

**AIFF eFOOTBALL CHALLENGE 2022**  
**TOURNAMENT REGULATIONS**



**PREAMBLE**

1. India's national qualifying event ("**MA eTrophy**") for FIFAE Nations Series 2022 ("**FeNS22**") will be called "AIFF eFootball Challenge 2022" ("**Tournament**").
2. The Tournament is a FIFA-approved competition of the All India Football Federation ("**AIFF**").
3. The AIFF eFootball Challenge 2022 Regulations ("**Regulations**") shall govern the rights, duties, and responsibilities of the AIFF and the Athletes taking part in the Tournament.
4. These Regulations and all without limitation related directives, decisions, guidelines and circulars issued by the AIFF shall be binding upon all persons participating and involved in without limits the preparation, organisation and hosting of the Tournament including but not limited to Athletes, organisers, hosts, team members, administrators and technical experts ("**Tournament Staff**").
5. The Tournament is fully compliant with the General Terms and Conditions at all times for MA - Operated Events set forth in FIFAE Nations Series 2022 Competition Regulations ("**FIFA Regulations**") issued by FIFA.

**DEFINITIONS**

1. **Admin/Admin Team:** representatives of Challengermode responsible for the performing match-related duties for the duration of the Tournament.
2. **Athletes:** Gamer athletes who will be participating in the Tournament;
3. **Challengermode:** means the online platform used for Tournament management.
4. **Double Elimination:** a format of elimination tournament in which an Athlete gets moved to the Lower Bracket on losing one match, and on losing a second match is eliminated from the Tournament.

5. **Double-Legged match-up:** a match-up in which competing Athletes play 2 matches, i.e., Leg 1 and Leg 2, to determine the winner of the match-up.
6. **FIFA Global Series Rankings (“FGS Rankings”):** EA Sports FIFA22 Global Series Rankings released by FIFA on fifa.gg.
7. **FIFAE National Squad:** consists of a minimum of 2 and a maximum of 10 Athletes selected by the AIFF over the course of the FeNS22, that may be changed at the discretion of the AIFF.
8. **FIFAE National Team:** a team made of Athletes selected by the AIFF from the FIFAE National Squad to represent the National Team in FIFAE Friendlies and various stages of the FIFAE Nations Series.
9. **Final Stage:** the last stage of the Tournament involving the top 12 FIFA Global Series ranked Athletes and the qualified Athletes from the 4 Monthly Qualifiers.
10. **Golden Goal rule:** a tie-breaker rule in which the Athletes with tied scores play a match to determine the winner on the basis of the first and only goal scored in that match. The Athlete scoring the goal will be the winner of the match.
11. **Monthly Qualifiers:** the monthly qualifying series of the Tournament where amateur and professional Athletes can participate in order to qualify to the Final Stage of the Tournament.
12. **Single Elimination:** a format of elimination tournament where the loser of each match-up is immediately eliminated from the tournament. Each winner will play another in the next round, until the final match-up, whose winner becomes the tournament champion.
13. **Single-Legged match-up:** a match-up with only one match played between the competing Athletes.
14. **Tournament** – The AIFF eFootball Challenge 2022.

**1. MODE OF COMPETITION**

- 1.1. The Tournament will be an online-only tournament.
- 1.2. No offline events with in-person attendance shall take place unless otherwise decided by AIFF taking into account the health situation, in particular with respect to COVID-19 outbreak, at the time of the hosting of such a match or stage of the tournament.
- 1.3. The Tournament shall be contested by individual Athletes.
- 1.4. The Tournament will be a PlayStation Tournament played on PS4 and PS5 using the PS4 version of EA SPORTS FIFA 22 game. However, PS5 console users are required to have access to the Ultimate Edition of FIFA22 game in order to play the PS4 version of the game on PS5.
- 1.5. **Format and Bracket**
  - 1.5.1 The Tournament will feature four (4) Monthly Qualifiers between November 2021 and February 2022, followed by a Final Stage;

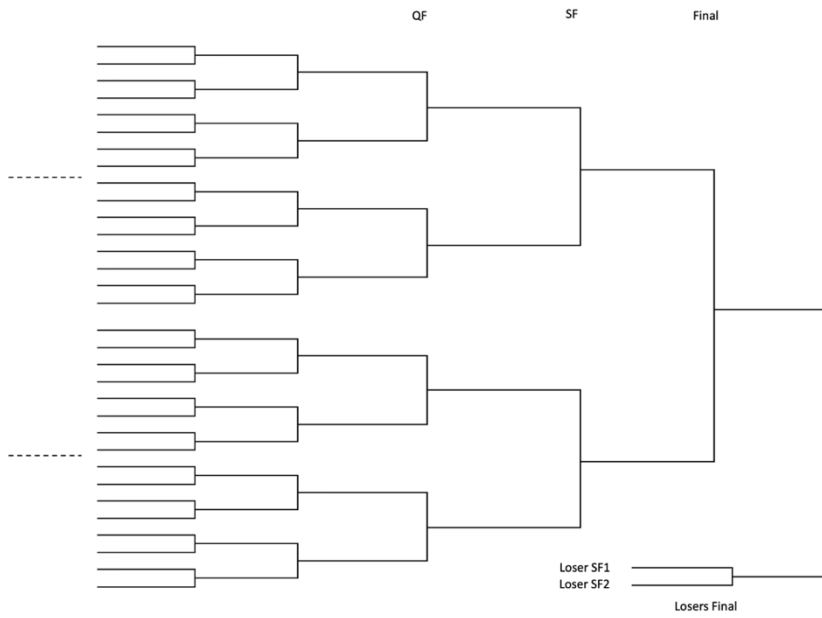
**(i) Monthly Qualifiers:**

- a) 'Single Elimination' knockout format will be followed in the Monthly Qualifiers with Single-Legged match-ups in every round;
- b) Athletes in the Monthly Qualifiers will be matched up against each other at random;
- c) A Losers Final shall be played in each of the Monthly Qualifiers to determine the Athletes placed in the 3<sup>rd</sup> and the 4<sup>th</sup> position of that Monthly Qualifier.
- d) The Athletes qualifying for the Final Stage through the Monthly Qualifiers shall be seeded as per Article 1.8 of these Regulations.

