

FIFA eClub World Cup™ 2020 Online Qualification Ruleset

Please be aware that in addition to the below rules, all general rules of the [EA SPORTS FIFA 20 Global Series](#) apply.

Format

- Teams will be made up of two players – one on PlayStation 4 and one on Xbox One
- Players may only play on their registered console and only registered players are allowed to play for the respective team
- Teams will play in a round robin format playing all other teams in their group
- Each player must represent its team for the full duration of the online qualification and final event. Teams may not change players throughout qualification or during the live tournament phase
- After one full round robin, teams will be promoted, relegated, or maintain in one of three tiers of play based on the following exemplary matrix:
 - Tier 1
 - 1st – 6th: Maintain
 - 7th – 9th: Relegated
 - Tier 2
 - 1st – 3rd: Promoted
 - 4th – 6th: Maintain
 - 7th – 9th: Relegated
 - Tier 3
 - 1st – 3rd: Promoted
 - 4th – 9th: Maintain
- Teams will play up to 5 sets of round robin matches with the top teams after the final qualification weekend moving onto the FIFA eClub World 2020 final competition. Following teams will qualify:
 - Europe: The best three teams in each pillar's first tier and the best fourth-placed team (out of all the pillars)
 - All other regions: The two best teams per pillar (or in Tier 1 as the case may be) will qualify for the final.
- Tier 3 will become excluded after week 3, tier 2 after week 4 and the final FIFA eClub World Cup contestants will be determined after the final weekend
- Each match of the online qualifiers consists of two games, one Xbox game and one PlayStation game. The score of each game counts individually.
- A game win counts as three (3) points, a draw one (1) point and a loss zero (0) points.
- A game on either console has to be played over a total of 90 in-game minutes + added time with neither Extra Time nor Penalties, even if drawn after 90 minutes + added time

- In the event of the scores being equal, the final group ranking will be determined in the following order of consideration:
 - Round points
 - Overall season points
 - Goal difference
 - Goals scored
 - Head to head result
 - If all rankings are still tied then tournament administrators will run additional games with the remaining tied teams only to determine final ranking utilizing the same rules above.

Definitions

- Tier - Ranked groups of teams as determined by FIFA eClub World Cup
- Bracket - Tiered teams are placed in a Round Robin Bracket and then separated into groups
- Group - A subset of teams in a particular tier that are placed into Round Robin Sets
- Sets - All Round Robin Rounds in which each team plays all other teams, one team per round
- Round - Results of all matches played by all teams
- Match - The results of 2 legs or games of play
- Game or Leg - 1 single game of play in FIFA 20 played by one player in a team

Schedule

- Seeding Stage
 - The initial tiers, groups, and seeds will be announced on November 22nd, 2019
- Group Stage
 - Teams will play one full round robin per week
 - Matches will take place each week from 7PM to 11PM local time (may vary based on time zone)
 - Week 1: November 26th & 27th **(Tuesday & Wednesday)**
 - Week 2: December 3rd & 4th **(Tuesday & Wednesday)**
 - Week 3: December 10th & 11th **(Tuesday & Wednesday)**
 - Week 4: December 18th & 19th **(Wednesday & Thursday)**
 - Final weekend: December 21st & 22nd **(Saturday & Sunday)**

Gameplay Settings

- The online qualification will be administered by Battlefy (<https://battlefy.com/>), and all participating players will require a Battlefy account to participate
- All players are required to add the accounts listed below to their respective console, prior to beginning any tournament matches. Failure to do so may result in a match loss
- It is the responsibility of the player to ensure that they have the correct accounts added
 - PlayStation 4 Accounts
 - BFY_STAFF_4
 - BFY_STAFF_5

- Xbox One Accounts
 - BFYStaff1
 - BFYStaff2
- You must play your opponent through FIFA Ultimate Team
- Competitors will need to add each other as friends on PSN or XBL, it may take a few minutes for your friends list to update and show up on the FUT Friendly Seasons section
- To do this go to FUT Hub -> Play > Friendlies > Play a Friend
- All games will use FUT Friendlies default settings, including
 - Half Length: 6 Minutes
 - Stadium: FEWC Stadium
 - Tactical Defending Required
 - Pause Rules governed by in-game mechanics
 - Trainer must be turned off
- If a player is playing from outside the region of the competition, the match must be played using the Friendly Competition game mode on a tournament server of the opponent's choosing.
- If both players are playing from outside the region of the competition, the match must be played using the Friendly Competition game mode on a tournament server of the tournament admin's choosing.
- If both players are playing from the same region, the match will be played on a peer to peer connection unless agreed upon otherwise in the tournament platform's chat platform before the game begins.

Squad Building Requirements

- Your squad's overall rating must be 86 or lower as calculated and shown in-game at the start of the match
- Your squad can include up to a maximum of 3 ICONs total, including your subs
- All players on your squad, including your Subs, must have an overall rating of at least 75 each
- You cannot have a player with an overall rating above 86 in your subs
- Loan Players are strictly prohibited.
- All Training items are strictly prohibited
- All FIFA Pro items (99 rated items given to Football Professionals in their own likeness) are strictly prohibited
- You can view this before the game starts and you must check the opponents team before starting the game by doing the following: FUT Hub > Play > Friendlies > Couch Play and choose your friend's squad to view
- Players must use the Squad named during tournament registration
- A player that is found in violation of the squad building requirements will be given a game loss with a 0-3 score or the current score, whichever is a higher differential.

