

Charlotte FC FIFA Championship

Presented by Charlotte FC and the Carolina Esports HUB

RULES & FORMAT

REGISTRATION

- Player registration is open to players ages 13 and older.
- All publisher rules and guidelines regarding community tournament registration apply. If a player is suspected to have broken ANY publisher or CEH rules including but not limited to age restrictions, tournament play, code of conduct, etc., CEH reserves the right to withhold any rewards or prizes, monetary or not, until an investigation is held. If the suspected party is found guilty, CEH will withhold the above assets indefinitely

SECTION 1: MATCH PLAY AND FORMAT

SWISS STAGE DIVISIONS & SEEDING

- Players for the virtual competition will be separated into divisions based on New Gen / Old Gen, and console.
- Players will be ordered and seeded for the tournament using the following criteria:
 - **First**, based on FUT Champs Ranking
 - **Second**, seeding will be determined at random.
- Rank only determines matches for Round 1

SWISS STAGE FORMAT

- All players will compete against other players from their division
- Competition consists of a Swiss Bracket
- Matches will be:
 - Virtual Event: 1 Leg Match
 - Live Event: 1 Leg Match until last round where it will be 2 Leg match
 - Championship: 2 Leg Match
 - Online Friendlies: If the match ends in a draw, both teams will restart the match, and the first player to score a goal will be the winner.

Championship Qualification

- The Championship will consist of an XBOX championship and a PlayStation championship
- The final 4 competitors from both XBOX and Playstation will compete in a Championship bracket.

SECTION 2: MATCH PROCEDURES

Lobby Settings

- Consoles
 - Virtual: **ALL PS and XBOX consoles**

- Live: PS5 & XBOX S **ONLY**
- Championship: PS5 & XBOX S **ONLY**
- Game: FIFA 23
- Game Mode: Head to Head 1on1 (not FUT)
- Half Length: 6 minutes
- Difficulty: World Class
- Squad Type: 90 Overall
 - When selecting teams, cycle through “Live Form” using “TRIANGLE or Y” until “90 OVERALL ON” is selected
- Injuries: OFF
- Controls: Any
- Game Speed: Normal
- No Draws
 - If the match ends in a draw, both teams will restart the match, and the first player to score a goal will be the winner.

LOBBY CREATOR & SETTINGS

- The team listed on the left side or on top of the matchup on the Bracket is considered Team 1, the other is Team 2
- Team 1 will create the lobby and invite Team 2 to the lobby
- If a match up is selected as a stream match an event admin will add the team captains of each team to the observer lobby, and the captains will invite their respective teams

OBSERVERS AND COACHES

- Only the 2 players who are actively playing and CEH staff or any staff approved by the CEH organization will be allowed in the game lobby
- Other players or coaches may not join a lobby
- Players are permitted to share their live gameplay footage with their coach in real-time

CONNECTIVITY/PING ISSUES & PLAYER DROPS

- If a player reports ping or drops due to connectivity issues within the first 2 minutes of competition and no goals have been scored, the match can be restarted at the request of the player needing to reset

- Any reported ping or drops due to connectivity issues after that time will result in the continuation of gameplay until it's completion and results will be counted
- If a player drops due to connectivity issues and is able to reconnect while the match is still active, they are permitted to do so

MATCH REPORTING

- After the matches are played, winning players will be required to post screenshots of their match results in the appropriate discord channel.
 - Winning players not posting their results in the appropriate place will result in their point differential not being recorded. This information is used for tiebreaking which could negatively affect placement.
- Please also post the scoreline of the game directly after the screenshot. Example: Charlotte FC 2 - Atlanta United FC 1

SECTION 3: MATCH OBLIGATIONS

PUNCTUALITY

- All Players must be present and ready to begin the match within 10 minutes of the original match start time.

COMMUNICATIONS

- Once a Match has officially begun, communication with anyone not designated as playing within the current Match is strictly prohibited and may result in immediate disqualification of the Player
- Standard amount of pauses is allowed
- If an admin is needed please message an event admin. Event admins are labeled as such in the event Discord server

MATCH DISRUPTIONS/DISPUTES

MATCH DISPUTES

- All disputes relating to a match will be handled on a case-by-case basis.

- Reach out to an event Admin via personal discord message if the dispute that needs to be resolved is time sensitive. Event admins can be found in the event Discord server

DISPUTE EVIDENCE

- Be prepared to provide a screenshot or video evidence of the dispute to guarantee a timely and accurate decision

POWER OF ADMIN

- The lead event admin will have the sole discretion to make final decisions based on the rules outlined in this document

CHEATING, GLITCHES, ALTERNATIVE ACCOUNTS

- Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in immediate disqualification and additional penalties depending on the severity of the infraction
- In the event of a glitch occurring, the protesting player must submit video evidence of the glitch. CEH reserves the right to use their discretion on how to enforce any glitch that occurs
- Players must compete on the accounts they have signed up with. If a player shows up to a lobby with an (Epic / Riot / Battle.net / other) ID that is not on the roster, notify an admin *immediately*. Showing up to a game with an ID not listed on the roster may result in a forfeit. If a player has made any changes to their ID notify a CEH admin so they can update accordingly

PERSONAL STREAMING

- All players are welcome to stream their perspective of the event to their personal channels
- CEH admins suggest to use a 5 minute delay when streaming matches so that opponents cannot gain any competitive advantage
- If it is determined that a competitive advantage was gained by using an opponent's personal stream to determine opponent positioning or by any other means, we can not and will not hold the accused party guilty for doing so. Choosing to stream is at one's own discretion

CODE OF CONDUCT

CAROLINA ESPORTS HUB CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers, if deemed necessary.

PENALTIES BY OFFENSE

- No Show to a match
 - First Offense - Match forfeiture & verbal warning
 - Second Offense - Disqualification & low priority in player matchmaking if applicable
 - Third Offense - Kicked from the server
- Cheating
 - Any player caught cheating where the instance has been deemed indisputable by a CEH admin will be banned from any future CEH events
- Toxicity
 - Any toxicity including but not limited to verbal or physical harassment, excessive swearing or rude behavior, name-calling or offensive language toward any teammate, opponent, admin, or any other person involved in the event will result in team and/or player disqualification. The lead admin reserves the right to make the final decision determining whether or not a player's actions falls under this ruling
- Offensive or Inappropriate In-Game Name
 - Player must change their name in order to proceed in the tournament
 - Failure to change an in-game name despite request to do so by lead administrator will result in disqualification, being blacklisted, & low priority in player matchmaking for the next event

- A second Offense in regards to the previous rule (b) will result in a ban from the server and all future events

PLAYER RELEASE

By participating in the Tournament, each Player hereby irrevocably grants the Tournament Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player's performance in the Tournament itself and in other Tournament-related activities, including the Player's name, User Name, Team name and logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the "Appearance") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity for any purpose, including but not limited to, to advertise, market and promote the Tournament, the Tournament Website, the Title Game, the Tournament Entities and future tournaments.