

FIFA 09™

RULES, REGULATIONS, SCHEDULE, GUIDELINES

General

- Competition Method: 1 vs. 1
- Game Mode: International and Club
- Host/client will be announced before the match or decided by coin toss.
- Player changes and strategy changes are limited to 3 times throughout the game. (The changes before the start of first and second half are not included in this count.)
- At the end of each match, players must maintain the final screens and receive the score confirmation from a referee.
- WCG may install third party programs and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data

Stadium Settings

- Stadium: Bay Arena
- Weather: Sunny Day

Game setting precautions

- The abilities of teams and players cannot be modified arbitrarily.
- Graphics and other settings may only be setup through the menu.
- Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each others' settings were different from the official settings.
- Players may modify the devdata.dat file (pad incompatibility cases only).

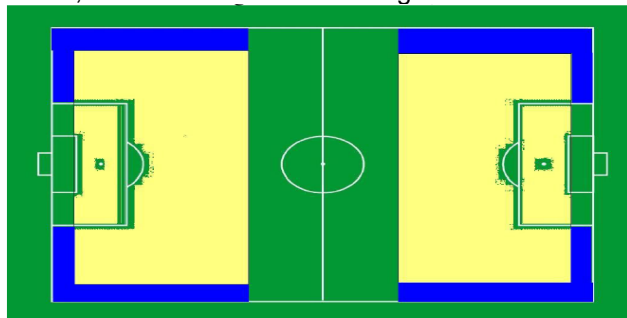
Game Settings

- | | |
|---|---|
| <input type="checkbox"/> Difficulty Level = World Class | <input type="checkbox"/> Time/Score Display = ON |
| <input type="checkbox"/> Keeper Level = World Class | <input type="checkbox"/> Game Speed = Fast |
| <input type="checkbox"/> Half Length = 6 minutes | <input type="checkbox"/> Adidas Live Season = OFF |
| <input type="checkbox"/> Injuries = OFF | <input type="checkbox"/> # of subs = 5 |
| <input type="checkbox"/> Offside = ON | <input type="checkbox"/> Player auto switching = slider all to the left if possible |
| <input type="checkbox"/> Bookings = ON | <input type="checkbox"/> Manual Cross = ON |
| <input type="checkbox"/> Radar = ON | <input type="checkbox"/> Manual Through-ball = ON |
| <input type="checkbox"/> Camera = Any | |

Forbidden moves

Every player must pay extreme attention to the following:

- 1) Players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
- 2) Players are not allowed to shoot the ball directly onto the bar from a corner kick in order to get a chance for a header when the ball rebounds.
- 3) it is not allowed to score a goal from one's own half of the field.
- 4) It is forbidden to make a throw in directly into the opponent's penalty area. Should a player throw the ball directly into the opponent's penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw in into the opponent's penalty area shall be disallowed.
- 5) If a player changes his tactics, formation or line-up he has to kick the ball out of bounds after the changes so that his opponent is able to react.
- 6) If a player is found to be intentionally delaying the game time by passing the ball around, he may be given a warning or lose by default at the referee's discretion.
- 7) Prior to any changes in one's team, the player that wants to change must be in possession of the ball and be in his own half before they pause the game.
- 8) Longballs (Q+A, Q+W, etc...) are allowed in specific cases. To understand when a longball is allowed or not, have a look at the following



- Longballs are allowed when done from inside a green area or when you are in your own half of the field.
- Longballs are forbidden when taken from your yellow/blue area and are directed into your opponents yellow/blue area.

- In any case, a goal scored due to the use of a “forbidden move” shall be disallowed.
- Should a player persist in playing with forbidden moves, he may be disqualified from the tournament.
- All complaints shall be dealt with after the match has been completed.

Disconnections

- Should a disconnection occur:
 - 1) A referee will confirm the exact score to that point (even if the ball is about to cross the goal line, the goal shall not count), and restart the match.
 - 2) A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
 - 3) Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.
 - 4) If the disconnection occurs after a corner kick was awarded to a player, the match will resume with a corner kick for that same player.
- Intentional disconnection: Upon judgment by the referee, any offending player will be charged with a loss and a possible disqualification from the tournament.

Penalty for unfair play

- 1) Use of any cheat program
 - 2) Intentional disconnection
 - 3) Use of any settings exceeding the standard and permitted settings
 - 4) Any unnecessary chatting during the match.
 - 5) If a referee decides that external people are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee’s sole discretion.
- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
 - During the course of any match, the operations staff and/or referee may determine other actions to embody unfair play at any time.

Reporting issues and details

- A participant has to report at the Venue with respect to the scheduled time table.
 - No participant shall be allowed to participate if he/she does not report to the organizing authority within their reporting time
 - A participant will be informed about the exact time of their match when they report.
 - A participant might have to wait for a maximum of 2 hours before his/her round begins.
 - If a participant is found missing before the round then the opponent shall be awarded a walkover to the next round.
 - No participant shall be allowed to participate in a round after the round begins.
- Winners of Round 1 shall be informed about their next schedule at the venue after their match.

Schedule

13 th August							13 th August						
	ID Number					Time		ID Number					Time
From	FIFA	001	to	FIFA	060	9:30 AM	From	FIFA	481	to	FIFA	540	5:00 PM
From	FIFA	61	to	FIFA	120	9:30 AM	From	FIFA	541	to	FIFA	600	6:00 PM
From	FIFA	121	to	FIFA	180	11:00 AM	From	FIFA	601	to	FIFA	660	7:00 PM
From	FIFA	181	to	FIFA	240	12:00 PM							
From	FIFA	241	to	FIFA	300	1:00 PM							
From	FIFA	301	to	FIFA	360	2:00 PM							
From	FIFA	361	to	FIFA	420	3:00 PM							
From	FIFA	421	to	FIFA	480	4:00 PM							

General Code of Conduct

1. Gamers must switch off their cell-phones, PDA, Other communication devices before each gameplay.
2. Games are played in PC keyboards; other controllers (Wheels/Joysticks/Gamepads) are allowed only after approval by the organizers.
3. Food and drinks is prohibited during gameplay (except for chewing gums and breath fresheners etc.).
4. Smoking is prohibited in the gaming zone.
5. Players must need written permission from F1 IT to promote any sponsor at the venue premises.
6. FI Management Ltd., holds the right to change any rules anytime.
7. AGAIN A REFEREE’S DECISION HAS TO BE ACCEPTED BY THE PARTICIPANTS AND NO ARGUMENTS SHALL BE ACCEPTED.
8. Only USB Pen-Drive is allowed for copying setup files of GamePads. (NO CD-ROM Drive available).

NOTE:-

Please bring your personal Headphones since NO HEADPHONES shall be provided during the event. **ONLY USB** Keyboards, Mouse or Gamepads shall be allowed to be connected. **NO PS2** Keyboards or Mouse shall be connected.