

Football.v.Homophobia FIFA21 Cup Rules and Guidelines

1. Player Eligibility	2
2. Intro to Challengermode	2
2.1 Creating your Challengermode account	2
2.2 Connecting game account	2
2.3 Join Tournament & Confirm Participation	3
2.4 Tournament operations	4
2.5 Submitting results / Screenshots	4
3. Tournament Format	6
3.1 Start Times	6
	6
4. Gameplay Settings	6
4.1 Game Settings	7
4.2 Squad Building Restrictions	7
5. Communication	8
5.1 Disputes	8
6. Connection Issues	8
6.1 NAT Type	8
6.2 Communicating Connection Issues	8
6.3 Match Interruption	9
7. Admin Judgments	9

1. Player Eligibility

In order to participate in Football.v.Homophobia FIFA 21 Cup, you will need to meet all of the following eligibility requirements:

- Must be **at least 18 years old** at the date of registration and above the minimum age needed to have a full (not underage) EA account in their country;
- Must own or have access to FIFA21 and its online features on a Supported Platform;
- Must have a valid Gamertag on PSN ID / Xbox ID.
- Be a Player, Coach or Volunteer at a Club affiliated to the Sussex County FA (or a member of Brighton LGBT+ Society, a Sussex County FA Staff Member or an FA Affiliated Club with a Home Ground located in Sussex).
- Players are required to use their own Xbox ID or PSN ID account. Using a shared account or one not owned by the player will result in immediate disqualification;

Failure to meet **any** of the requirements may result in disqualification, even if you have already competed in a tournament despite missing eligibility requirements.

2. Intro to Challengermode

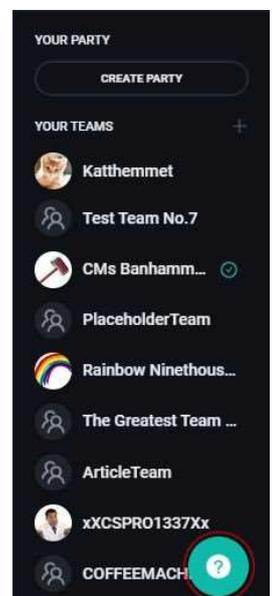
- In this handbook you will find the most relevant information for you to be aware of as a participant, using Challengermode as their platform of choice. We are here to help with your every need, so don't hesitate to reach out to us for all platform related questions. Make sure to use the **question mark** in the bottom right hand side corner to get to the support section.

2.1 Creating your Challengermode account

- To participate in FIFA tournaments on Challengermode, you need to start by creating a Challengermode account, once this is done you will be able to join spaces, register for tournaments and connect your game account in order to play.
- Please set your Username as [First Name – Club you Play/Coach for]

2.2 Connecting game account

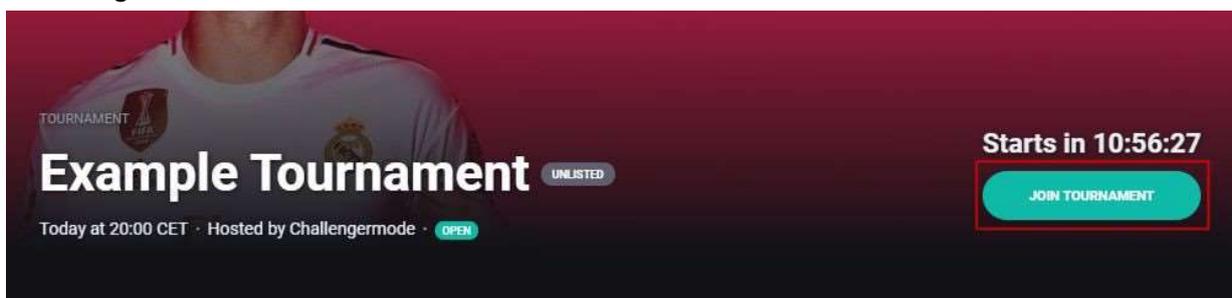
- To participate in FIFA tournaments on Challengermode, you need to connect your FIFA Game Account. This process works the same for both PSN and Xbox.



