

KARMATEK 2K19

FIFA 11 RULES:-

1. Platform - PC.
2. Controller –Players have to bring their own controller.
4. Opponent allotment - Randomly chosen by Organizers.
5. Half Length - 6 minutes.
6. Tournament Type - 1v1.
7. Tournament Structure - Knockout.
8. Camera - Tele.
9. Difficulty Level - Professional.
10. Provision of re-entry is allowed if someone is knocked out in the course of the tournament. In such a scenario, he / she needs start the tournament from round 1 after the payment.
11. There will be a moderator always present throughout the course of the match.
12. If any player of the winning team gets a booking, that will be carried over to the next match.
13. Home side will be decided by toss.
14. Participants can choose any team except the Legendary teams (i.e. World XI, Classic XI)
15. The team once chosen by a participant cannot be changed in the course of the tournament.
16. Participants can change the team lineup and formation. Default squad cannot be changed.
17. Custom tactics is allowed.
18. In the course of a match, the game cannot be stopped by an individual unless the ball goes outside and the throw or goal kick is in favour of the individual who wants to pause the game.
19. Before pausing the participant must ask for permission to the moderator.
20. Game controls must be checked before starting of the match in the arena. Match will not be paused if a player claims his controls are not set afterwards.
21. Any technical difficulty found must be informed immediately to the moderator. If the match is restarted, the goals and the match timings will be carried over to the new match.
22. A draw (tie in score) will be resolved by penalty shootout only. If there is a tie after the shootout then the result will be declared by means of toss.
23. Use of abusive words / behaviour will result into immediate disqualification.
24. The decisions of the moderator will be final.

Student Coordinators: -

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