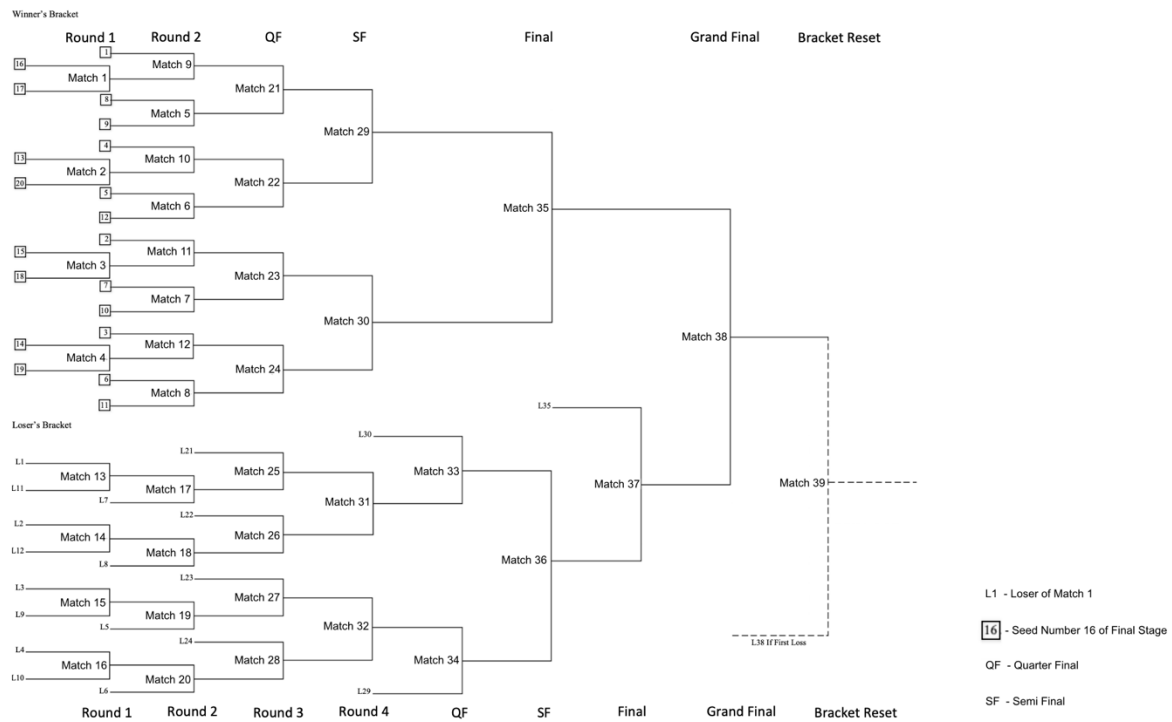
**(ii) Final Stage:**

- a) 'Double Elimination' format with Double-Legged match-ups in every round will be followed in the Final Stage.

- b) All Athletes play their first round of the Tournament in the Upper Bracket. However, the top 12 Athletes of the Final Stage, seeded as per Clause 1.8 of these Regulations, shall be involved in the fixtures only from Round 2 in the Upper Bracket.
- c) Athletes losing one round in the Upper Bracket will be moved to the respective round in the Lower Bracket. Any Athlete losing in the Lower Bracket shall be eliminated on the basis of the Double Elimination format of the Tournament.
- d) The match-ups will continue as per the fixtures given below until 2 (two) Athletes i.e., one from the Upper Bracket and one from the Lower Bracket, reach the Grand Final of the Final Stage.
- e) In the Grand Final, if the Athlete from the Upper Bracket loses to the Athlete from the Lower Bracket, a bracket reset match-up shall be played i.e., the Grand Finalists shall play another round in a Double-Legged format to decide the winner of the Grand Final. This is on the basis of the Double Elimination format, as the Athlete from the Upper Bracket, by virtue of their first loss, will be moved to the Lower Bracket and will not be eliminated.



Single Elimination Bracket - Monthly Qualifiers



Double Elimination Bracket - Final Stage

### 1.6. Competition System

- a) The Monthly Qualifiers shall be played using 90 OVR Mode of the game.
- b) All match-ups in the Monthly Qualifiers shall have a win/loss result and match-ups shall not end in a draw.
- c) For the Single-Legged match-ups in the Monthly Qualifiers, if the scores are tied after the normal time (90 min + injury time), the Golden Goal rule shall be followed to decide the winner, i.e., a second match will be played by the Athletes that will end when the first goal of this second match is scored and the Athlete scoring the goal shall be the winner. This shall be reported as one extra goal to the winning Athlete in the final score of the match-up;
- d) For the Final Stage, FIFA Ultimate Team Friendly Competition game mode shall be used and all qualified Athletes shall be provided with FIFA22 tournament accounts by the AIFF.