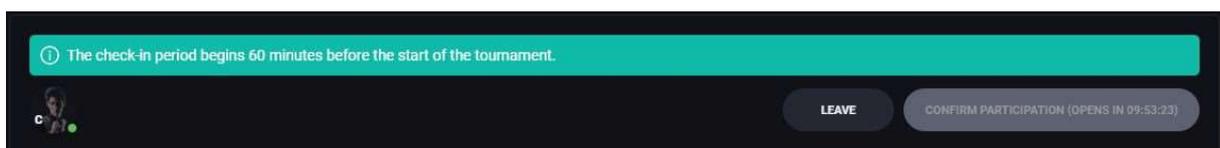
- To get started, head to your profile page by clicking your, located in the upper right corner of the page. At the bottom of the **About** section on your Profile Overview page, click on the “**ADD GAME**” button. This will make a window appear in which you can select FIFA 21 and connect your game account, by inputting the requested details when asked - such as which Platform you are playing on (*PSN or Xbox*) and your in-game name.
- The game account that you connect to your Challengermode account is the account you must compete with in all Challengermode tournaments.

2.3 Join Tournament & Confirm Participation

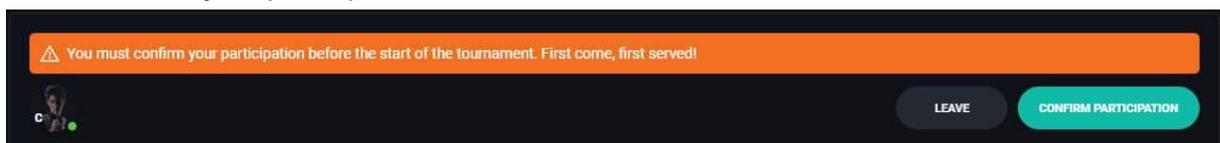
- To join the tournament you simply click the Join Tournament button located in the upper right of the TournamentOverview.



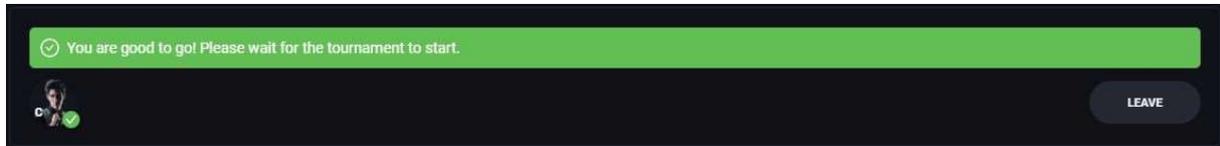
- Anyone can sign up to the tournament, but to be marked as Ready and get seeded into the tournament, you will also have to Confirm Participation - this is to declare that you are ready and will be joining the tournament, you are then granted a slot in the tournament.



- A timer is located in the upper right corner, just above the Join Tournament button which shows the time that remains until the tournament starts. In addition to this, you will find a timer on the Confirm Participation button that tells you when you will be able to confirm your participation.



- The Confirmation period starts 60 minutes before the tournament starts, when the time is nigh you click the Confirm Participation button to confirm that you will be participating - when this is done, all you need to do is to wait for the tournament to start.



- When you have successfully confirmed your participation, you just have to wait for the tournament to start!

2.4 Tournament operations

- As soon as the tournament starts and you have been seeded, a Go to Game button will appear in place of the Confirm Participation button, click this button to be redirected to your Challengermode Lobby.
- You can also find your match by navigating to the Bracket, you can find the bracket by clicking the Bracket tab in the tournament overview.
- **IMPORTANT:** If you do not go to your Challengermode lobby within 10 minutes, you will automatically be disqualified and your opponent will receive a Win by Walkover. This rule is key to keeping the tournament running on time.

2.5 Submitting results /Screenshots

- **WIN OR LOSE** you must return to your Challengermode match-up and report the final score. You can do this by clicking **Report Results** on the match page, and then inputting your score in the given pop-up.

