

# FISU AMERICA ELETRONIC FOOTBALL 2022

## SPECIFIC REGULATIONS OF ELECTRONIC FOOTBALL FISU AMERICA eSPORTS

1. The Electronic Football competition will be carried out in accordance with these Regulations. All student-athletes should be aware of the rules, schedule, 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 forth in these regulations.

### GENERAL RULES

#### 2. STUDENT ATHLETES SHOULD:

- 2.1. Comply with the eligibility criteria established in the General Regulations of the Tournament;
- 2.2. Have a valid Battlefy account for the online qualifier;
- 2.3. Accept the terms, and agree to be present on the days and times of the games established by the Organization, being subject to sanction in the event 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 sanction in cases of non-compliance with the rules, misbehavior, 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. FISU America eSports will take place entirely online;
- 2.7. It is the responsibility of the student-athlete / team to know the conditions of participation described in the General Regulations of the event;
- 2.8. FISU AMERICA ELETRONIC FOOTBALL 2021 will include the following formats:
  - 2.8.1. Women's Singles;
  - 2.8.2. Men's singles.
- 2.9. The game used will be FIFA 22 PS4 and PS5 Edition;
- 2.10. The platform comprises the operating systems for Playstation 4. Student-athletes must add their opponents to PlayStation Network (PSN). It will be possible to find your identification, 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 the information, results and classifications pertinent to the event / modality must be consulted in the Technical Bulletins of the competition, as well as on the official Discord platform and / or WhatsApp of the competition;

2.13. It is the responsibility of the players to make 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. STAGES OF THE COMPETITION:**

3.1. The Electronic Football 2022 competition will be held in the female and male gender. Each country can register 2 players per gender.;

**REGISTRATION PERIOD**

- **From July 01 to 22, 2022**

REGISTRATION: The registration will be made using the sheet model that will be sent by the FISU America secretariat.

✓ **GENERAL TECHNICAL MEETING (GMT -3): July 31, 2022 at 8:00 PM (GMT -3)**

3.2. The competition will take place in 2 stages: Group Round and Elimination Round

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

FISU AMERICA eSports				
On-line Mode	Jul 31	Aug 1 to 6	Aug 7 to 13	Aug 14 to 20
Eletronic Football	TM	GR	GR	GR

On-line Mode	AUG 21 TO 27	Aug 28 to Sep 3	Sep 4 to 10	Sep 16
Eletronic Football	ER	ER	ER	FINALS

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

**4. THE DISPUTE SYSTEM:**

4.1. Online stage:

4.1.1. Group stage: round trip, with the total score of the two games determining the winner of the online stage.

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

**Mode Points:**

**Winner - 3 Points**

**A tie - 1 Pt**

**Loss - 0 Points**

- e) All the players will be distributed through a random draw on the platform, filling 8 groups, each with 6 student-athletes, and two student-athletes from the same country cannot be part of the same group.
- f) Student-athletes must alternate who will host the server in the round trip;
- g) The group stage will conclude after 5 rounds, of which the top two ranked in each group will advance to the Knockout Stage.

**TABLE 1 - Group stage**

**Date phase**

**From 01 to 06/AUG/2022 First Round**

**From 07 to 13/AUG/2022 Second Round**

**From 14 to 20/AUG/2022 Third Round**

4.1.2. Elimination round: Round and Round, with the total score of the two games determining the winner of the online round;

- a) All the matches will be distributed through a random draw by the platform, however, obeying the system that the first classified of each group faces the second classified.
- b) Student-athletes must alternate who will host the server in the first match and in the second leg;
- c) The elimination phase will be divided into: round of 16, quarter-finals, semi-finals and finals.