- e) Each round of the Final Stage will have Double-Legged match-ups and the aggregate score over the two legs will determine the winner of each matchup.
- f) Leg 1 in a Double-Legged match-up will end after normal time (90 min + injury time, in the game). However, ONLY in the event of a tie in the aggregate score at the end of normal time (90 min + injury time) in Leg 2, Leg 2 will advance to extra time and penalties.
- g) If, for any reason whatsoever, the AIFF is unable to provide FIFA22 tournament accounts to all the qualified Athletes as specified in Clause 1.6(d) above, 90 OVR game mode shall be used in the Final Stage with Best of 3 matchups in each round.

### 1.7. Qualification of Athletes

1.7.1 A total of twenty (20) Athletes shall gain qualification to the Final Stage of the Tournament and shall consist of:

- A. Twelve (12) Athletes based on FIFAE Global Series (FGS) Rankings, and
- B. Eight (8) Athletes through the Monthly Qualifiers

#### A. Athletes based on FIFAE Global Series (FGS) Rankings

- a) Top 12 Athletes as per the FIFAE Global Series Rankings (PlayStation - Asia South Region) as on the cut-off date and time - 22 February 2022 12:00 am IST shall directly qualify for the Final Stage of the Tournament;

#### B. Monthly Qualifiers:

- a) The Monthly Qualifiers organized by the AIFF will have open registration i.e., any Athlete, professional or amateur, fulfilling the eligibility criteria (as per Article 2 hereunder) can register to participate in the Tournament.
- b) From each Monthly Qualifier, the top 2 Athletes, i.e. the winner and the runner-up of each Monthly Qualifier, shall qualify to play in the Final Stage of the Tournament.
- c) Top 2 Athletes (the winner and the runner-up) of each of the four (4) Monthly Qualifiers shall qualify for the Final Stage.

- d) The winner and the runner-up of any one Monthly Qualifier cannot participate in any of the subsequent Monthly Qualifiers.
- 1.7.2 If any of the 8 Athletes who qualified through the Monthly Qualifiers are also among the top 12 FGS ranked Athletes, the next top finishing Athlete(s) in the particular Monthly Qualifier i.e., the 3<sup>rd</sup> and/or 4<sup>th</sup> placed Athletes, in that order, shall occupy the Monthly Qualifier spot(s) vacated by the ranked Athlete(s).
- 1.7.3 If the 3<sup>rd</sup> placed Athlete has also qualified through FGS rankings or as a top 2 finisher in a later Monthly Qualifier, the 4<sup>th</sup> placed Athlete shall occupy the spot. If both the 3<sup>rd</sup> and 4<sup>th</sup> placed Athletes of a particular Monthly Qualifier have qualified either through FGS rankings or as top 2 finishers in a later Monthly Qualifier, the qualification spot goes to the next best ranked Athlete as per the FIFAE Global Series Rankings (PlayStation - Asia South Region) on the cut-off date and time, and shall be seeded above the Athletes qualifying through Monthly Qualifiers
- 1.7.4 If any of the top 12 FGS ranked Athletes are found to be ineligible (as per Article 2 hereof) or not in possession of the necessary identification documents or wishes not to participate in the Final Stage or does not submit the Declaration of Participation (“**DOP**”) before the registration deadline for the Final Stage, the next eligible Athlete in the FGS ranking order shall qualify for the Final Stage and will be seeded the lowest among the 12 Athletes.
- 1.7.5 If any of the 8 Athletes qualified as top 2 finishers through the Monthly Qualifiers are found to be ineligible (as per Article 2 hereof) or not in possession of the necessary identification documents or wishes not to participate in the Final Stage or does not submit the Declaration of Participation (“**DOP**”) before the registration deadline for the Final Stage, the next top finishing Athlete from the respective Monthly Qualifier (3<sup>rd</sup> and 4<sup>th</sup> placed Athletes, in that order) shall occupy the qualification spot(s). If either of the 3<sup>rd</sup> and 4<sup>th</sup> placed Athletes in a particular Monthly Qualifier are deemed ineligible or does not wish to participate in the Final Stage, the qualification spot goes to the next best ranked Athlete as per the FIFAE Global Series Rankings (PlayStation - Asia South Region) on the cut-off date and time, and shall be seeded above the Athletes qualifying through the Monthly Qualifiers.



1.8. **Seeding**

- a) Random seeding shall apply for all the Monthly Qualifiers.
- b) For the Final Stage, the Athletes qualifying based on FGS Rankings shall be seeded higher than the Athletes qualifying through the Monthly Qualifiers.
- c) Higher FGS ranked Athletes shall be seeded higher for the Final Stage.
- d) For seeding of the Athletes qualifying through the Monthly Qualifiers, first preference shall be given to the finishing position of the Athletes i.e., The winners of the Monthly Qualifiers will be seeded higher than the runners-up of the Monthly Qualifiers and so on.
- e) For Athletes with the same finishing positions across the Monthly Qualifiers, the month of qualification will be considered for seeding purposes. Athletes qualifying earlier shall be seeded higher, for example, the winner of Monthly Qualifier November will be seeded higher than the winner of Monthly Qualifier December.
- f) Considerations in Clauses 1.7.3, 1.7.4, 1.7.5 shall also be followed during the seeding process

<b>SEED</b>	<b>ATHLETE</b>
1	FGS #1
2	FGS #2
3	FGS #3
4	FGS #4
5	FGS #5
6	FGS #6
7	FGS #7
8	FGS #8
9	FGS #9
10	FGS #10
11	FGS #11
12	FGS #12

<b>SEED</b>	<b>ATHLETE</b>
13	WINNER - MONTHLY QUALIFIER NOVEMBER
14	WINNER - MONTHLY QUALIFIER DECEMBER
15	WINNER - MONTHLY QUALIFIER JANUARY