This game is part of Test - Match 3

TatlFail    

Big Jay    

EA SPORTS **FIFA 2**

Time left to report a result

01:09:51

REPORT RESULTS

You can dispute a result by submitting evidence to the contrary.

[How to play](#) 

Game 1

 TatlFail    <small>Playing as TestConnect on Xbox One</small>	 Big Jay    <small>Playing as JosefJosef on Xbox One</small>
<p>Score</p> <input type="text" value="Score"/>	<p>Score</p> <input type="text" value="Score"/>

Game 2

 TatlFail    <small>Playing as TestConnect on Xbox One</small>	 Big Jay    <small>Playing as JosefJosef on Xbox One</small>
<p>Score</p> <input type="text" value="Score"/>	<p>Score</p> <input type="text" value="Score"/>

Aa 

Evidence

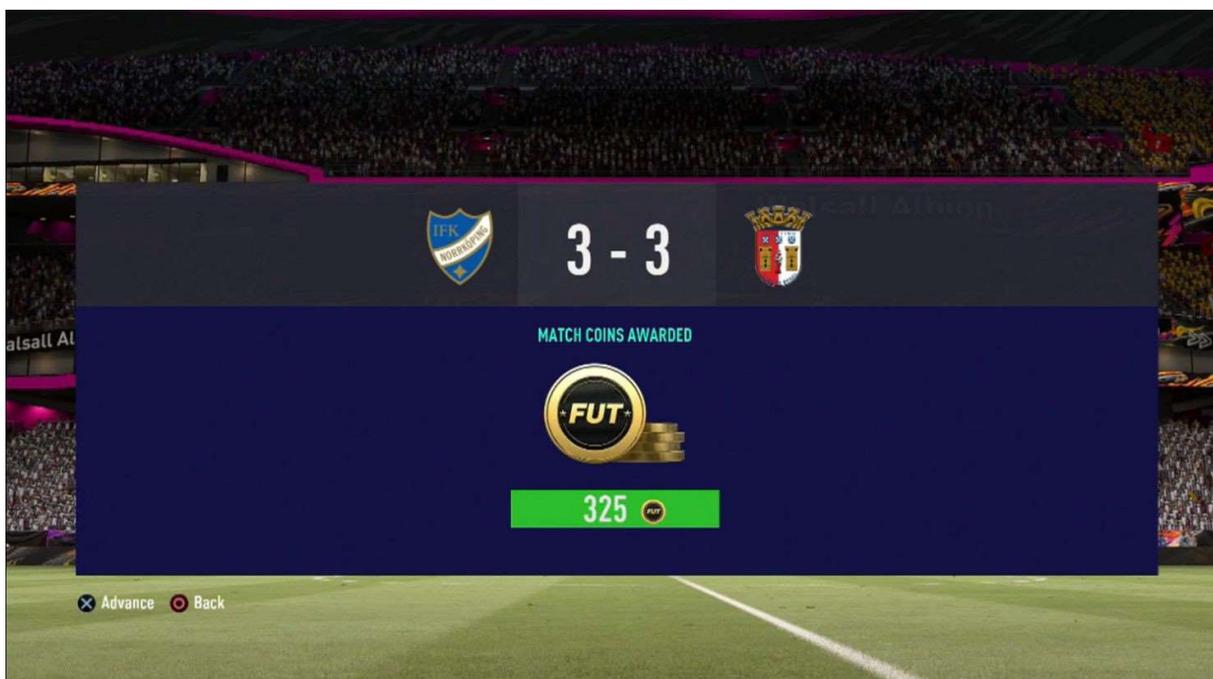

 Upload Image

Notes

Add additional notes or a link to an image

REPORT

- Players must also screenshot the final score screen of each individual game, clearly showing the final score of a match. Two examples of an acceptable screenshot are included below:



- This is an especially important step and a way for the tournament Admins to confirm that the results are indeed correct.
- If you are not certain as to how you take a screenshot on your Console, please take a look at this [article](#), it explains the process. You can also take a photo from your phone and upload to Challengermode from your mobile if you would prefer.
- If you have reported a score and your opponent has not, make sure you have uploaded evidence (SCREENSHOT - See Above) and contact an admin.
- We will look to record/stream some of the games on a live Twitch Channel. If you do not want to be a part of this, please select this option on the survey.
- Players may be required to screenshot and forward a picture of their history vs their opponent if screenshots are not passable. Failure to comply with requests for a match history screenshot against your opponent may result in a default loss given.
- If both players are disputing their result, and neither can provide suitable evidence, both players may be given a default loss. This is at the sole discretion of the admin team.

