

A stylized pink graphic border surrounds the text. It features a thick pink line that curves at the top and bottom, with several sharp, angular protrusions on the right and left sides, resembling a jagged or 'clashed' shape.

FIFA19
ARENA
CLASH

SUMMER 2019 SEASON RULESET

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1 Eligibility

1.1 Definition

An Arena Clash participant is a player that is participating in the Arena Clash Season. Any member of an Arena Clash team is a participant of that team and locked to it regardless of whether or not the person has played for the said team. With their participation, the participant states that he understands and accepts all rules.

1.2 Player Eligibility

Each team of FIFA19 players must consist of at least three players. One additional player is permitted on the roster as a nominated substitute throughout the tournament – the nominated substitute may play in lieu of a main roster player as long as their dues are paid.

Players must be aged 16 years or older in order to play in this tournament.

1.3 Additional Eligibility

Arena Clash's FIFA19 tournament will take place on PlayStation 4. All players must use their own PSN account with PS Plus if they have this available.

The account submitted in the roster form must be used for the entire tournament.

If a player does not own a personal account on PSN then an Arena account may be available for use, however players should not count on these Arena accounts being available at all times.

Player using a personal account must have complete ownership of this account as per FIFA terms of service. You may not use another person's account to compete in this tournament.

Players may not share PSN Accounts.

2 Tournament Glossary & Common Terms

2.1 Game, Set, Match

Throughout this rulebook, and documentation relating to this tournament, the terms Game, Series, Set and Match will be used extensively – it's important to familiarise yourself with these terms and how they are used in the context of the FIFA19 Arena Clash format to avoid potential confusion.

- **Game**

A game is classified as the most basic stage of the competition. A game consists of 1 In-Game Football Match in FIFA19

- **Series**

A series is class as a collection of multiple games for example 3 games would be called a best-of-3 Series

- **Set**

A set is made up of multiple series or games, most commonly a set is won once a team has won 5 out of 9 games. This may be referred to as a best-of-9 Set

- **Match**

A match is a collection of sets – in the context of Arena Clash a match is usually a collection of three sets, with the first team to win two sets winning the match. Each set is worth 1 Match Point

3 Tournament Stages

3.1 Qualifying

The qualifier stage varies from arena to arena based on how many players are in attendance, how much time is available and what the Arena Admin believes to be the best format in the context.

All FIFA19 qualifiers must be resolved using a 1v1 format which includes playoffs for all positions from 1st-8th place.

All players **MUST** be given an even chance during the qualifier with any other player. Every player should be considered for the Arena Clash team, regardless of whether or not they competed in previous seasons. Once a season of Arena Clash has concluded the team is considered dissolved and all players must prove themselves in the qualifying stage.

Below are some example qualifier scenarios and how they will usually be resolved:

- 1 full team attending will automatically qualify upon attending and given free hours to play in the Arena in lieu of the qualifier tournament.
- 2 teams in attendance will be a single match, made up of a best of 3 games.
- 3 teams in attendance will play a round robin system, wherein each team will play each other in a best of 3. In the event of a 3-way-tie the player with the best round difference will be victorious. This must be made clear to teams before draft begins.
- 4+ players in attendance will result in a Double Elimination bracket (Best of One games)
- 16+ players in attendance will result in a Single Elimination bracket (Best of One games)

3.2 Group Stage

3.2.1 Group Stage Format

The group stage of Arena Clash is a round-robin format, teams are assigned to 4 separate groups and will play against every other team in their group.

The following scoring scheme will be in effect for this season of Arena Clash:

Win – 1 Point

Loss – 0 Points

3.2.2 Match Format

All games will take place on Ultimate Team

Teams will play through 1 set.

Each set will involve nine series of games (three for each player), wherein every player plays against each other once.

Players will complete a 2-game series against each player from the opposing team, the combined scores from both games in the series will be counted as the overall aggregate score. The winning player will be the one with the highest aggregate score in each series

If players managed to draw the series on aggregate score, they will need to play a tiebreaker game. Please refer to 3.2.3 Aggregate Tiebreaker

The winning team of the set will be the team that wins the most series out of a possible 9

A team winning a Set will be assigned the overall Win. The losing team will be assigned a Loss

Set scores can only ever be 9-0, 8-1, 7-2, 6-3, 5-4 or 4-5, 3-6, 2-7, 1-8, 0-9

Match scores can only ever be: 1-0 or 0-1

3.2.3 Aggregate Tiebreaker

Players will need to start a third game. This game will immediately end when 1 goal is scored under Golden Goal rules.

If at the end of the standard game the score results in a 0-0 draw, then extra time will be played. Extra time will immediately end when 1 Goal is scored.

If at the end of extra time the score still results in a 0-0 draw, then a Penalty Shootout will be played.

3.2.4 Group Stage Progression

The top two teams in each group, based on points, once all matches have been completed will progress to the playoffs stage of the tournament.

The top two teams in each group after all games have been played will progress to the Playoffs.

