server in the first match and in the return match;

c) The elimination phase will be divided into: Round of 8, Quarterfinals, Semifinals and Finals.

**TABLE 2 - Elimination Phase**

Date Phase

From 14 to 16/JUL/2021 Round of 8

From 21 to 23/JUL/2021 Quarterfinals

From 26 to 30/JUL/2021 Semifinals

From 2 to 06/AUG/2021 Finals

Draws:

4.1.3. The following tiebreaker criteria will be taken into account, in order:

a) Best goal difference (in the match);

b) Greater number of goals scored at the opponent's home (in the confrontation);

c) Best campaign (total points);

d) 3rd game with Golden Goal (player with the best campaign will host);

e) Draw;

**5. GAME CONDITIONS:**

5.1. The following game conditions will be used:

5.1.1. Duration of each time: 6 (six) minutes;

5.1.2. Controls: Any;

5.1.3. Speed: Normal;





- 5.1.4. Cast Type: Online;
- 5.1.5. Camera: TV broadcast;
- 5.1.6. Volume Definitions: Standard;
- 5.1.7. Narration: Disabled;

- 5.2. Matches must be performed using the standard teams in the game, with clubs and selections being selected. Any manual changes to the teams' settings can lead to punishments;
- 5.3. Student-athletes must record all matches using the console's built-in recording device or an external device. Recordings must be saved and made available for upload.
- 5.4. The student-athletes must agree on the departure time to be carried out according to the schedule for each phase / round;
- 5.5. During the interval between the 1st and 2nd half, every player has the right of up to 5 minutes to restart that game;
- 5.6. In cases of disconnection from the match, due to a power failure, network problem or any adverse factor that prevents the game from continuing, the affected player must inform the organizing committee and his opponent of the problem and request a restart of the game;
- 5.7. The student-athlete must provide a printout with the score and playing time until the moment of disconnection. Players in a situation of restarted games must play considering the remaining time of the clock and the goals scored before the fall;
- 5.8. It will be more difficult to make decisions regarding post-match disputes, so it is recommended that any problem be presented during the match and not after the match. An arbitrator's decision is final and sovereign;
- 5.9. The student athletes must, after the end of any game, report the result on the tournament platform, providing a printout of the final score of the round trip game. The match report must always be posted by the winner of the match.

6. W.O'S AND DECLASSIFICATIONS:

- 6.1. The student-athletes must be in the game lobby at the time defined by the organization. Players are entitled to a maximum of 15 minutes delay;
- 6.2. A student-athlete affected by disconnection will have 20 minutes to resume the match before taking a W.O;
- 6.3. The student-athlete who is not present in the stipulated time for a match will get a W.O and the opponent will win the match by the score of 3 to 0;
- 6.4. The following criteria are validated for the validation of W.Os:
  - 6.4.1. Absence of the player in the lobby within the allotted time;
  - 6.4.2. Absence of response from the player in the Discord and official groups;
  - 6.4.3. Absence of match reports after the match is completed;
- 6.5. In cases where both student-athletes do not show up for their confrontation, for whatever reason, the double W.O. A double W. Eliminates both student-athletes from the competition;





- 6.6. Students-athletes who forget to report their results on the tournament platform will receive a W.O (not complying with the recommendations in 5.10.). Your opponent who was once defeated advances to the next stage;
- 6.7. A student-athlete is subject to disqualification if he fails to comply with any condition contained in this regulation;
- 6.8. Intentional disconnections: If the student-athlete has no reason or reason to disconnect from a game in progress;
- 6.9. The use of cheats, bugs, glitches and / or any program provided by third parties to cheat is prohibited, under penalty of disqualification of the player;
- 6.10. Account sharing: Playing on another player's account or soliciting, inducing, encouraging someone to play on another player's account;
- 6.11. Result Combination: Any agreement between two or more players that aims to manipulate and / or interfere with the progress of the event;
- 6.12. Gifts: No student-athlete may accept gifts, rewards or compensation for services promised, provided or to be provided in connection with the competition, including service related to defeating or attempting to defeat an opposing team or services designated as "delivering", or arrange a match;
- 6.13. Deception: Presenting false evidence or lying to the Arbitrators;
- 6.14. Insinuations: Questioning the nature or honesty of any of the tournament participants without proving it;

**7. DISCIPLINARY PROCEDURES:**

**7.1. Punishments:**

- 7.1.1. Any act of bad faith;
- 7.1.2. Lack of commitment to the matches;
- 7.1.3. Lack of sports ethics;
- 7.1.4. Verbal aggressions;
- 7.1.5. Irrational insertions in order to disrupt the tournament environment;
- 7.1.6. Poor connection, which makes it difficult and / or impossible to carry out the matches;
- 7.1.7. All cases will always be analyzed by the league operators and must always contain evidence to prove the irregularities;

7.2. It is up to the organization to interpret and judge any standard described in this regulation. Omitted cases will be resolved by the coordination of the modality, with the consent of the General Directorate, and these resolutions may not contradict the General Regulation.

**IMAGE RIGHTS**

By registering for our championships, all participants, whether they are professional players or not, automatically for free and with full rights, expressly and irrevocably and irreversibly, authorize: The free and free use of any charge or charge of their name, your image and your voice in photos, files and / or digital media or not, as well as in posters, banners, films and / or spots, jingles and / or vignettes, in any type of media and / or promotional pieces, that include television, radio, newspapers, posters, banners, direct





mail, the Internet. In other words, tangible or intangible assets, for the wide dissemination of the championship.

The authorization described above does not imply or entail any obligation of disclosure or payment, and the winner also agrees, upon receiving the prize, to sign any instrument in this regard, whenever requested by the company organizing the championship. The winners agree to authorize the use of their images, voice sounds and names, on TV, movies, videos, photos and posters, advertisements in newspapers and magazines, for an indefinite period, for the dissemination of prizes or participation in our tournaments, as well as the use of the data contained in the registry to communicate future promotional actions, without any burden for the organization of the competition.

#### GENERAL TERMS

The Organizing Committee reserves the right to modify all or part of the terms and conditions of this Instrument, and must: inform participants of any changes with due notification through the Organizer's website;

