

FIFA 20

Platform: Playstation 4

Maximum Competitors: 64

Entry Fee: \$10 entry fee per player

Prizes: Payout based on # of entries; 70/20/10% prize split

GENERAL RULES

Match Type: 1v1 (Round Robin/Single Elimination)

Round 1 is 4 Team Round Robin; All other rounds are Single Elimination

Difficulty Level: World Class

Half Length: 6 minutes

Stadium Settings

Stadium: FEWC Stadium

Season: Fall/Autumn

Time of Day: Night

Pitch Wear: None

Additional Rules

HUD: Player Name & Indicator

Player Indicator: Player Name

Time/Score Display: On

Radar: 2D

Gamertag Indicator: Off

Scrolling Line Ups: Off

Commentary Volume: 0

Stadium Ambience: 8

Music Volume: 0

CAMERA SETTINGS AT LIVE EVENTS

The following Single Player Camera settings are disallowed:

Pro

End to End

Dynamic

CONSUMABLE RESTRICTIONS FOR ALL EVENTS

Competitors will be limited in which consumables they can use for their squad. Changes to consumables restrictions may be announced one week prior to the start of each Live Event. Competitors will be allowed to use the following consumable types:

Contract Consumables

Position Change Consumables

Healing Consumables

Chemistry Style Consumables

Manager League Consumables
Fitness Consumables

Competitors will not be allowed to use the following consumable types:
Training Consumables

Tournament Match Play Rules

1. **Choosing Sides:** When both players are at the game console, they must come to an agreement which side of the machine they will play on (who will sit on 1p and who will sit on 2p). If an agreement cannot be reached, a game of rock-paper-scissors will determine who gets to pick their side.

2. **Choosing Teams:** There are 3 methods for choosing teams: Standard Selection and Double Blind Selection. If the players do not discuss the method of team selection, it should be understood that the Standard method is being used. If the players cannot come to an agreement on the method of team selection, the judge will apply the double blind method.
 - Standard Selection: Both players choose their teams whenever they want. This is a free for all. Players pick who they want and go. Once either player chooses a team, neither is allowed to request that the Double Blind Selection method be used.
 - Double Blind Selection: Either player must explicitly ask for the Double Blind Selection method before either player chooses a team. When a player request Double Blind, the player on the left side (1p) decides which team they will choose and whispers his or her selection to the Tournament Organizer. The Tournament Organizer then signals the player on the right (2p) to pick his or her team. Once the player on the right (2p) has finished, the Tournament Organizer makes sure the player on the left (1p) sticks to his or her original choice.

3. **Playing the Match:** Once sides and teams have been chosen, the players should begin the first Game in the Match. The following rules go into effect once a Game ends:
 - The Match is over when either player wins the required number of games.
 - Once a player has won the required number of games, the winner of the Match should report the result to the Tournament Organizer.
 - The player who won the game does not have the option of switching sides. He or she must stay on the same side if the loser does not want to switch.
 - The player who won the last Game is required to keep the same team.
 - The player who lost the last Game is allowed to choose whatever they wish.