If teams are tied in group position after all games are played, please refer to the Tiebreaker section below.

3.2.5 Score Reporting

Admins are responsible for logging details of each game and recording these for future use in tiebreakers if necessary, Admins must record the details of both victories and losses to ensure there is a record at all results.

3.3 Playoffs

3.3.1 Playoffs Format

The Playoffs will be an 8-team Single Elimination tournament. Teams will be drawn against each other based on group position and original seed. Winning teams progress to the next round of the bracket, while losing teams are eliminated.

All matches will be played from the Arenas on set dates and times, which will be communicated ahead of time.

3.3.2 Match Format

The same match format as the group stage will be used during the playoffs. Please see 3.2.2

3.3.4 Playoffs Progression

The playoffs will continue until only two teams remain, these two teams will then compete in the Grand Finals played at Insomnia65.

Further information regarding Insomnia65 will be relayed when possible.

4 Tiebreakers

4.1 Group Position Tiebreakers

4.1.1 Group Position Ties

In the event of a tie between teams with matching Win/Loss records at the end of the Group stage the following determinations will be used in order:

1. Head to Head
 - Head to head record is determined by reviewing previous matches played, a team that is tied on points with another team they previously defeated in the tournament will take the higher position.
2. Points difference
 - Points difference is calculated by taking all individual games won within series, and subtracting all individual games lost within series.
3. Goals Scored
 - The total goals scored across the entire season.

5 Custom Game Rules

5.1 Online/Offline Game Settings

The default settings of the mode will be enforced automatically by the game, including difficulty level and allowable assists.

The gameplay settings are defined by the FIFA 19 Ultimate Team Friendly Seasons game mode, they are listed below:

Difficulty Level: World Class

Half Length: 6 minutes

Stadium Settings

Stadium: FEWC Stadium

Season: Fall/Autumn

Time of Day: 3:00PM

Pitch Wear: None

FIFA Trainer: Hidden

5.2 Offline Game Settings

The following settings will be enforced for all users and unable to be modified:

HUD: Player Name & Indicator
Player Indicator: Player Name
Time/Score Display: On
Radar: 2D
Gamertag Indicator: Off
Scrolling Line Ups: Off
Commentary Volume: 0
Stadium Ambience: 8
Music Volume: 0

5.3 Offline Camera Settings

The following Single Player Camera settings are disallowed:

- Pro
- End to End
- Dynamic

5.4 Consumable Restrictions

Competitors will be limited in which consumables they can use for their squad. Changes to consumables restrictions may be announced one week prior to the start of each set of fixtures. Players will be allowed to use the following consumable types:

- Contract Consumables
- Position Change Consumables
- Healing Consumables
- Chemistry Style Consumables
- Manager League Consumables
- Fitness Consumables

Competitors will not be allowed to use the following consumable types:

- Training Consumables

5.5 General Restrictions

Players may only use upto 3 Loan Cards on their FUT squad.

Only tactical defense is allowed.

It's forbidden to use custom formations, players may only use the standard formations.
(Don't use the square button to change the position of players)

Players should each have a light-colored jersey and a dark colored jersey and should choose the opposite of one other to avoid confusion. If Players can't agree, the hosting player should choose a dark-colored jersey and the away player a light-colored jersey.

Players are encouraged to match their kit colours to their tribe colours especially when streamed. They should have a neutral light-colored jersey and a dark colored jersey as well in case their tribe colour is similar to their opponents. They will alternate kits between games in this case.

5.6 Coinflip Clarification

The coinflip will determine which team wins or loses the flip based on team name in alphabetical order.

Heads: Team with alphabetical priority picks

Tails: Team without alphabetical priority picks.

Alphabetical priority is determined in the following way:

Team A has priority over teams B, C, D etc.

Team Aardvark has priority over team Angel (Aa vs An) etc.

6 Match Setup

6.1 Roster

Arena Admins must submit their starting roster to the opposing team at least 1 hour prior to the match starting. If there are any substitutions during the playoffs between games, then these must be communicated prior the next game starting

6.2 Online Game Procedure

The following steps outline the process of playing a Match.

- 1. Players will have to add each other as Friends on PSN prior to playing
- 2. Players select who hosts the lobby, players can mutually agree or use a coin flip.
- 3. One player sets up a Friendly Seasons lobby in the Ultimate Team menu and invites their opponent.
- 4. Players are given 3 minutes to decide formations
- 5. The Players play the first Game of the Series.
- 6. The next lobby is setup. The player that didn't host the first game may request to switch hosts.
- 7. Players are given 3 minutes to decide formations
- 8. The next Game is played.
- 9. If there is a tie on aggregate score the tiebreaker game is played

6.3 Offline Game Procedure

The following steps outline the process of playing a Match.