16	WINNER - MONTHLY QUALIFIER FEBRUARY
17	RUNNER-UP - MONTHLY QUALIFIER NOVEMBER
18	RUNNER-UP - MONTHLY QUALIFIER DECEMBER
19	RUNNER-UP - MONTHLY QUALIFIER JANUARY
20	RUNNER-UP - MONTHLY QUALIFIER FEBRUARY

## 1.9. Tournament Schedule

### a) Dates

#### (i) Monthly Qualifiers:

- Monthly Qualifier November : November 13<sup>th</sup> and 14<sup>th</sup>, 2021
- Monthly Qualifier December : December 18<sup>th</sup> and 19<sup>th</sup>, 2021
- Monthly Qualifier January : January 13<sup>th</sup> and 14<sup>th</sup>, 2022
- Monthly Qualifier February : February 19<sup>th</sup> and 20<sup>th</sup>, 2022

#### (ii) Final Stage:

- Rounds until & including Upper Quarter Finals and Lower Round 4: March 17<sup>th</sup>, 2022
- Rounds until & including Upper Semi Finals and Lower Semi Final: March 18<sup>th</sup>, 2022
- Upper & Lower Final, Grand Final, Bracket Reset (if required): April 3<sup>rd</sup>, 2022

b) Time of commencement of the matches shall be updated on the Challenger mode after the completion of registration and seeding procedure for each of the Monthly Qualifiers and the Final Stage.

c) The date and time of commencement of any match is subject to change. AIFF retains the final discretion to amend the match schedule at any time without giving any reason to the Athletes.

## 2. ELIGIBILITY OF ATHLETES

2.1. The Athletes must:

- a) Be at least 16 years of age on the date of start of registration for the first participating stage (any of the four Monthly Qualifiers or the Final Stage) and have a full (not underage) EA account in India. Athletes under the age of 18 shall produce a consent letter from the parent or legal guardian for participation as and when requested by the AIFF;

- b) Be registered via FIFA.GG and have created their official Athlete account;
- c) Own or have access to FIFA22 and its online features on a PlayStation platform;
- d) Have a valid PSN ID:
  - i. which shall remain unchanged until the end of the tournament, unless a change is requested by AIFF or FIFA or EA SPORTS;
  - ii. which shall be the same FUT verified ID used for the qualification by the Athletes qualifying to the Final Stage based on FGS Rankings
- e) Be a resident in India;
- f) Not have represented any other FIFAe National Team as part of any FIFA esports competition held under the auspices of FIFA;
- g) Hold a valid Indian passport at the time of registration for the Final Stage. In the event that an Athlete is not in possession of a valid Indian passport at the time of registration for the Final Stage, such Athlete may still be granted the right to participate in the Final Stage of the Tournament, if the Athlete is able to produce either:
  - i. any receipt or written proof confirming that such Athlete has applied for obtaining a new passport under the 'Tatkaal' passport scheme; or
  - ii. any other written confirmation from the passport authorities acknowledging the Athlete's appearance for the passport interview; or
  - iii. an acknowledgement letter from the passport authorities with the application status of that Athlete showing as 'Granted'.

Either one of the above proofs should be provided by such Athlete to AIFF along with the DOP, before the deadline for returning the DOP as notified by AIFF, expires;

- h) In terms of article 2.1.f) above and notwithstanding other provisions of these Regulations, the Athlete shall submit a written self-declaration whereby the Athlete agrees to being granted entry to the Tournament solely on the basis of that Athlete's self-guarantee to AIFF, of producing a valid Indian passport before the end of the Tournament and that the Athlete's failure to abide by this condition will result in the exclusion of that Athlete from the FIFAE National Squad and FIFAE National Team representing India at FeNS22, if selected, as well as the forfeiture of any prize money won by that Athlete in the Tournament;
- i) Not be in breach of these Regulations at any stage of the Tournament or any other rules or regulations governing any FIFA esports competition or event held under the auspices of FIFA or EA SPORTS (as determined by FIFA acting reasonably), which include, without limitation, any sanction from the EA SPORTS FIFA 22 Global Series.

### **3. REGISTRATION**

- 3.1. During the registration for Monthly Qualifiers, Athletes shall provide necessary information and accept the Terms and Conditions on the Tournament management platform.
- 3.2. During the registrations for the Final Stage, qualified Athletes shall submit all the necessary forms identification documents and studio quality photographs to AIFF within the specified deadlines notified to the Athletes by AIFF.
- 3.3. After verification of the documents, the Athletes deemed eligible to participate, shall be invited to register in the Tournament management platform.
- 3.4. Athletes deemed ineligible shall not be considered further in the registration process.
- 3.5. No entry fees shall be charged from the Athletes for participation in the Tournament.
- 3.6. The decisions made by AIFF regarding the participation shall be final and binding upon all Athletes.
- 3.7. **Registration dates:**
  - Monthly Qualifier November : 1-8 November 2021
  - Monthly Qualifier December : 6-13 December 2021

Monthly Qualifier January	: 1-8 January 2022
Monthly Qualifier February	: 7-14 February 2022
Final Stage	: 25 February - 4 March 2022

- 3.8. The registration dates are subject to change and AIFF retains the final discretion to amend the registration period at any time without giving any reason to the Athletes.

