



FOOTBALL
QUEENSLAND

FIFA 20 **E-SERIES**

COMPETITION
RULES



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1. General Provision

1. By entering and/or participating in the Football Queensland (FQ) E-Series, each participant acknowledges and agrees to be bound by and to comply with these Competition Rules.
2. Football Queensland reserves the right at its sole discretion to amend these Competition Rules at any time before or during the competition. Any such amendments will become effective and binding on each participant upon publication to footballqueensland.com.au/e-series/.
3. Any matter that relates to the FQ E-Series in any way that is not provided for in these Competition Rules shall be determined by Football Queensland in its absolute discretion.
4. All participants under the age of 16 must have parental/guardian consent to participate in the FQ E-Series.
5. Participants must only play with the Online Gamer ID (PSN/Xbox Gamertag) they specified when registering.

2. Competition Format

1. The FQ E-Series will be run in two divisions, one for each platform. They will be the PS4 Division and the Xbox One Division.
2. Each division will be divided into a Junior and Senior age competition. The following table details the year of birth applicable to the age-eligible divisions of the Competitions. Players must be within these ranges in order to be eligible for each competition.

Competition	Birth Year
Junior Competitions (Xbox/ PS4)	For players born in 2003 and after
Senior Competitions (Xbox/ PS4)	For players born in 2002 and before

3. The FQ E-Series will include the following four competitions: PS4 Seniors, PS4 Juniors, Xbox Seniors and Xbox Juniors.
4. The tournament format will consist of two group stages (First Group Stage and Second Group Stage) and a Knockout Stage (Round of 32, Round of 16, Quarter Finals, Semi Finals and Grand Final).
5. A standard scoring system will be used throughout the First Group Stage and Second Group Stage:
 - a) Win = 3 points
 - b) Draw = 1 point
 - c) Loss = 0 points
6. The position of each player at the end of the First Group Stage and Second Group Stage will be determined by the Ladder of each Group Stage based on the following criteria:
 - a) Highest number of points accumulated during the Group Stage;
 - b) If two (2) or more players are level on points accumulated, the following criteria will be applied, in order, until one (1) of the players can be determined as the higher ranked:
 - c) Highest goal difference;
 - d) Highest number of goals scored;
 - e) Highest number of points accumulated in matches between the players concerned;

- f) Highest goal difference in matches between the players concerned; and
- g) In the event of a tie of two (2) players, a play-off match between the players (penalties if needed) will decide who qualifies; or
- h) In the event of a tie of three (3) or more players, drawing of lots will decide who qualifies.
- i) Should a player who has qualified to the next stage of the competition be disqualified, they shall be replaced by the next highest ranked player in the respective ladder.

7. In the Knockout Stage, each fixture will consist of one leg only, with the winner progressing to the next round.

3. Fixturing

3.1 First Group Stage

1. In the First Group Stage, players will be allocated to either a South East Queensland (SEQ) pool or a Regional pool, based on their location.

a) South East Queensland (SEQ) Pool:

- i. Brisbane
- ii. Gold Coast
- iii. Sunshine Coast
- iv. South West

b) Regional Pool:

- i. Wide Bay
- ii. Central
- iii. Mackay
- iv. North (inclusive of Far North)

2. Every player will play against each opponent in their group once.

3. The top 6 players from each group will progress through to the Second Group Stage.

- a) The Regional pools for the Xbox Seniors competition are an exception of the rule. The top 5 players of each Regional pool of the Xbox Senior competition will qualify for the Second Group Stage.

4. Each round has a window of three (3) days to complete the scheduled fixture. Each fixture must be completed by the deadline; 11:59pm of the third day.

- a) The deadline date/time will be displayed for each fixture on SportsTG.
- b) The following round's playing window will start immediately, the day after the last round's deadline.
- c) Players must play all fixtures following the chronological order set by Football Queensland. Each round should be played within the three (3) day window prior to the deadline, as per SportsTG. Players must only play one match per window.

