



**FOOTBALL
SOUTH
AUSTRALIA
E-SERIES**

FOOTBALL SA COMPETITION OPERATING REGULATIONS

Specific to E-Series Knockout Competition

Implemented

April 2020

TABLE OF CONTENTS

	Page
Competition Format	3
Fixturing	3
Equipment	4
Match Setting	4
Match Documentation	4
Livestreaming	5
Discipline	5

1. COMPETITION FORMAT

- (1) The competition will be run in two divisions, one for each platform. They will be the PlayStation 4 Division and the Xbox One Division and will be conducted on FIFA 20.
- (2) The tournament will be an elimination tournament with the draw to be conducted by Football SA.
- (3) A draw will be conducted to determine fixtures for each round.
- (4) The number of rounds and the number of byes will be determined on the number of participants that register to the competition.

2. REGISTRATION

- (1) Each participant is required to register with Football SA on the provided form by the stipulated date providing the following information:
 - i. Full Name
 - ii. Date of Birth
 - iii. Email (same email used for SportsTG account)
 - iv. Phone Number
 - v. User ID (Xbox Gamertag / PSN ID)
 - vi. Console (Xbox One/PlayStation 4)
 - vii. Club (if registered with a current Football SA club)
- (2) Each participant is required to have an active account on SportsTG to participate in the E-Series.

3. FIXTURING

- (1) Following the release of the draw, participants will have 48 hours to complete their assigned match.
- (2) Participants will be required to add their opponent as a PSN or Xbox Gamer friend. The match must be completed within 48 hours of the fixture being released. Participants are to liaise with each other to organise a mutually agreed time in which to complete the match within the allocated timeframe. This is to be conducted through the consoles online messaging system.
- (3) If a match is not completed within the time limit, then the result will be recorded as a forfeit for both teams unless:
 - a. The failure to complete the match is not the fault of one competitor in which case a forfeit will be entered for the other team; or
 - b. The failure to complete the match is not the fault of both competitors in which case Football SA may provide an extension of time in order to complete the match.
- (4) Football SA will set a date and time for the match to take place from the Quarter Final onwards to allow for a scheduled broadcast of the match.

4. EQUIPMENT

- (1) Each participant is responsible for ensuring that they have access to the required equipment to enter the tournament. Equipment required includes:
 - i. Xbox One or PlayStation 4 and online subscription
 - ii. FIFA 20
 - iii. Internet Connection
- (2) Football SA will not provide any of the required equipment and is not responsible for damage or internet charges.

5. MATCH SETTING

- (1) The settings for each match are required to be as follows:
 - i. Game Mode: Friendly
 - ii. Match Length: 6 Minute Halves
 - iii. Difficulty: World Class
 - iv. Game Speed: Normal
 - v. Injuries: On
 - vi. Offside: On
 - vii. Handball: Off
 - viii. Microphone: Off/Mute
- (2) In the event of a draw, Extra Time and then Penalties will decide the winner.
- (3) Participants may select any club or national team for their match and may choose a different team for each match. For clarity, a club team means a club side that competes in any country's league.
- (4) Participants cannot select FIFA 20 generated squads (e.g. Classic XI). Any participant that selects a FIFA 20 generated squad will have their match forfeited.

6. MATCH DOCUMENTATION

- (1) At the completion of each match, both players must submit a screenshot or photograph of the result to the link provided within 30 minutes of the match being completed.
- (2) At the completion of each match, the winner is required to submit the final score to SportsTG within 30 minutes of the match being completed.
- (3) A results form submitted without the picture referred to in clause 1 will not be accepted.
- (4) If one participant does not submit their match result by the deadline, but the other does, the submitted result will be recorded.

- (5) If no result is submitted, Football SA will deem the match not played and a forfeit result will be applied as per Rule 2.
- (6) Football SA may take whatever action it deems necessary if there is a dispute about the result.

7. LIVESTREAMING

- (1) Approval must be sought by Football SA prior to livestreaming any match.
- (2) If matches are Livestreamed, they will be livestreamed to one or multiple Football SA Twitch, YouTube or Facebook accounts. Details will be provided to the participants if approved.
- (3) If matches are Livestreamed, the title of the stream must be Football SA E-Series *[User ID] v [User ID]*.
- (4) Football SA may livestream all matches from the Quarter Final onwards.

8. DISCIPLINE

- (1) All participants are to be aware that the Football SA Code of Conduct and the Disciplinary and Grievance Regulations apply to this competition.
- (2) Football SA will act if it has reason to believe that any conduct bringing the competition into disrepute has occurred.