#### 4. GAMEPLAY

- 4.1. Athletes must play each match-up using the 90 OVR game mode in the Monthly Qualifiers.
- 4.2. Athletes will be required to add each other as friends on PSN.  
After adding the opponent as a friend on PSN, Athletes must go to Online Friendlies → New Friendly Season → Invite.
- 4.3. All games will use Online Friendlies default settings, with:
- a) Half Length: 6 minutes
  - b) Controls: Any
  - c) Game Speed: Normal
  - d) **Squad Type: 90 Overall**
  - e) Substitutions follow the in-game mechanisms
  - f) Custom tactics are allowed
  - g) Custom formations are not allowed
  - h) Camera: Tele Broadcast
  - i) Audio guide instructions must be checked before each game
  - j) HUD: Player Name & Indicator
  - k) Player Indicator: Player Name
  - l) Time/Score Display: On
  - m) Radar: 2D
  - n) Gamertag Indicator: IN GAME PLAYER
  - o) Scrolling Line Ups: On
  - p) Commentary Volume: 8
  - q) Stadium Ambience: 8
  - r) Music Volume: 0

**4.4. Double-Legged Match-ups in the Final Stage**

- a) For Leg 1, the lower seeded Athlete shall invite the higher seeded Athlete;
- b) For the second match, the higher seeded Athlete should set the score from Leg 1 and invite the other Athlete;
- c) The Athlete receiving the invite must check the leg and aggregate score before beginning Leg 2 of the matchup. Accepting the match implies that the Athlete has accepted the score; and
- d) Leg 1 will end after normal time (90 minutes + injury time). Leg 2 will continue to extra time and penalties in case of a tie in aggregate score.
- e) The game settings to be used for match-ups in the Final Stage shall be communicated to the qualified Athletes during the registration period for the Final Stage.

4.5. **Tournament Server:** Direct server should be used by the Athletes.

4.6. The Athletes may use a different Tournament Server option only if both Athletes in the match explicitly agree to use the same and get the approval from the administrator before the commencement of the matchup.

4.7. The Athletes are required to check their opponents' squad during the upcoming squad screen and report any issues immediately. Games that progress beyond the first half will be considered valid even in the case of an incorrect squad being used. Athletes finding an incorrect squad should take a picture of the invalid squad and immediately contact the administrator appointed by Challengermode; and

4.8. All sanctions related to an incorrect squad will be decided by the administrator appointed by Challengermode following the standard procedures defined by Challengermode.

**5. TOURNAMENT OPERATIONS**

- 5.1. Challengermode will be the online platform used for Tournament management.
- 5.2. Bracket management, game scheduling, result reporting and dispute resolutions shall be carried out through the Challengermode platform.
- 5.3. Administrators from Challengermode shall decide on matters including but not limited to match-related disputes, match interruption, connection issues, delays, no show, game forfeit and squad related complaints.
- 5.4. **Before a match:**
  - a) As soon as the Tournament starts and the Athletes have been seeded, Athletes must click on 'Go to Game' button to be redirected to the Challengermode lobby. Athletes can also find their matches by navigating to the respective Bracket; and
  - b) **IMPORTANT: If the Athlete does not go to their Challengermode lobby within 10 minutes, the Athlete will automatically be disqualified, and the Athlete's opponent will receive a win by walkover.**
- 5.5. **Reporting Scores:**
  - a) WIN OR LOSE, the Athletes must return to their Challengermode match-up and report the final score;
  - b) The Athletes must report aggregate scores at the end of their Double-Legged matchups, and not after each leg of a match-up in the Final Stage;
  - c) If an Athlete has reported a score and the Athlete's opponent has not, the Athlete must upload evidence (SCREENSHOT) of the score and contact an Admin;
  - d) Athletes must also screenshot the final score screen of each individual game, clearly showing the final score of a match. The process of taking a screenshot on the console is explained in this [article](#);

- e) If both Athletes are disputing the result and neither can provide suitable evidence, both Athletes may be given a default loss.

5.6. The Athletes should use the Discord channel to contact Admins for the fastest support. Communication outside of Challengermode or a listed Official Discord Server will be ignored by the Admin Team.

**5.7. Connection issues:**

a) NAT Type

- i. Athletes should check their NAT Type before competing, this can be easily accessed from the console network settings;
- ii. Athletes should compete on NAT TYPE 1 (OPEN) or NAT TYPE 2 (MODERATE);
- iii. If NAT TYPE 3 (STRICT) is used, the Athlete 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 disqualification from the Tournament;
- iv. The Athletes may be asked to provide the proof of their NAT Type by Admins in the case of a connection failure. Failing to do so will result in a Disqualification. Athletes may read instructions on how to change their NAT Type [‘here’](#).

b) Communicating connection issues

- i. If the Athletes are unable to connect to their opponent, they must both contact Tournament Admins, within fifteen (15) minutes of the start of the stage. Failure to do so will result in both Athletes receiving a loss;
- ii. The Athletes are required to follow these actions immediately once Admin contact has been made:  
Step A: Athletes should swap who invites;



Step B: BOTH Athletes must Restart Internet Modem, if Step A did not work;

Step C: BOTH Athletes must Restart Router (if connected), if step A or step B did not work; and

- iii. Repeated connection issues in the same match may lead to a loss for both Athletes being applied at the discretion of the Tournament Admin Team.

### **5.8. Match interruption**

- a) In the case of any interruption to a match, such as a disconnection from the match or servers, the Athletes 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;
- b) The score in a match before the interruption will be kept as valid and added to the new overall score;
- c) 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.

