

FIFA

General Rules

- All players must submit results by the deadline
- Participants will compete in a first to 4 points, online friendly
- Games will be played online. Opponents are responsible for scheduling a time to play and submitting results to the Competitive Sports staff.

Teams

- This league will be in a single player format.

Equipment

- Participants are required to have their own equipment (console, controller, & game)

Gameplay

- The following settings will be applied throughout each contest:
 - Players will compete using the “Online Friendly” mode
 - Matches will be first to 4 points
 - In the event of a tie, goal differential will be used as a tiebreaker
 - Half length: 6 minutes
 - Game speed: Normal
 - All other settings will remain default
- Regardless of any agreement between players, games will be played by the rules above unless changes are made by the Coordinator for Competitive Sports
- Team Selection:
 - Players are permitted to use any club or national team from the current season.
 - No special or all time/star teams may be used.
 - No personal players may be used
- Participants are not required to use the same team each matchup

Additional Rules

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