3. Tournament Format

3.1 Start Times

- The Tournament start time is **11:00am**. The bracket will be populated shortly after this, allowing participants to head to their matches and start play.
- Players must make all efforts to start their matches as soon as the tournament has started. Full details on how to start your match and the consequences for failing to do so can be found in [section 2.4](#).

4. Gameplay Settings

Gameplay settings are the in-game rules and regulations you must follow to compete. Please verify the Gameplay settings in use, found here in the Rules and on the Tournament home page. In the case of any variation, please always use the settings and rules listed on the Tournament home page.

4.1 Game Settings

- You must play using the Online Friendlies Game Mode. You cannot use your FUT team for this tournament.
- All games will use Online Friendlies default settings, including:
 - Half Length: 6 Minutes
 - Pause Rules governed by in-game mechanics
 - Injuries/offsides/bookings: **ON**
 - Handballs: **OFF**

4.2 Team Selection Rules

- Players can select any real-life club that is available on the game for the tournament, and they do not have to be the same club every round.
- Players cannot select Classic XI or World XI.
- A match cannot take place with two clubs who are the same (e.g. Brighton & Hove Albion vs Brighton & Hove Albion). If both players wish to be the same team, the player drawn as the Home side on Challengermode gets priority.

5. Communication

Quick and clear communication is the key for everyone to have a great tournament, so please contact your Admins ASAP if you have an issue. Please Primarily use the Challenger Mode Chat Function to contact admins for the fastest support.

5.1 Disputes

- Communication outside of Challengermode or a listed Official Discord Server will be ignored by the Admin Team. Please only use the **approved Channels of Communication**.
- If a game is played beyond the 1st half with incorrect settings before tournament admins are contacted, then the game must continue and the score will stand.

6. Connection Issues

6.1 NAT Type

- Players should check their **NAT Type** before competing, this is easily accessed from your console network settings.
- Players should compete on **NAT TYPE 1 (OPEN)** or **NAT TYPE 2 (MODERATE)**.
- If you are using **NAT TYPE 3 (STRICT)**, you may be unable to connect to opponents and/or fail to hold a strong connection for a competitive game, leading to an automatic match loss or your disqualification from the tournament. You may be asked to provide proof of your **NAT Type** by admins in the case of a connection failure. Failing to do so will result in a **Disqualification**.
- Please read instructions on how to change your **NAT Type** here:
[PS4](#)
[XBOX](#)

6.2 Communicating Connection Issues

- If players are unable to connect to their opponent, they must both contact tournament admins, within fifteen (15) minutes of the round start.
 - Failure to do so will result in both players receiving a loss.
- Players are required to follow these actions immediately once Admin contact has been made.
 - Step A: players should swap who invites (e.g. if player A sent the first invite, player B should send the next invite)
 - Step B: BOTH Players must Restart Internet Modem, if Step A did not work
 - Step C: BOTH Players must Restart Router (if connected), if step A or step B did

not work

- Repeated connection issues in the same match may lead to a double loss being applied at the discretion of the tournament admin team.

6.3 Match Interruption

- In the case of any interruption to a match, such as a disconnection from the match or servers, players must first make note of this in the Match Chat before making a new match and playing on from the time remaining in the match before interruption.
- The score in a match before the interruption will be kept as valid and added to the new overall score.
- Multiple interruptions of a match may lead to an admin decision being required to determine the result of the round. This decision is up to the discretion of the admin team and based on information available to the admin at that time.

7. Admin Judgments

- To run a smooth and efficient tournament it is important you remain in communication to our Admin team.
- Judgments will be made on the evidence available to the Admin at that time.
- All Admin verdicts are final.