## **6. MEDIA**

- 6.1. The Athletes should record each match-up in its entirety using the built-in recording function on PS4/PS5.
- 6.2. The recorded game footage should be uploaded by the Athletes to their personal online Drive and the video link (without access restriction) should be sent via E-mail to the AIFF (efootball@the-aiff.com) by both the Athletes (winner and loser) of the match-up, clearly indicating the match-up number, round, stage, opponent and Final Score in the E-mail. This shall be done WITHIN 2 HOURS OF THE COMPLETION OF THE MATCH-UP. This shall apply to all the stages, including the ones livestreamed. The recordings must also be saved by the Athlete until the end of the Tournament.
- 6.3. In the event where an Athlete does not send the footage within 2 hours after the completion of the match-up as required, the AIFF shall have the right to refer the matter to its Disciplinary Committee

for its decision, which may extend to banning the defaulting Athlete from future participation in AIFF related e-sport events.

- 6.4. The Athletes shall share their images, as and when requested, for use without limitation in AIFF's website, social media content, newsletters and brochures. The Athletes shall grant AIFF the rights necessary to use their images for without limitation, any future promotional events, training videos or commercial exploitation through the Tournament. The Athletes shall be required to provide their express consent for the same to AIFF through the declaration form attached with this document.
- 6.5. No FIFA22 game asset from the Tournament shall be used separately by the Athlete for distribution over social media.

## **7. STREAMING**

- 7.1. The Semi Final match-ups and the Final match-up of each of the Monthly Qualifiers will be streamed on AIFF's Twitch channel, subject to the streaming capability of the Athletes.
- 7.2. For the Final Stage, all match-ups until and including the Semi Finals will be streamed on AIFF's Twitch channel, subject to the streaming capability of the Athletes.
- 7.3. The Upper Final, Lower Final and Grand Final of the Final Stage will be streamed across AIFF's Social Media channels.
- 7.4. The Athletes shall share their gameplay as well as their camera feed using the streaming software and hardware suggested by AIFF.
- 7.5. Detailed instructions for setting up the stream will be provided to the Athlete by AIFF.
- 7.6. The Athletes shall not stream their gameplay publicly during any stage, to their personal social media page/website or on any other locations or platforms, whether online or otherwise.

## **8. EQUIPMENT AND CONNECTION**

- 8.1. It is recommended to connect the console and the streaming setup to TWO different internet connections to ensure that the gameplay is not affected by the streaming data. Both the connections

should be WIRED connections (DSL, Cable Modem, Fiber etc.); use of wireless/mobile internet connection is strictly prohibited. The internet speeds required for the wired connections are:

Connection for the console: Minimum 15 Mbps **Download**

Connection for the streaming setup: Minimum 15 Mbps **Upload**

- 8.2. In the event the Athlete decides to connect their console and streaming setup to a common internet connection, the minimum internet speeds required for the connection are 25 Mbps **Download** and 25 Mbps **Upload**.
- 8.3. A Connection Score of 65 or above as per the [EA Connection Quality Report Tool](#) is mandatory, else the Athlete may be debarred from participating in the Tournament.
- 8.4. The Athletes are obliged to provide a screenshot of their internet speeds and connection score whenever asked for by AIFF or Challengermode.
- 8.5. The Athletes should arrange a video capture card and a computer with a webcam (in-built or external) for streaming of the Final Matches (Upper & Lower Final, Grand Final) of the Final Stage.
- 8.6. Only wired headsets/earphones with microphone should be used during the Tournament.
- 8.7. Ethernet cables should be mandatorily used to connect the equipment to internet (and not Wi-Fi) to ensure a steady internet connectivity.
- 8.8. The Athletes qualifying for FIFAE National Squad should arrange an Xbox (in case a nomination on Xbox console is required for FeNS22) and practise for the FIFAE Nations Series as and when requested by AIFF.

## **9. PRIZE POOL**

- 9.1. The total prize pool of the competition will be ₹2,00,000.
- 9.2. The winner of the Grand Final match of the Final Stage shall be awarded ₹1,00,000.
- 9.3. The runner up of the Grand Final match of the Final Stage shall be awarded ₹50,000.

- 9.4. The Third-placed Athlete in the Final Stage shall receive ₹30,000.
- 9.5. The Fourth-placed Athlete in the Final Stage shall receive ₹20,000.
- 9.6. The Athletes will be entitled to the prize money only if they show up and complete all the matches of their qualified stages and fulfil all their obligations towards AIFF, which shall include without limitation full compliance with these Regulations as well as with any other directives issued by AIFF. Also, Disqualified Athletes will not receive any prize.
- 9.7. TDS as per applicable rates by Indian government will be deducted.

## **10. FIFAE NATIONS SERIES PARTICIPATION**

- 10.1. The Athletes shall agree explicitly, during the registration process of the Tournament, to take part in the FeNS22 if selected, which may involve overseas travel, e.g., for the FIFAE Nations Cup.
- 10.2. The FIFAE National Squad for the FIFAE Nations Online Qualifier Play In stage shall be constituted by the four (4) Athletes as part of the FIFAE National Squad for FeNS21.
- 10.3. After the completion of the FIFAE Nations Online Qualifiers Play In stage, for all further matches of FeNS22 (FIFAE Nations Online Qualifiers Main Stage, subsequent stages of FeNS22 if qualified, FIFAE Friendlies etc) in the 2022 season, the FIFAE National Squad shall be constituted based on the following criteria;
- 10.4. In the event the National Team qualifies for the FIFAE Nations Playoff 2022 through the FeNOQ Play In, the FIFAE National Squad shall consist of the four (4) Athletes from the FeNS21 Squad AND the top four (4) Athletes of the Tournament (Winner, Runner-Up, 3<sup>rd</sup> placed and 4<sup>th</sup> placed Athletes). If any of the 4 Athletes of FeNS21 Squad are also among the top 4 finishers of Tournament, the Squad size shall be limited accordingly.
- 10.5. In the event the National Team does not qualify for the FIFAE Nations Playoff 2022 through the FeNOQ Play In, the Squad shall consist only of the top four (4) Athletes of the Tournament (Winner, Runner-Up, 3<sup>rd</sup> placed, and 4<sup>th</sup> placed Athletes).

