



Esport Adriatic League
The Rulebook
Championship Qualifications Fifa23

Version: 8. 9. 2023.



1. Participation

- a) The participation criterion is "Open for All, " meaning qualifications shall be organized with players regardless of nationality, gender, race, or disability.
- b) The eligible Age for Participation in the Championship competition of this title is 18+
- c) Persons who are not excluded by applicable law, the rules of the tournament organizer, or the host are allowed to participate in the competition.
- d) Tournament officials and tournament staff must refrain from participating in events they actively preside over.

2. Preparation time

Preparation times are the first five (5) minutes before the scheduled start time (unless otherwise specified) and the five (5) minutes between games. Players should utilize this time to ensure they are adequately prepared. During this period, players are required to perform the following tasks:

- a) Log in to your console and start the game.
- b) Check all your equipment, controller battery, and any other necessary hardware, to ensure they are in proper working order.
- c) Refer to the official schedule provided by the EAL (Esport Adriatic League) for information about your opponent and follow the necessary steps outlined by the EAL to initiate a match.
- d) If you need to use any personal hardware that may be required, make sure to communicate this to the tournament organizers before the installation process.

3. Starting time

The round start time is determined by the tournament organizer. The matches will start 10 minutes after the previous game. All tournament officials and players must be ready at their scheduled start time. It is the responsibility of those responsible for the tournament to announce the start times.



4. Number of players

Each match can start only with both players present. In case a participant fails to show up on time, the match will be counted as a no-show.

5. Game of Record (GoR)

A game of record is a game where both players will be recorded by the PS5 operating system. After being promoted to GoR, restarts are only allowed in exceptional cases. A game becomes a GoR when the following conditions are met.

6. Pause/Break/Timeout

In the event of match interruptions due to unforeseen circumstances such as power outages, internet connection failures, or game-breaking bugs that prevent the match from continuing, the match will be restarted, and the remaining time will be played out. The score from the previous game will be manually counted and continued.

Players must immediately pause if ordered to do so by a tournament official. If the game settings allow it, players themselves have the option to pause the game. During breaks or interruptions, players may only leave the match area with official permission.

The maximum break allowed for a pause during a match is 180 seconds. In the event of issues on the EAL side, the EAL has the authority to grant additional pause time by implementing rehosting measures.

7. Tournament format

- a) **Platform:** PlayStation 5
- b) **DLC/Updates:** For the Qualifications the current patch and downloadable content (DLC) available in the country is used for the competitions.



8. Method of matches and structure

- a) Game Format: All matches are played 1V1 in a single elimination knockout system BO1 until the quarterfinals and must be played in "Kick-Off" mode
- b) Playoff format starting at Quarterfinals:

Format:

- The playoff stage will be conducted as a single elimination bracket with a best-of-three (Bo3) series.
- In this, matches conducted as a best-of-three (Bo3) series will be determined by the player that achieves two wins first.

9. Side selection

Side selection is decided by the draw process.

10. Settings

The following game settings for the matches are used:

- Match difficulty Legendary
- Game Speed: 0
- Injuries: OFF
- Half-time minutes: 5 min
- Extra time: ON
- No. Substitutes: 5
- PK: ON
- Formations cannot be altered; only adjustments to instructions and player substitutions are permitted before kickoff and at halftime

Camera and audio settings:

- Camera and audio are predefined and not allowed to change.
- Camera: COOP.



Side selection:

- Home and away positions are decided via seed.
- Permitted Controllers: PS5 Dual Sense.

11. Match obligations

Players who are not ready to play within 10 minutes of the match start time are subject to penalties including a possible match forfeiture.

Players are not permitted to voluntarily forfeit a match without obtaining prior authorization from the EAL Referee. Even with authorization, if the reasons for the forfeit are deemed inexcusable, the player may face additional penalties for their decision to forfeit the match. It is important for players to follow the established protocols and guidelines set forth by the tournament organizers to maintain fairness and integrity in competitive play.

Participants are only allowed to press pause in the game while the ball is out of play, also known as “Dead Ball” status. If participants violate this rule by pausing the game during active play, they may face additional penalties. The referee has the authority to award a goal to the opponent or even declare a win for the opponent because of the violation. This rule is in place to maintain fairness and prevent any unfair advantages that may arise from pausing the game during crucial moments of play.

During a match, each participant is allowed to press the pause button a maximum of ONE time per half, with a total cumulative duration of 60 seconds (1 minute). This rule ensures that participants have limited opportunities to pause the game, preventing excessive interruptions and maintaining the flow of gameplay. It is important for participants to manage their pauses effectively within the given limits to avoid any penalties or infractions.

If a participant receives a red card and runs out of pauses, he can pause for one more time.



12. Cheating

Any cheating, as determined by the tournament organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

13. Exploits & bugs

Exploiting includes, but is not limited to, acts such as bugs/glitches, or any other game feature that not working properly.

Example of exploit: It is forbidden to pass the ball to the goalkeeper using a bug pass (knee -> head-> goalkeeper).

14. Result

The result of a match that is not confirmed by the referee shall not be counted. It is necessary for the referee to sign and validate the match result for it to be considered official and included in the tournament standings or records. The referee's signature serves as an endorsement and verification of the outcome, ensuring accuracy and fairness in the competition.

15. Malfunction

- a) When the game is paused or in case of any malfunctions or bugs, the player shall report it to the referee immediately.
- b) In the situations listed below, the relevant set shall become void, and a rematch of the set shall be conducted:
 - a) In the case of unidentified bugs or unintentional occurrences of bugs.
 - b) When the decision of a win/loss is impossible to decide by the progress of the match.



16. Change of the rules

These regulations apply to the "EAL Qualifications for Adria Championship", and may be altered in the following cases:

- a) Rules are subject to change after the release of new patches;
- b) Upon discovery of other unpredicted factors;
- c) Official referee decision.