

# KU GAMING CONTEST-2015

## FIFA-2014

### General rules:

1. All the participants have to read and understand the rules.
2. Game version: **FIFA-2014**
3. Play Type: **1 vs 1**. Matches will be played in a **single** computer.
4. If it is a keyboard vs keyboard player game then the match will be played **online**.
5. The matches will be played by **knockout** system.
6. There will be a match for deciding **third place**.
7. Players will have 10 minutes to set up personal equipment with referee's notification , except for the delays caused by broadcasting or technical issues.
8. Warning will be given for overtime, and if the player is found to be delaying the match for **non-technical** reasons, the referee may declare the match forfeit .

9. The team's and player's **ability** can't be modified. If anyone modifies his team or players ability he/she will be disqualified.
10. If any player closes the victory or defeat screen without the replay being saved by a referee, that may result in a default loss.
11. Player changes and strategy changes can only be made before starting a match and whenever the ball is out for a **throw-in** or **goalkick and in half-time**. The changes should be made before throwing-in or goalkicking. The changes can also be made on player's mutual understanding.
12. If a match ends as a draw there will be no extra time. And **Penalty-shootout** will decide the result.
13. Matches will be played in a **neutral** venue. No player will get the home advantage in a match.
14. All players must bring their own **gaming gadgets**. No gadgets will be provided by the committee.
15. **Organizing committee holds the right to change the rules at any time and their decision is final.**

#### Game Settings:

1. Team : International or club.
2. Match length:  $(5+5)=10$  mins
3. Final Match Length:  $(6+6)=12$  mins
4. Difficulty Level: Legendary
5. Handball: Off
6. Defending: Tactical defending