- 10.6. Additionally, if it is required by the AIFF to nominate an Athlete on Xbox for the FeNS22 and the current selected Athletes do not have sufficient experience playing on Xbox, an extra Athlete shall be selected from the participants of the Tournament with relevant prior experience.
- 10.7. Being part of the FIFAE National Squad does not guarantee selection to the FIFAE National Team nominated for any stage of the FIFAE Nations Series 2022. Selection to the FIFAE National Team to be nominated for each stage of FeNS22 shall be done in a fair and skill-based manner, collectively taking into consideration the performance of the Athletes in the internal matches played between the FIFAE National Squad members, AIFF eFootball Challenge 2022, and FIFAE Nations Series 2022.
- 10.8. The selected Athletes, if found to have violated the AIFF Tournament Regulations at any stage of the Tournament, shall be replaced by the next eligible Athlete(s) for the Tournament, as determined by the AIFF.
- 10.9. AIFF retains the final discretion in the selection of Athletes to the FIFAE National Squad and the nomination of the FIFAE National Team for any stage of FeNS22 without giving any reason to the Athletes.

## **11. WITHDRAWAL & CANCELLATIONS**

- 11.1. Entrant Athletes as per these Regulations, are not generally permitted to withdraw from the Tournament after completion of their registration process for the Tournament. The same can be done however, after notifying the AIFF. Notification of such withdrawal must be given at least 48 (forty-eight) hours before a scheduled match of that Athlete, to the AIFF, whatever the reason. The AIFF, through its Disciplinary Committee, may take appropriate disciplinary measures against any Athlete withdrawing from the Tournament either post registration or mid Tournament on a case-to-case basis. Notification of withdrawal by an Athlete from the Squad after being selected to represent India in FeNS22 through this Tournament, may attract disciplinary measures being taken against such Athlete by the AIFF Disciplinary Committee.
- 11.2. This Tournament or any part of it may be cancelled for any reason at any time by AIFF. Entrants will be given a minimum of 12 (twelve) hours' notice in the case of cancellation. This Tournament or any part of it may also be rescheduled for any reason by AIFF. Entrants will be given a minimum of 12 (twelve) hours' notice in the case a rescheduling of the matches or the Tournament takes place.

## **12. FAILURE TO SHOW**

- 12.1. If no notice of withdrawal has been formally provided by an Athlete, and in the event that such Athlete fails to show up for his match or login to the server at the designated time of his match, the Challengermode may take disciplinary measures against such Athlete through its internal disciplinary process and notify that decision to AIFF.
- 12.2. The Athlete may also be sanctioned by the AIFF Disciplinary Committee, if the AIFF deems it necessary, depending on the circumstances of the Athlete and the decision of Challengermode.

## **13. LIMITATION OF LIABILITY**

- 13.1 Every participating Athlete's liability under these Regulations shall be determined by the applicable laws and in case of, without limitation, negligence, willful misconduct, defamation of the name or goodwill of AIFF, violence or non-sportsman like behavior on the part of any Athlete or his representatives, appropriate damages shall be claimed by AIFF from such Athlete.
- 13.2 The AIFF's liability will be restricted only to its obligations under these Regulations i.e. those related to the organization, hosting, administering and supervising the Tournament. AIFF shall not be liable to pay any monetary amounts whatsoever, at any point to any Athlete or third party. No Athlete participating in the Tournament or his representatives or any other third party claiming under or on behalf of the Athlete, shall ever claim any monetary amount from the AIFF or without limitation its affiliates, associates, staff, personnel or contractors in any manner whatsoever.

## **14. CONFIDENTIALITY & DATA PROTECTION**

- 14.1 In order for the AIFF, the Athletes and the Tournament Staff to perform their roles and obligations as per these Regulations, it may be necessary for them to provide each other with confidential information regarding and not limited to their business practices, personal information, development plans, strategies, club related information and future events ("**Confidential Information**").
- 14.2 The AIFF, the Athletes and the Tournament Staff shall use any and all information obtained as a result of performance of their roles and obligations as per these Regulations, only in the best interests of the other remaining persons/entity(ies) herein and shall not use it in an unethical manner or for the benefit of any person or entity other than the AIFF, the Athletes or Tournament Staff themselves, or disclose such confidential information without the written authorization of the other remaining persons/ entity(ies) , either during or after the redundancy of these Regulations, unless expressly required to do so under the law.

14.3 The AIFF, the participating Athletes and the Tournament Staff may be required to collect, use, transfer, store or otherwise process (collectively “**Process**”) any of the AIFF’s or the Athlete’s or a third party’s information or data that can be linked to without limitation specific individuals, gaming styles, manner of operation, relationship with other agencies and future strategic plans (“**Private Data**”). The AIFF and the Athletes, including all those representing through them or under their name, will be required to Process the Private Data in accordance with the applicable laws and professional regulations in this regard and will at all times, adopt the best practices to fully protect such Private Data and will refrain from divulging any such Private Data to any interested third parties either during or after the non-enforceability of these Regulations, unless expressly required to do so under the law.

## 15. COMMERCIAL AND INTELLECTUAL PROPERTY RIGHTS

15.1. All commercial rights whatsoever including but not limited to all sponsorship, merchandising, licensing, digital, marketing and media rights related to the Tournament, are exclusively owned and controlled by and therefore, shall be exploited by AIFF.

