FIFA

All standard Intramural Rules apply.

Teams

This league will be in a single player format.

Equipment

All equipment will be provided by the department. Any equipment that is broken or stolen will be charged to the participant.

Game and Settings

FIFA will be played league style, followed by a single elimination tournament. The league will play on Tuesdays, in the Student Recreation Center Game Room, starting at 6pm. Games will be scheduled at specific times for the system that each player registered on for the duration of the regular season. Check the current semester's schedule for the start date.

There will be no grace period for this league. A forfeit will be assessed to a player if they are not present and ready to play at game time.

Settings:

1. Half length: 10 minutes
2. Games will be scheduled in 30-minute time slots.
3. Skill level will be set to World Class.
4. Game sliders cannot be altered.
5. Player fatigue and injuries will be set to on.
6. Game speed and difficulty will remain at the default setting.
7. Referee will be set to random.
8. The time of day will be daytime.
9. The weather will be dry.
10. Games will be played with the default ball.
11. Offsides and handballs will be enforced.
12. All other settings will remain default.
13. Regardless of any agreement between players, games will be played by the rules above unless changes are made by administration.

Team Selection:

Players are permitted to use any club or national team. Players cannot use any special or all time/star teams as well as any custom or altered teams. Participants will not be forced to keep the same team all-season long.

Home team will be chosen by Rock-Paper-Scissors.
Players can only use default formations. Players cannot use custom formations or tactics.

Additional Rules

If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams).

Players wishing to make substitutions or alter free-kick options must wait until the ball is out of play before making any changes. The game should not be paused when the ball is in play.

Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)

Mercy Rule:

If either player gains a lead of 10 goals in the second half, the game is ended with the player leading declared the winner. (Except semi-finals and championship).