

World Cyber Games 2009 Asian Championship

[PART A] General Information

WCG 2009 Asian Championship

- Format: Group Qualifiers to Single Elimination
- Invitational

Group Qualifiers for FIFA Soccer 2009

- Competitors are split into 4 groups of 4,4,3 and 3 Teams for the Round Robin stage respectively
- Top 2 competitors from each will qualify for the Single Elimination stage

[PART B] Tournament General Rules and Regulations

Competitors' Reporting Time

- All participants are required to report at the game registration counter 30 minutes before the game commencement timing
- Participants that have reported will be allowed into the tournament area for the setup and warm-up should the space be available
- Participants who are late for more than 1 minute after the given game commencement timing will be disqualified. The following is an example of the timeline:
 - 1) 1300 hrs is the reporting time, this is the earliest the teams will be allowed to register
 - 2) 1300 hrs – 1330 hrs is the registration time, 30 minutes is an ample time for any team to report
 - 3) 1330 hrs is the match time, which means that the matches are scheduled to start at this time, any team reporting 1 minute past the match commencement time will be disqualified with no refund / appeal.
- Participants who are late for their team's game are still allowed to join in halfway thru the match, however, any team reporting in must have at least 60% of their team present at the registration counter at the moment of registration (For example, for a team of 5 members – at least 3 must be present at the counter)
- If both participants of the match fail to turn up 5 minutes after the given game commencement timing both participants will be disqualified.

Attire

- All competitors must wear the official WCG uniform at all times in the tournament area. Failure to do so will result in an immediate disqualification
- The following will not be allowed in the tournament area:
 - o Slippers, Sandals, Any other open shoes are not allowed
 - Only covered shoes are allowed
 - o Torn jeans, Shorts, Three-quarters
 - Only long pants or jeans are allowed

- o Singlet, sleeveless t-shirts
 - Only proper t-shirts, polo, shirts, etc
- o Clothes with offensive designs

Food and Drinks

- No food of any sort is allowed in the tournament area
- No drinks are allowed in the tournament area

Equipment / Drivers / Other software setup and testing:

- Competitors who brought their personal equipment are required to set them up in the fastest possible manner. No additional time will be allocated to any competitor to setup the equipment. Should the competitor fail to set up in time, the Marshal will declare the commencement of the game without waiting for the competitor.
- Competitors are only allocated 15 minutes to set up and warm up or test their equipments and game settings
- Competitors are allowed to install their own equipments' drivers. Prior to installing such drivers competitors are to inform the Marshals. Upon completion of the match, competitors are required to uninstall their drivers.
- All drivers are to be transferred via USB ports (thumbdrive or other portable storage devices)
- Usage of CDs or diskettes is strictly prohibited
- Competitors are not allowed to install any custom software, any competitor caught installing such will be disqualified
- Competitors are not allowed usage of any other software prior to or during the match. (MSN, WL Messenger, mIRC, IE, FF, etc) Any competitor caught using such will be disqualified
- Failure to uninstall the drivers / change the desktop settings to original / change the resolution to original / change the screen settings to original will lead to disqualification of the team, even if marshals find the fault after the result of the match was announced.
- All competitors are responsible for their own equipments. Organizers will not be responsible for any property damage or loss during the course of the event

Identification

- All competitors must bring a valid identification card or passport for identity verification purposes. Failure to do so will result in refusal of admission
- Bus cards, School issues student cards, etc are not a valid identification document, players producing such instead of their NRIC / Passport will be refused admission

Unfair Play and Un-sportsmanlike conduct

- Use of any hack software
- Intentional disconnection
- Use of any settings exceeding standard and permitted settings
- Abuse of any game bugs
- During the course of any match the Marshals and Officials may determine other actions to be unfair play at any time. Intentional unfair play or exploitation of game bugs will lead to a disqualification, in which cases the decision will be made by Chief Marshal. If the action was deemed unintentional by the Marshal, the competitor will receive a warning. Accumulation of 3 warnings during the course of the match will result in disqualification
- Un-sportsmanlike behavior displayed during any match will lead to a warning. Accumulation of 3 warnings during the course of the match will result in disqualification
- Any competitors caught using their mobile phone (using in this scenario classified as placing the mobile phone in plain sight or holding it) will be classified as cheating and will be disqualified

immediately. It is strongly suggested that you keep the mobile phones in your bag / pockets without taking them out during the match to avoid any misunderstanding.

