FIFA Soccer 11

World Cyber Games 2011 Grand Final – Busan, Korea

- **Game Version: FIFA Soccer 11 for PC**
- **Operation System: Windows 7**
- **Monitor: 19" LED Monitor (Model Name: Samsung Monitor CX943B)**
- **WCG recommends players to bring their own mouse, keyboard headphone and any other peripheral to simulate their own best playing environment.**
- **WCG will provide mice, keyboards and headphones with at least 30 minute notice. No mouse pads will be available, so please bring your own.**
- **WCG will not be responsible for performance issues related to peripherals.**
- **Players are not allowed to have personal electronic devices (mobile phones, pagers, radios, MP3 players, etc.) in the tournament area or on stage. If the device is not for communication but just a personal electronic device, the player may be allowed to keep the device upon the referee's preliminary confirmation that it is not considered harmful to the tournament. Players found to have unauthorized personal electronic device within the tournament area or on stage may be penalized with warning or forfeiture.**
- **Players must set up personal equipment within 10 minutes of the referee's notification for set up, except for the delays caused by broadcasting or technical issues. A warning may 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.**
- **WCG will not provide personal practice areas at the WCG 2011 Grand Final.**

- **ESRB Rating: Everyone (Age +6)**

  - Anyone born after Dec.8th, 2005 will not be allowed entry to the GF.

- **General provisions**

  - Competition Method: 1 vs. 1
  - Game Mode : EASO
  - Arriving late for a scheduled match may result in a forfeit at the discretion of the Chief Referee.
  - At the end of each match, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results and save the replay. Closing the victory/defeat screen without the replay being saved by a referee may result in a default loss.
  - WCG reserves the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
  - Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.)
  - The "FIFA 11" tournament shall consist of two parts:

    1) Group stage: a round-robin consisting of one match against each group opponent;

    2) Knockout stage: single elimination (best 2 out of 3 games).

- **Group stage**

  - The draw result for the WCG 2011 Grand Final groups will be announced on Nov. 23th, 2011 via the WCG website.
  - The Map rotation will be announced on Nov, 25th, 2011 via the WCG website.
  - Team selection: National and Club teams may be selected by the players. The players are allowed to choose the same team.
  - The host and client for each match will be decided by a coin toss**.** The coin must be tossed by the referee.
  - In the group stage of the tournament, each player plays one match against each of the other players in the same group (round robin), with three points for a win, one point for a draw and zero points for a loss.
  - The ranking in each group is determined as follows:

    a) greater number of points obtained in all the group matches;

b) greater number of points obtained in the group match (or matches) between the players concerned in the tiebreaker;

c) better goal difference resulting from the group match (or matches) between the players concerned in the tiebreaker. The “goal difference” is the result of the goals scored minus the goals against. A “better goal difference” means a higher value goal difference (e.g., zero is better than -1, +4 is better than -5).

- Should only two players be tied in their group after applying the above-mentioned rules, a single game rematch shall take place. If, after 90 minutes, the rematch ends in a draw, two extra time periods of 15 minutes each shall be played. If the score remains tied after extra time, penalty kicks, in accordance with the game’s procedure, shall be taken to determine the winner.
- Should three or more players be tied in their group after applying the round-robin ranking rules, another round-robin group (“tiebreaker group”) shall be played among the players concerned.

  Ranking in the “tiebreaker group” shall be determined as follows:

  a) greater number of points obtained in all the “tiebreaker group” matches;

  b) greater number of points obtained in the “tiebreaker group” match (or matches) between the players concerned;

  c) better goal difference resulting from the “tiebreaker group” match (or matches) between the players concerned;

  d) greater number of goals scored in the “tiebreaker group” match (or matches) between the players concerned;

  e) better goal difference in all the “tiebreaker group” matches;

  f) greater number of goals scored in all the “tiebreaker group” matches;

  g) random selection of the qualified player(s) by the WCG Organizing Committee.
- The two players coming first and second in each group qualify for the knockout stage.

