



karmatek 2017

FIFA 11

INTRODUCTION

No gaming tournament is complete without this title!! **KarmaTek 2017** brings to you a **FIFA 11 tournament** for all the soccer die-hards out there!

GENERAL RULES:

All games will be conducted in FIFA 11, on Computers provided by the organizers.

- Game mode: "KICK OFF"
- Personal controllers of the player will be allowed. Players will be allowed to customize the controls as per his preferences.
- Tournament Format: 1 v 1 (Player-Vs-Player)
- The player has to strictly stick to his/her team chosen in Round 1.
- Participants will be allowed to pause the game to make substitutes thrice with the duration of each pause being 40 seconds (only when he/she has possession of the ball).
- An additional one-minute pause will be given when half time is reached.
- Coin must be tossed to decide which player gets to choose the home or away side.
- In case of a problem at the start of the match, such as confusing squad kits for the players, the match will be restarted only at the organizers discretion.
- Recent online updates in squads will not be accepted.
- In case of a draw, penalty shoot outs will be used to decide the winner.
- The Decision of the Match officiator will be final and binding.
- Re-Entry is only Possible till ALL the Round 1 matches have not been completed.
- The participant will be immediately disqualified if he/she handles the controllers and PCs provided in a manner that causes temporary or

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permanent damage to the equipment. Further he/she will also be responsible for bearing the cost of the repairs required for the equipment.

GENERAL GAME SETTINGS:

- Half Time: 6 Min; 8 Min (Semi's & Finals)
- Injuries: On
- Offside: On
- Handballs: On
- Bookings: On
- Subs on bench: 7
- Condition: Dry/Clear
- Time/Score display: On
- Game Speed: Normal

Disconnections: Any disconnection of the connection between match players due to System, Network, PC and/or Power problems/issues.

- **Intentional:** Upon judgment by the coordinator, any offending player will be charged with a loss by forfeit.
- **Unintentional:** If the disconnection is deemed to be unintentional by the coordinator, the match will be restarted and played for (90 – X) min where X = the time at which point the match in question had faced unforeseen issues. If any player does not agree to a match restart, that player will lose by default.

**Above Rules are subject to change without prior notice, and will be duly notified to each & every participant before the match starts.