Timing

- Players must be active in their Battlefy match chat and ready to play within 20 minutes of the match schedule time. If an opponent has not arrived within 20 minutes of the scheduled time, players are required to contact an admin by raising a match issue on the match page
- Players must report the final match score by midnight on the final day of that rounds schedule.
- If a match is failed to be reported by the deadline above, the players will receive a formal warning. On the second offense, both players will be awarded a loss and no points given for that match even if it was played. If the match is failed to be reported ahead of the publication of the round robin's final standing, both players will be awarded a loss and no points given for that match even in the case of first-time offense.

Connection Issues

- If and only if in the case of connection issues, players will have at maximum 20 minutes to connect to their opponent and begin playing
- Players who experience connection issues when starting a lobby should swap who invites
- If neither player can successfully invite the other, players must contact tournament admins via the competition chat platform within 15 minutes and BOTH players must restart their internet modem, router (if connected) and console and then attempt again
- If after 20 minutes players cannot get connected then tournament admins will assign a loss to both players and record the incident
- Players who continuously have connection issues will be escalated to the tournament operators for review

Communication

- Players should be available on the competition chat platform and tournament Discord server throughout the event so that they are easily reachable by tournament admins (and should set their nickname in Discord to match their registered in-game name on the tournament platform)
- Players communication outside of Battlefy Match Chat or the Official Discord Chat channels will not be considered for purposes of Administrative Decision making. Admins do not have access to any social channels such as Twitter and messages sent via those channels will not be reviewed as part of administrative decisions
- Players must message their opponent both on the tournament platform and their game console to set up their match

Disputes

- Every game must be recorded from the moment of invite using the built-in recording functions on PlayStation 4 or Xbox One to be used in case of a dispute. Footage must be saved until the end of the tournament
 - PS4 - Double Click the Share button at the beginning of the game and again at the end to record the game

- XB1 - Press the Xbox Button, press the view button then choose Record from now, depending on your settings you may have to record each half of the game
- Players must also screenshot the final score screen of each individual game
- Use the "Report Match" button on the match page in the case of any issue that requires an admin
- If your opponent is breaking a rule set above, you must immediately contact an admin. It is your responsibility to verify that the game settings are correct, you are on the right stadium, they do not have loan players, etc.
- If a game is played beyond the 1st half with incorrect settings before an admin is called, then the game score will stand
- If a player is found breaking the rules above that the admins deem warrant a game loss, then the player will be given a game loss with a 0-3 score or the current score, whichever is a higher differential

Fairplay

- Players are requested to finish all of the games they have started playing
- If a player is found breaking the rule above that the admins deem warrant a game loss, then the player will be given a game loss with a 0-3 score or the current score, whichever is a higher differential
- If a player is found breaking the rule above two times during one full round robin that the admins deem warrant a game loss, then the team will be given a match loss with a 0-3 score or the current score, whichever is a higher differential to both participating players in the same round. (Example: XB1 player breaks the rule in Round 2, PS4 player loses their game in Round 2 regardless of game results)
- If a player is found breaking the rule above after their team have faced a match loss in the same round robin that the admins deem warrant a game loss, then the team will be given an automatic relegation to the next lower tier
- If a player is found breaking the rule above after their team have faced a relegation to the next lower tier that the admins deem warrant a game loss, then the team will be given an automatic disqualification
- For teams and players competing in **North America and Asia and Pacific**, following rules apply:
 - If a player is found breaking the rule above that the admins deem warrant a game loss, then the player will be given a game loss with a 0-3 score or the current score, whichever is a higher differential
 - If a player is found breaking the rule above two times during any round robin round that the admins deem warrant a game loss, then the team will be given a match loss with a 0-3 score or the current score, whichever is a higher differential to both participating players in the same round

- If a player is found breaking the rule above after their team have faced a match loss for any round robin round that the admins deem warrant a game loss, then the team will be given an automatic disqualification from the competition

Teams & Players

- All eSports teams with dedicated EA SPORTS FIFA players are invited to register on eFOOTBALL MANAGEMENT SYSTEM, FIFA's official player registration platform
- The team will be eligible to compete in the online qualification after the registration is approved by FIFA. Therefore, all interested teams have to submit an official registration from the national or local authority in order to proof their eligibility. Registered companies or brands shall upload an excerpt from the (commercial) register or the brand registration of the team. For football clubs the club licensing certificate is adequate
- A team can register unlimited number of players on the eFOOTBALL MANAGEMENT SYSTEM but only two players can be selected for the FIFA eClub World Cup Online Qualification
- If players choose to compete in the FIFA eClub World Cup, such players must represent the same organization in any other EA SPORTS FIFA 20 Global Series event as they do in the FIFA eClub World Cup from November 11th, 2019 to February 29th, 2020. If the Competitor no longer has a relationship with that organization, or wishes to represent a different organization, they must compete as a free agent
- Players may also represent or compete for a different organization in a domestic league if the rules of that domestic league allow it, but such representation would be limited to that domestic league
- A team's group allocation depends on the residency of both players. If players are from two different regions, the team can decide about the region they would like to compete in. If a decision was not being made within 24h after the request, FIFA will allocate the team to the region with the most teams. After the registration is closed the region split will be announced