- Competitors are not allowed to communicate with spectators or other competitors (not involved in their current match), failure to observe this will lead to disqualification for both parties

Broadcasting of matches during the tournament

- The organizers reserve the rights to broadcast any of the games during the course of the tournament. Selected competitors for broadcasting are obliged to play as per norm irrelevantly of whether the broadcasting is done
- Broadcasted competitors are to have their head phones on with sound on at all times
- The organizers reserve the rights to choose which matches to be placed on stage at any point of the tournament, players must follow it up

Participation rights

- Each participant can only register and play for the tournament once per game. Once the participant gets knocked out of the tournament he / she will not be able to join other teams for that game
- Each participant is allowed to join only multiple categories at a time i.e.
 - o National Finals category
 - o Open category
 - o Asian Championship category

Seeded Teams / Competitors

- All seeded participants, including all registered members of a team, are not allowed to join any other WCG related qualifiers or National Finals event for the same game category
- Seeded teams / competitors who are unable to fulfill their seeded rights will have to forfeit their prizes
- All seeded participants, including all registered members of a team, who had forfeited their seeded rights are not allowed to join any other WCG related qualifiers or National Finals event for the same game category

Marshals, Chief Marshals and their decisions

Respect the fact that human error does occur. Whilst we all try to perfect what we do, there isn't a competitor out there who can get thru an entire tournament without making any mistakes. Marshals are no different. Marshals try their best to be accurate with all of their decisions, but the reality has shown that even the best fall down. Please accept their mistakes the same way you would accept the mistakes from yourself.

Marshals and Chief Marshals follow the strict guidelines on how to make their decisions based on the rules governing the tournament. Most of the issues occur due to competitors not being aware of the full set of tournament rules, however, issues which have not been outlined in the rules might arise during the course of the tournament as well. In such incidents the relevant Chief Marshal and the Games Master will make a new ruling based on the circumstances.

If the competitors feel that the decision made by the Marshal is unfair they may appeal to the Chief Marshal for that game. Chief Marshal has the right to overturn the Marshal's decision. Chief Marshal's decision may only be reviewed by the Games Master.

Respect your Marshals as their decisions are final.

Management

Remember, the competition offered have a strong emphasis on interaction and fun, whilst providing social games with a competitive edge. Rules exist in order to keep the game fair and in control, hence they are to be adhered to very closely.

If a competitor(s) wishes to spoil it for the rest of their team and are found guilty of misconduct, the penalties will be harsher than expected. We suggest if competitors and their fellow spectators cannot abide by the Rules and By-Laws of the game, they should not play or attend matches at all.

We expect everyone to play the game in a sportsmanlike manner and to ensure that each of you emphasize enjoyment whilst participating. If you have anything to say constructively about improving the competition, we would be more than happy to listen.

[PART C] Game Rules and Regulations (FIFA Soccer 2009)

FIFA 09™

- **Game Version: FIFA 09™**
- **Operation System: Windows Vista (Service Pack 1)**
- **USK(German software rating): Everyone**
- **General**
 - Competition Method: 1 vs. 1
 - Game Mode : International and Club
 - The qualifying procedure may vary from country to country based on the number of players trying to qualify for the Grand Final.
 - Host/client will be announced before the match or decided by coin toss.
 - Player changes and strategy changes are limited to 3 times throughout the game. (The changes before the start of first and second half are not included in this count.)
 - At the end of each match, players must maintain the final screens and receive the score confirmation from a referee.
 - WCG may install third party programs and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data

- **Stadium Setting**
 - Stadium : Stadium : Bay Arena
 - Weather : Sunny Day

- **Game setting precautions**
 - The officially licensed FIFA Soccer 09 product must be used with all its official updates.
 - The abilities of teams and players cannot be modified arbitrarily.
 - Graphics and other settings may only be setup through the menu. (Configuration file cannot be used). The allowed resolution is 1024x768x32
 - Players on both sides must select the options before they begin the game. The match result will be accepted even if the players find out that each others' settings were different afterwards.
 - Players may modify the devdata.dat file (pad incompatibility cases only).

