

## [NQ] eFootball™ Rulebook

Latest Update: 15/01/2024

### 1. PARTICIPATION

- A. All participants of the [National Qualifier Name] must be 16+ (Offline IESF events will be 18+) years or older.
- B. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- 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 cannot participate in events that they actively preside over.
- E. Only players with a valid PlayStation Network account - unless officially banned - are allowed to participate in the competition.
- F. All players have to compete on their own PlayStation Network Account. Playing on another player's Steam Account is not allowed

### 2. PREPARATION TIME

Preparation times are the first five (5) minutes before the start time (unless otherwise specified) and the five to ten (5-10) minutes between games. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

1. Log in to your console and start the game.
2. Check all your equipment, internet connection, controller battery, etc.
3. Check the official schedule for your opponent and follow the necessary steps provided by the local organizer to start a match.
4. The use of your hardware that may be required must be communicated to those responsible for the tournament before installation [OFFLINE].
5. Signal to the opposing player that the game is ready to go.
6. Violation of the preparation time will be penalized with a warning which, if repeated, will lead to an increasing penalty such as a default win for the opponent (In BO3, BO5, and BO7 series, the opponent gets a default win only for the first match).

### 3. STARTING TIME

The round start time is determined by the tournament organizer. It is either a fixed time or the end of the previous round (on average end time +10 minutes). At their scheduled start time, all tournament officials and players must be ready. It is the responsibility of those responsible for the tournament to announce the start times.

#### **4. 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:

- A. Both players are loaded into the arena.
- B. Kick-off was done.

#### **5. 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.

Before officially starting the match, all events, such as yellow cards and red cards, must be replicated to ensure the game can resume.

#### **6. LOCAL ORGANIZER**

The Local organizer of the 15th WE Championships National Qualifiers is the local National Federation.

The local national federation has the final say in all protests regarding the WE Championships National Qualifiers.

#### **7. METHOD OF MATCHES**

- A. **Game Format:** All matches must be played in Trial Match, using official partner clubs teams, and uniform overall ratings ( stat. Balancing enabled).
- B. The local national federation sets the qualifier format. All formats have to have a clear winner, who will be representing the nation in the 15th WE Championships.

#### **8. TIEBREAKER IN CASE OF GROUP STAGE**

If several participants have an equal win-loss difference at the end of a group stage, their ranking order will be determined based on the following criteria. Only the matches played between the tied teams will be taken into consideration.

- The head-to-head result, if not applicable.
- Goal difference (in all the games), if not applicable.

- Goals scored.

In the case of a three-way tie or five-way tie, after each resolved tie, the process is repeated for the remaining tied participants.

In exceptional cases, the Referee can rule in a different way to determine the order in an unsolved tie (i.e., coin toss).

## **9. SIDE SELECTION**

Players may mutually agree on who has a home and away team, corresponding to Player 1 and Player 2 respectively. If Players cannot agree, a coin toss will be done to determine who picks their side - for the following games is vice-versa. Deciding the game e.g. last BO3 or BO5 game except for the final will be a coin toss for side selection.

## **10. MATCH SETTINGS**

The following game settings for the matches are used:

- Match Level: Superstar
- Game Speed: 0
- Condition (Home & Away): Normal
- Injuries: OFF
- Match time: 10 min
- Extra time: OFF
- No. Substitutes: 5
- PK: ON (OFF on group stage)
- Ball: eFootball™ 2024
- Cursor type: Player name ( if match on stage or broadcasted )
- Team Selection: Official Partner Clubs (Napoli is not allowed) - same teams are allowed, [https://www.konami.com/efootball/en-us/page/license\\_efootball](https://www.konami.com/efootball/en-us/page/license_efootball)

### **Stadium settings:**

- Stadium: eFootball™ Stadium
- Time: Night
- Season: Winter
- Weather: Fine
- Length of grass: Normal
- Pitch Conditions: Normal

### **Camera and audio settings:**

- Camera Type: Dynamic Wide
- Zoom: 2

- Height: 2
- Directional guide: OFF (Under controller settings)
- Audio mode: eSports

**Match screen settings:**

- Display Radar: Bottom
- Player Name Boxes: ON
- Attack/Defense Level: ON
- Attack/Defense Level Information: ON
- Radar (Home & Away): Strip Color
- Power Gauge: ON
- Stamina Gauge: OFF
- Cursor Display: ON
- Time/Score: ON
- Display Player Names: Opponent's Team: ON
- Set Piece Guides: OFF
- Goal Celebration Prompts: OFF

**Side selection:** Home and away positions are decided via seed.

Permitted Controllers: PS5 DualSense

**11. MATCH OBLIGATIONS**

- A. Players who are not ready to play within 10 minutes of the match start time are subject to penalties including a possible match forfeiture.
- B. Players may not voluntarily forfeit a match without prior authorization from Tournament Organizers and, even with authorization if the grounds behind the forfeit are considered unexcusable, the player will be subject to further penalties for forfeiting.
- C. During an ongoing match, participants are forbidden to cut replay scenes ( For broadcasted matches or stage matches only)
- D. Participants can press pause the game only while the ball is out of play (Deadball status). If participants violate this rule, they are subject to further penalties, the referee can give a goal to the opponent or even give a win to the opponent.
- E. During the match, every participant is permitted to press pause a maximum of 3 times per every half, in a maximum of 180 seconds in total.
- F. If a participant receives a red card and runs out of pauses, he can pause for one more time.

**12. EXPLOITS & BUGS**

Exploiting includes, but is not limited to, 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).

### **13. RESULTS**

- A. For Online matches, after finishing a match, the player must take screenshots of the results and confirm the result with the referee.
- B. The result not confirmed by the referee shall not be counted.

### **14. FORBIDDEN BEHAVIOUR**

- A. If a player commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion.
- B. Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
- C. Every participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.

### **15. MALFUNCTION**

- A. When the console or controller malfunctions, the player shall report it to the referee.
- B. In the situations listed below, the relevant set shall become void, and a rematch of the set shall be conducted.
  - In the case of unidentified bugs or unintentional occurrences of bugs.
  - When the decision of a win/loss is impossible to decide by the progress of the match.

### **16. CHANGE OF RULES**

- A. This regulation applies to **[Tournament Name]**, and may be altered in the following cases:
  - 1. Rules are subject to change after the release of new patches.
  - 2. Upon discovery of other reasonable factors.
  - 3. Official head referee decision.
- B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes are communicated to the participants.