15.2. The AIFF shall be free to contract with any sponsor that it may see fit and the Athletes or their representatives or teams shall not have any right to object to the sponsor chosen by AIFF to partner with, for any reason whatsoever. The AIFF may enter into any type of agreement with its sponsor or partners for fully exploiting its commercial rights under these Regulations and earning revenue from the same in any form.

15.3. No participating Athlete, his team or representatives of any kind shall be permitted to do anything which causes an infringement upon the registered trademarks, logos, word mark or any other intellectual property right owned by AIFF. If any Athlete his team or representatives are found to have infringed upon AIFF intellectual property(ies), then AIFF shall take appropriate legal recourse against such Athlete and/or his representatives and may also take disciplinary measures against them to the extent of their dismissal from the Tournament.

15.4. Any Athlete or his sponsor or his team’s sponsor wishing to engage in any promotional or marketing activities with respect to the Tournament, including advertisements and other promotional material, either before or during the Tournament, will need prior written consent from AIFF, which may be granted or withheld at AIFF’s sole discretion.

- 15.5. The Athletes are required to take all measures to protect their intellectual property rights, however such Athletes must ensure that none of their intellectual properties conflict with those of AIFF in any way. AIFF shall not be responsible for the infringement of any Athlete's or his representative's, club's or associates' intellectual property being infringed by other Athletes or other third parties either during or before the Tournament.
- 15.6. Athletes are expressly prohibited to display any brands or promotions through their imagery or through their camera feed during livestreams. Their apparel and equipment should be free of any personal sponsorship branding as well as that of the esports team or organization they represent.
- 15.7. The Athletes shall neither use, exploit or distribute AIFF's Intellectual Property Rights nor shall they permit any third parties to do so or assign to them any such rights without acquiring the express consent of AIFF for the same in writing.

## **16. DISCIPLINARY MATTERS**

- 16.1. An Athlete may raise a protest regarding any disciplinary conduct other than the ones specified in article 5.3 against a fellow Athlete, AIFF or Tournament Staff at any point during the Tournament. Such protest is required to be raised by the aggrieved Athlete, within a period of 2 (two) hours after the conclusion of that Athlete's match. Such protest shall be in written form and submitted to AIFF for further investigation and, if deemed necessary by the AIFF, a decision may be passed by its Disciplinary Committee.
- 16.2. In relation to the protest raised by an Athlete, the AIFF Disciplinary Committee after investigating the matter shall pass a decision which, if found legitimate, shall at the maximum extend to the dismissal of the person protested against either with or without the imposition of appropriate fines and in case of AIFF itself, an appropriate sanction as per the provisions of the AIFF Disciplinary Code may be applied.

## **17. GENERAL TERMS AND CONDITIONS**

- 17.1. By entering the Tournament, the Athletes accept and agree to abide by these Regulations as well as the general terms and conditions set forth by [FIFA](#), [EA SPORTS](#) and [Challengermode](#) for such e-sports tournaments.



## 17.2. **Conduct contrary to the Integrity**

The Athletes at all times during the registration period and during the Tournament itself:

- a) Refrain from engaging in any conduct contrary to the integrity and sporting ethics towards AIFF representatives, Tournament Staff or other Athletes or viewers, and
- b) Abstain from making or displaying without limitation hate speech, offensive behavior, or spew verbal abuse related to without limitation, sex, religion, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, age.

17.3. Athletes should not display any political statements on their apparel, equipment or anywhere else during the Tournament and especially when that Athlete's match is being livestreamed.

17.4. **Other unsporting and prohibited activities:** Other unsporting and prohibited activities include but are not limited to:

- a) Exploitation of bugs in the game;
- b) Interfering with or interrupting the gameplay and/or broadcast;
- c) Attempt to deceive officials and admins with wrong statements and information;
- d) Use of cheats or hacks to influence gameplay;
- e) Spamming on the communication channels;
- f) Collusion and match-fixing to pre-determine the outcome of a match and agreeing to split the prize money;
- g) Gambling, including betting on the outcome of matches;
- h) Corruption and bribery, and
- i) Doping, use of alcohol and display of smoking during livestreams.

## 17.5. **Sanctions**

17.5.1 AIFF and/or Challengermode (Tournament administrator) depending on the nature of the case, have the right to sanction any Athlete in the Tournament at any stage, upon having found out that

such Athlete is in contravention of the provisions of these Regulations.

17.5.2 Penalties may include, but are not limited to any of the following:

- i. Warning;
- ii. Final Warning;
- iii. Forfeiture of single match;
- iv. Forfeiture of all matches;
- v. Loss of prizes and qualification;
- vi. Suspension from the Tournament; and
- vii. Disqualification from future AIFF events

#### **17.6. Governing Law, Jurisdiction and Compliance**

17.6.1 The Tournament shall be operated in compliance with all applicable local and national laws of India as well as international laws and regulations.

- a) Such compliances shall include but not limited to any registration requirements with relevant sports or gaming licensing bodies, any binding guidance or other regulations and/or restrictions relating to the COVID-19 outbreak, any applicable security and/or health and safety regulations, any regulations governing the payment of prize money, any and all tax codes, legislation and regulations and/or any export control and sanctions laws and regulations of India; and
- b) In case any objection or dispute of civil or criminal nature is sought to be resolved through the judicial system, the applicable law shall be the laws of India and the Courts at New Delhi shall have the exclusive jurisdiction to hear such matters. This sub-Article shall survive the termination, cancellation or expiry of the Tournament and/or these Regulations.