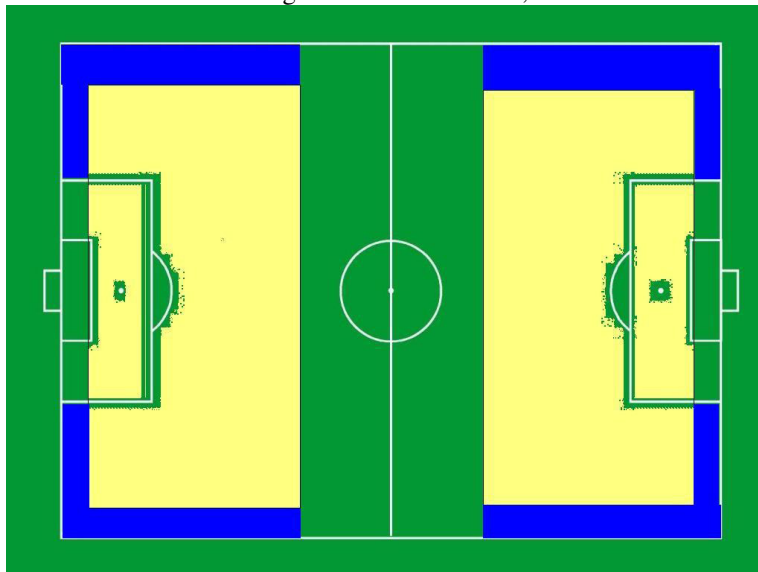
➤ **Game Settings**

- Difficulty Level = World Class
- Keeper Level = World Class
- Half Length = 6 minutes
- Injuries = OFF
- Offside = ON
- Bookings = ON
- Radar = ON
- Camera = Any
- Time/Score Display = ON
- Game Speed = Fast
- Adidas Live Season = OFF
- # of Subs = 5
- Player Auto Switching = slider all to the left if possible
- Manual Cross = ON
- Manual Through-ball = ON

➤ **Forbidden moves**

- Every player must pay extreme attention to the following:
 - Players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
 - Players are not allowed to shoot the ball directly onto the bar from a corner kick in order to get a chance for a header when the ball rebounds.
 - It is not allowed to score a goal from one's own half of the field.
 - It is forbidden to make a throw in directly into the opponent's penalty area. Should a player throw the ball directly into the opponent's penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw in into the opponent's penalty area shall be disallowed.
 - If a player changes his tactics, formation or line-up he has to kick the ball out of bounds after the changes so that his opponent is able to react.
 - Prior to any changes in one's team, the player that wants to change must be in possession of the ball and be in his own half before they pause the game.
 - Longballs (Q+A, Q+W, etc...) are allowed in specific cases.

To understand when a longball is allowed or not, have a look at the following image:



Longballs are allowed when done from inside a green area or when you are in your own half of the field. Longballs are forbidden when taken from your yellow/blue area and are directed into your opponent's yellow/blue area. In order to allow the referees

to make the appropriate call, a patch will be used to detect forbidden longballs. The “**Soccerbot2009**” patch may be downloaded from here: <http://www.dadadev.com/index.php?target=downloads> (courtesy of Özgün ‘DaDeather` Turan)

- Should a goal be scored against you as a direct result of a throw in into the penalty area, you are allowed to file a protest after the match has been completed. For a protest to be valid, the demo of the match will have to be produced by the offended player. If a referee confirms the wrongdoing the goal(s) will not be considered and the offending player shall be sanctioned.
- o In any case, a goal scored due to the use of a “forbidden move” shall be disallowed.
- o Should a player persist in playing with forbidden moves, he may be disqualified from the tournament.
- o All complaints shall be dealt with after the match has been completed.

➤ **Allowed patches and external software**

- o The official licensed “FIFA Soccer 09” product must be used together with all the official patches released by EA Sports.
- o The abilities of the teams and players cannot be modified in any way.
- o The above mentioned “Soccerbot2009” patch is mandatory.

➤ **Disconnections**

- o Should a disconnection occur:
 - A referee will confirm the exact score to that point, and restart the match.
 - A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
 - Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.
- o Intentional disconnection: Upon judgment by the referee, any offending player will be charged with a loss and a possible disqualification from the tournament.

➤ **Penalty for unfair play**

- o Unfair play
 - Use of any cheat program
 - Intentional disconnection
 - Use of any settings exceeding the standard and permitted settings
 - Any unnecessary chatting during the match.
 - If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee’s sole discretion.
- o Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- o During the course of any match, the operations staff and/or referee may determine other actions to embody unfair play at any time.

- **These rules are for the WCG 2009 Asian Championship and are subject to modification in the following aspects.**
 - o Use of the most recent patch/version release of each official game is within the WCG committee's own discretion.
 - o Changes to in-game settings and options necessitated by the use of most recent patch version/release
 - o Cheat Protection Program release and/or cheat protection functions
 - o Game settings and/or operations guidelines dictated by differences between online and offline tournaments.