3.2 Second Group Stage

1. In the Second Group Stage, players will be drawn into one of eight groups based on their final positions in the First Group Stage.

2. Every player will play against each opponent in their group once.

3. The top 4 players from each group will progress to the Knockout Stage, which begins with the Round of 32.

4. Each round has a window of three (3) days to complete the scheduled fixture. Each fixture must be completed by the deadline; 11:59pm of the third day.

- a) The deadline date/time will be displayed for each fixture on SportsTG.
- b) The following round's playing window will start immediately, the day after the last round's deadline.
- c) Players must play all fixtures following the chronological order set by Football Queensland. Each round should be played within the three (3) day window prior the deadline, as per SportsTG. Players must only play one match per window.

3.3 Knockout Stage

1. In the Round of 32 in the Knockout Stage, players will be drawn against an opponent based on their final positions in the Second Group Stage (1v4, 2v3), with the higher seeded player playing as the 'home' team.

2. For the Round of 16, Quarter Finals and Semi Finals draws, there are no seedings and players will be drawn against an opponent with all players having an equal seeding. As the draws for the Round of 16, Quarter Finals and Semi Finals are held simultaneously before the Round of 16 matches are played, the pathway to the Grand Final will be determined. The draw will also determine which players are designated as the 'home' teams for each round.

3. Each fixture will consist of one leg only, with the winner progressing to the next round. If scores are level after 90 minutes, extra time (classic) will be played to determine the winner. If the scores are level after extra time, penalties will decide who goes through to the next round.

4. The schedule of matches for the Knockout Stage for each competition will be determined at Football Queensland's sole and absolute discretion.

4. Match Documentation

1. For every fixture, both competitors are required to add each other using their respective Xbox Gamertags or PSN, as listed on SportsTG. The two players must then communicate to arrange an exact match time. Players must ensure their console privacy settings are set to public, so their opponent is able to find them when searching for their Gamertag/PSN ID.

2. The player listed as the 'home' team on Sports TG is responsible for setting up the match. Both players are required to check-in 5 minutes before the scheduled match time.

2. At the end of every match, the winning player is required to fill in a [Result Submission Form](#) and submit to Football Queensland for validation.

3. The winning player must provide various pieces of information on the form, including their competition name (eg. PS4 Juniors), pool name, the gamer ID of both players and at least one clear photo showing the full-time score. This photo should contain: the score, the team names, match statistics and a time stamp.

4. The Result Form available on the [Football Queensland website](#) must be completed and submitted to Football Queensland before the fixture deadline as indicated on Sports TG.

5. If a Result Form is not submitted, submitted after the deadline or submitted without a clear photo, the result may be deemed a 0-0 draw or a forfeit for one or both teams (3-0 loss).

6. Football Queensland may take whatever action it deems necessary if there is a dispute about the result.

7. If someone deliberately submits the wrong score, the player in question is immediately disqualified and excluded from the tournament.

5. Gameplay Issues

1. If a match is not completed before the deadline, the result will be recorded as a forfeit (3-0 loss) for both players unless:

- a) The failure to complete the match is not the fault of one competitor in which case a forfeit will be entered for the other player (3-0 loss); or
- b) The failure to complete the match is not the fault of both competitors in which case Football Queensland may provide an extension of time in order to complete the match.

2. For all Group Stage fixtures where a player's internet connection drops out prior to the match finishing, the following will apply:

- a) Both players communicate with each other and agree to replay the match, or
- b) The player who experienced the internet drop-out (no matter if they are winning or losing at the time), will forfeit the match (3-0 loss).

3. For all Knockout Stage fixtures that experience an internet drop-out, the following will apply:

- a) Football Queensland will evaluate each individual case and decide the outcome based on the evidence provided from both players.
- b) In this instance, both players fill in a [Dispute Form](#) in as much detail as possible as to the situation surrounding the internet drop out.

4. If a player intentionally quits mid-match, they will receive a forfeit as their result (6-0 loss) and may be disqualified from the tournament.

5. If a player does not complete a match for three consecutive scheduled fixtures, they will be excluded from the tournament immediately.