- 1. Players select their sides (See 6.2.1 Side Selection). On Set 2 the players will swap sides.
- 2. Players select their characters.
- 3. Players go to Stage Select and select Random
- 4. The Players play the first Game of the Series.
- 5. The losing Player of the preceding Game may choose to change characters.
- 6. The next Game is played.
- Repeat steps 2 through 6 for all subsequent Games until the Series is complete.

6.3.1 Offline Side Selection

Teams may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively, at the start of the Set. Players are committed to this selection for the entirety of the next 3 Series they will then alternate sides every 3 series. If Players cannot agree to a Side Selection, they will play a Best-of-One Rock-Paper-Scissors to determine who picks their side first. The winner selects a side first.

6.4 Breaks

After each series a player may take a maximum of five minutes to join the next game.

6.5 Connection

When 2 players can't connect in a private match, they won't receive any game points. If possible, the players can play the series if the set score requires it to break a Set Tie.

6.6 Equipment

Players are provided with a full setup of hardware and peripherals to use during the tournament.

Players have the option of using their own peripherals during each match. Player-owned equipment must be compatible with Belong-provided competition equipment. Belong is not responsible for ensuring Player-owned equipment is in working condition. Belong reserves the right to inspect all Player-Owned equipment to ensure compliance with Arena Clash rules.

7 Bugs and Glitches

It is up to the tournament administration discretion whether the use of said bugs had an effect on the match, and what penalty they will incur. Admins should pause the game and report these to the representative as soon as possible.

7.1 Rehosting

Rehost rules are specified below, including the conditions in which they will be allowed:

- Any issue before the preparation phase starts (game, software or hardware related)
- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the game, if the affected player has not scored.
- Game mechanic not working as intended - rehost up to the first 30 seconds of the action phase, if no goals are scored from either side.
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the game.

Each team can receive up to 1 rehost per series maximum.

In case the above conditions are met, players should instantly request a rehost to their Arena Admin, followed by the reason. Arena Admins must immediately inform their opponents Admin. Players should continue playing until the rehost is confirmed by an Arena Admin. Once confirmed, everyone should instantly end the game.

If a match is interrupted for any reason then it should be continued where it left off, by re-host. If a game is to be replayed due to a rehost, players must choose the teams, formation and will be resumed at the remaining time and the current score.

8 Title Specific Infractions

Definitions for all penalties can be found in the Arena Clash Infractions and Penalties Guide.

8.1 Score Clarification

If a Game is forfeited, or a Game Loss is issued, the game will be scored 3-0 to the opponent, regardless of the current score in game.

If a Series is forfeited, or a Series Loss is Issued, the series will be scored 6-0 to the opponent, regardless of the current score in game.

8.2 Failure to Attend

Penalty: Game Loss

Teams must be ready to play at the scheduled times on the fixtures master document.

Up to 15 minutes may be used if difficulties occur in regard to getting players in-game. If it is likely a team is either going to be late or miss the scheduled start time, then the team's coach or arena staff must report the fact to the representative via pre-approved discord channels (DMs or other platforms of communication are not acceptable).

If a fixture has not started 30 mins after the schedule start time due to a player not being in attendance on time, then that player will receive a Game Loss

After this they will continue to receive another Game Loss every 15 mins until they either lose all of their games completely against each opponent or are able to attend and complete the remaining games.

All other players should continue through their games during this time if able.

In the case of technical issues, the representative will decide and relay the decision to each tribe. Teams will not be forced to forfeit any games due to technical issues.

8.3 Using Extra Loan Cards

Penalty: Game Loss

Players may use up to 3 loan cards in their FUT squad. Any player that starts a game with a squad using more than 3 loan cards will immediately receive a game loss. They must replace the extra loan cards with player cards owned in their collection.

8.4 Using Training Consumables

Penalty: Game Loss

Players are not allowed to use training consumables in Arena Clash matches. Any player found using a training consumable on his squad will receive a Game Loss

8.5 Custom Formations

Penalty: Warning

Players are not allowed to use custom formations in Arena Clash matches. If a player uses a custom formation, they will receive a Warning. A second warning of this type will be upgraded to a Game Loss

8.6 Use of Bugs and Glitches

Penalty: Series Loss

Any player found using a Bug or Glitch to gain a competitive advantage will receive a Series Loss.

8.7 Rehosts

Penalty: Game Loss

Giving an invalid reason for a rehost, or leaving the match before having approval to do so will lead to instant game loss to the player that uses it.

8.8 Leaving a Game

Penalty: Warning

If a player leaves a game voluntarily before the final whistle, they will receive a warning. Additionally, 3 goals will be awarded to their opponent, these will be added to their opponents' current goals, regardless of current score and match time.

8.9 Using another player's account

Penalty: Disqualification

If a player is found to be using an account which they do not own to compete in the tournament they will be given an immediate disqualification and the account will be reported to EA for breaking terms of service.

8.10 Unlisted Punishments

If an admin or player believes a rule has been broken and there is no assigned punishment for it, they must contact the representative as soon as possible with details and evidence. The representative will judge the case and assign a punishment if required