**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. Check the current semester's schedule for the start date.

Games will be scheduled at specific times for the system that each player registered on for the duration of the regular season. A tournament will follow the regular season.

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: 6 minutes
2. Games will be scheduled in 30 minute time slots
3. Difficulty level will be set to World Class
4. Game speed will be set to Fast
5. Quick substitutions will be on
6. Game sliders cannot be altered
7. Injuries, and handballs will be set to off
8. Off sides will be set to on
9. Games will be played with the default ball
10. All other settings will remain default
11. 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 may be used 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.
After selecting teams, players are given no more than 2 minutes to manage their team’s formations and/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).