6. A player must fill out the Dispute Form and include a photo for evidence (if possible) for these reasons:

- a) If a player cannot get hold of their opponent before the deadline to organise a match time;
- b) If the opponent does not show up at the proposed match time; or
- c) If the opponent intentionally quits mid-game

6. Equipment

1. Each player is responsible for ensuring that they have access to the required equipment to enter the tournament.

2. The tournament will require either an Xbox One or PlayStation 4 based on the divisions which are entered.

3. Every player must have an active online account with either Xbox Live or the PlayStation Network, depending on the platform chosen at the time of registration.

4. Every player is responsible for their own connection and must have a good internet connection to avoid possible 'lag'.

5. Football Queensland will not provide any of the required equipment and is not responsible for damage to any of the equipment.

7. Match Settings

1. The settings for each match are as follows:

- Game Mode: Online Friendlies
- Match Length: 12 minutes (6 Minute Halves)
- Difficulty: World Class
- Match Speed: Normal
- Injuries: On
- Offside: On
- Handball: Off
- In the event of a draw in:
 - First Group Stage/Second Group Stage: The match will end at full time and both players will be awarded one point.
 - Knockout Stage: The match will continue into extra time and, if required to determine a winner, penalties.

2. Players may select any club side that competes in any country's league (such as Manchester United) or an international side (such as Australia). Players cannot use FIFA 20 generated squads (such as the Classic XI) or FIFA Ultimate Team squads. Both competitors in a match may select the same team, however must choose different coloured kit.

3. The player assigned as the 'home' team must pick their team kit first. The kit chosen for the 'away' team must be a clear contrasting colour.

8. Live Streaming

1. The competition may be live streamed on a competitor's personal Twitch or YouTube channel, but the title of the stream must be:

FQ E-Series [competition name] [Group Stage/Knockout Round] - [Player 1 gamer ID vs. Player 2 gamer ID].

- Example: FQ E-Series Xbox Seniors SEQ Group A – player001 vs. Player002
- Example: FQ E-Series PS4 Juniors Quarter Final – player001 vs. Player002

2. Football Queensland may live stream matches via its website and through Twitch. Players will be notified if their match will be live streamed.

3. Football Queensland may approach individual players and ask for their cooperation with facilitating live streams.

9. Recording of Footage

1. Players are encouraged to record and provide highlight clips from their matches to Football Queensland. The footage will be used to create highlight reels, goal packages, funny videos and more.
2. By providing footage of their match, the player gives consent to Football Queensland to use their footage to promote the E-Series across social media (Facebook, Instagram, Twitter, YouTube) and the Football Queensland website.
3. To record a clip, make sure your PlayStation or Xbox have the clipping features turned on and set to approximately 30 seconds. It is best to clip after the event has happened.
 - For instructions on clipping on Xbox, click [HERE](#).
 - For instructions for clipping on PlayStation, click [HERE](#).
4. Videos are to be sent to Football Queensland at marketing@footballqueensland.com.au, either sent directly through [WeTransfer](#) or shared links via [OneDrive](#) or [DropBox](#).
5. When submitting your videos, please make sure to include your name, Xbox Gamertag or PSN, console/ division, and opponent's Gamertag or PSN.
6. Do not provide full match replays unless asked by Football Queensland.

10. Behaviour

1. Competitors should be aware that the Football Queensland Code of Conduct and the Disciplinary and Grievance Regulations apply to this competition.
2. Football Queensland may also take action if it has reason to believe that any conduct bringing the tournament into disrepute has taken place.
3. If a participant makes hurtful, offensive or racist expressions towards his/her opponent, they will be immediately disqualified, and disciplinary measures will be taken.
4. Bad language and/or threats will result in an instant disqualification.
5. In cases of fraud and/or cheating, a participant will be disqualified immediately, and disciplinary measures will be taken.
6. Players can report bad behaviour or hurtful, offensive or racist expressions to Football Queensland via the [Formal Complaint Form](#).