

# Campus **Recreation**

**University of South Carolina Student Life**

## **FIFA Tournament**

**\*\*Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures\*\***

### **General Information**

- Players should arrive 15 minutes before the tournament to check-in with the supervisor.
- All participants must display a valid Carolina Card before the tournament in order to play.
- You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- **All games will be played in either the STWFC Boardroom or the STWFC Wet Classroom**

### **Defaults**

- Players entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament. If a player does not default in time, they will be assessed a **\$25 forfeit fee** on DSE.
- The USC Sport Programs Office can be reached:
  - By email at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu)
  - By phone at 803.576.9387
  - In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

### **Forfeits**

- Players entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee** on DSE.

### **Sportsmanship**

- Each player will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, on-site supervisor following each round matchup.

### **Equipment**

- PS5 consoles, controllers and games will be provided by the Sports Program staff
- Players are not allowed to use their own controllers and must use the provided controller to be eligible to play

### **Gameplay**

- **Timing**
  - i. The quarter length will be set at two (2) six (6) minute halves for all games.
  - ii. In the case of the game glitching/freezing the game will be restarted completely
- **Settings**
  - i. All settings will be set at the default settings outside of the specific rules mentioned below:
    - 1. Difficulty will be set at “World Class”
    - 2. Game Mode will be set to “Classic
    - 3. Game Speed will be set to “Normal”
    - 4. Weather will be set at “Sunny”
    - 5. Stadium will be set as the home teams stadium
    - 6. Injuries will be set to 0
    - 7. All game sliders and settings not mentioned in this section will be set at the default amount
- **Tiebreaker**
  - i. Ties after the regulation period will be settled by an overtime period
  - ii. If the game is still tied after the overtime period, then the game will be decided by penalty kicks
- **Team Selection**
  - i. All normal teams are available to be chosen from
    - 1. Both teams must be of the same type. An example of this would be if player A chooses the United States international men’s team, player B must choose an international men’s team to play with
  - ii. Teams are only allowed to use the official rosters from FIFA or the Sport Programs Office
    - 1. No historical rosters may be used
    - 2. No custom rosters may be used
  - iii. A coin toss will be used to decide which player will have first choice of team
    - 1. Home field advantage will be determined by a game of rock-paper-scissors where the winner will have the choice of away or home
  - iv. Players are allowed to change teams after each round
- **Timeouts**
  - i. Timeouts are allowed and will serve as pauses for players. Each team is given one (1) sixty (60) second timeout per round
  - ii. Players are not permitted to pause at any point during the game. If any player pauses the game, accidentally or not, it will result in an automatic turnover for that team.
    - 1. The committing player, if offensive, will immediately kick the ball out of play
    - 2. If the committing player is on the defensive, they will immediately kick the ball out of play on their next possession

3. If any player refuses to kick the ball out of play, they will be forfeited, lose the game, and be asked to leave
4. If any player pauses the game multiple times in a row that player will be forfeited, lose the game, and be asked to leave

## **Tournament Format**

- The tournament will be formatted as a single elimination tournament
  - i. If the field of teams is six (6) teams or less, then the tournament will be a double elimination tournament where a team must lose twice to be eliminated
- The tournament field will be max of twelve (12) teams