❑ **Knockout stage**

- The knockout stage of the tournament shall consist of a single elimination tournament. The first player to win two out of three games wins the match.
- If, after 90 minutes, the game ends in a draw, two extra time periods of 15 minutes each shall be played. If the score remains tied after extra time, penalty kicks, in accordance with the game’s procedure, shall be taken to determine the winner.

- Team selection: National and Club teams may be selected by the players.
- The host and client for each match will be decided by a coin toss. The coin will be tossed by referee.

❑ **Game settings precautions**

- The officially licensed FIFA Soccer 11 product must be used with all its official updates.
- The teams' and players' abilities cannot be modified arbitrarily.
- 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.

❑ **Game Settings**

- Custom Formations: NOT allowed
- Custom Tactics: Allowed
- Custom Corners: NOT allowed
- Half Length: 6 minutes
- Difficulty level: World Class (default in EASO)
- Game Speed: Normal
- Multiplayer Camera: Any (unless a specific camera angle must be used for stage matches). If the players cannot agree on which camera angle to use, a referee shall decide it for them.
- Injuries: Off
- Offsides: On
- Bookings: On
- Subs On Bench: 7
- Radar: 2D
- Time/Score Display = ON

❑ **Controller settings**

- crosses: AUTOMATIC
- Players are allowed to choose any controller settings they prefer apart from the Crosses setting.

- **Forbidden moves**
  - The following rules must be observed:
    1) the players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
    2) the players are not allowed to shoot the ball directly onto the crossbar 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 will not be counted.
    5) if a player is found to be intentionally delaying the game time by passing the ball around and clearly not attempting to score, he may be given a warning or lose by default at the referee's discretion.
  - In any case, a goal scored due to the use of a "forbidden move" shall not be counted.
  - 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**
  - Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.
  - Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.
  - 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.

- **Unfair play**
  - The following actions will be considered unfair play:

    1) the use of any cheat program
    2) an intentional disconnection
    3) the use of any settings exceeding the standard and permitted settings
    4) any "unnecessary chatting" during the match.
       "Unnecessary chatting" means any chatting other than the cases listed below:
       i. greeting messages between the players;
       ii. repeat of "P" to request for a pause during a stage match;
       iii. a signal for the loss (i.e.: 'gg', 'GG', or any other message that the referee can use to decide the winner);
       iv. chatting between players that does not violate the unsportsmanlike behavior clause;
       v. any message that the referee can judge as part of the game.
    5) Clearly allowing one's opponent to win a match.
    6) If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) 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.
    7) Unsportsmanlike behavior or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
    8) The use of a program bug that is determined by the board of referees as being unfair.

  - Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.
  - During the course of the Grand Final, the board of referees may determine other actions to embody unfair play.

- **Stage Matches**
  - WCG may designate certain matches to be played on stage. Refusal to play on stage may result in a default loss for the player unwilling to play on stage.

- WCG may request a change of the monitor aspect ratio or resolution for broadcasting purposes.
- Any players playing on stage must wear their nation's uniform or the stage match uniform provided by WCG. Refusal to wear the official stage match uniform may result in a default loss.
- All players must wear the headphones provided by WCG and the game sound volume may only be adjusted only when a referee is present.
- A player may request to pause the game should a problem emerge during a stage match. The referee shall pause the game through the Observer and check the reason for the pause.
- The player may request to pause the game by raising his hand. One must be in possession of the ball and be one's own half before requesting to pause the game.
- The players may not arbitrarily pause the game during a stage match. In case this occurs, depending on the severity of the situation and when the pause occurred, the referee may decide to issue a warning or loss by default decision.
- After reviewing the reason for a pause, if the referee deems the pause unnecessary the referee may decide to issue a warning or loss by default decision.
- If a player disrupts game play through "unnecessary chatting" during a stage match, the player may be given a warning, loss of the match by default, or eliminated from the competition at the referee's discretion. ('Unnecessary Chatting' is defined in the "Unfair play" section of these rules.)

❑ Final provisions

- The above-mentioned rules may be amended in the following cases:
  1) should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game;
  2) should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
  3) should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
  4) should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.