**TABLE 2 - Elimination phase**

**Date phase**

**From 21 to 27/AUG/2022 Round of 16**

**From 28 to 03/SEP/2022 Round of 8**

**From 04 to 10/SEP/2022 Semifinals**

**16/SEP/2022 Finals**

Draws:

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

- a) Best campaign (total points);
- b) Best goal difference (in the match);
- c) Greater number of goals scored at the opponent's home (in the match);
- d) 3rd game with Golden Goal (the player with the best campaign will be the 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. Delivery Type: Online;
- 5.1.5. Camera: TV broadcast;
- 5.1.6. Volume Definitions: Standard;
- 5.1.7. Narration: disabled;

5.2. Matches must be played using the standard teams in the game, with selected clubs and national teams. Any manual changes to equipment settings may result in penalties;

5.3. Student-athletes must record all games using the console's built-in recording device or an external device. The recordings must be saved and available for upload.

5.4. The student-athletes must agree on the start time to be carried out according to the schedule of each phase / round;

5.5. During the interval between the 1st and 2nd half, each player is entitled up to 5 minutes to restart that game;

5.6. In cases of match disconnection, due to 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 the restart of the game;

5.7. The student-athlete must provide a printout of the score and playing time up to the time of disconnection. Players in a restarted match situation must play considering the time remaining on the clock and the goals scored before the fall;

5.8. Post-match disputes will be more difficult to make decisions on, so it is recommended that any issues arise during the match and not after the match. An arbitrator's decision is final and sovereign;

5.9. Student athletes must, after the end of any game, report the result on the tournament platform, providing a printout of the final game score back and forth. The match report must always be published by the winner of the match.

## 6. W.O'S AND DISCLASSIFICATIONS:

- 6.1. Student-athletes must be in the game lobby at the time defined by the organization. Players are entitled to a maximum delay of 15 minutes;
- 6.2. A student-athlete affected by the disconnection will have 20 minutes to resume play 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 W.Os validation:
    - 6.4.1. Player's absence in the lobby within the allotted time;
    - 6.4.2. No player response in Discord and official groups;
    - 6.4.3. No match reports after the match is over;
- 6.5. In cases where both student-athletes do not show up for their matchup, for whatever reason, the double W.O. A double W. Eliminates both student-athletes from the competition;
- 6.6. Student-athletes who forget to report their results on the tournament platform will receive a W.O (does not meet the recommendations in 5.10.). Your once defeated opponent advances to the next stage;
- 6.7. A student-athlete is subject to disqualification if he does not comply with any condition contained in these regulations;
- 6.8. Intentional Disconnects – If the student-athlete has no cause or reason to disconnect from a game in progress;
- 6.9. The use of cheats, bugs, glitches and/or any programs provided by third parties to cheat is prohibited, under penalty of player disqualification;
- 6.10. Account sharing: playing on another player's account or soliciting, inducing, encouraging someone to play on another player's account;
- 6.11. Combination of results: any agreement between two or more players that is intended 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 "delivery," or organize a match;
- 6.13. Deception: Presenting false evidence or lying to the referees;
- 6.14. Insinuations: Questioning the nature or honesty of any of the tournament participants without proving it;

## 7. DISCIPLINARY PROCEDURES:

### 7.1. Penalties:

- 7.1.1. Any act of bad faith;
- 7.1.2. Lack of commitment to the parties;
- 7.1.3. Lack of sports ethics;

- 7.1.4. Verbal aggressions;
- 7.1.5. Irrational inserts to alter the tournament environment;
- 7.1.6. Bad 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 wrongdoing;

7.2. It is up to the organization to interpret and judge any standard described in these regulations.

7.3. The omitted cases will be resolved through the coordination of the modality, with the consent of the General Directorate, and these resolutions may not contradict the General Regulations.

## IMAGE RIGHTS

By registering for our championships, all participants, whether professional players or not, automatically free of charge and with full rights, expressly and irrevocably and irreversibly, authorize: The free and free use of any charge or position in their name, their 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, including television, radio, newspapers, posters, banners, direct mail, Internet. That is, 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 undertakes, upon receiving the prize, to sign any instrument in this regard, whenever requested by the organizing company of the championship. The winners agree to authorize the use of their images, sounds of voice and names, on TV, movies, videos, photos and posters, advertisements in newspapers and magazines, indefinitely, for the dissemination of prizes or participation in our tournaments, as well as the use of the data contained in the registration to communicate future promotional actions, without any type of burden for the organization of the contest.

## GENERAL TERMS

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