

Game Safe Cup - Official Rules

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1. Individual Eligibility

- 1.1. In order to enter the open qualifier stage players must meet the following player eligibility requirements.
 - 1.1.1. Players must be 18 years of age or be at least 13 years old and have obtained permission from their parents or legal guardians to enter the competition.
 - 1.1.2. Players under the age of 18 may be required by tournament organisers to provide proof of parental consent at any stage.
 - 1.1.3. Players should have an EA ID account linked to their account.
 - 1.1.4. Offensive account names are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.
 - 1.1.5. Account names may not contain sponsor or organisation names that are considered inappropriate by NSE staff or breach terms of service of game for example gambling companies or account sharing or boosting services. If unsure please contact a member of the NSE Admin Team
 - 1.1.6. Players must be current residents of the United Kingdom or Ireland.
- 1.2. Players must be able to attend finals in Nottingham on 10/11th of February (travel support will be provided). Players under 18 will need to be accompanied by a parent or guardian.
- 1.3. Current members of the NSE Staff or NSE admin team are not eligible to play in open qualifiers.
- 1.4. Players who have already qualified for the group stage may not participate in future qualifying events.
- 1.5. Check in. Throughout the tournament there will be check-in phases which require teams to check in. Players who do not check in by the deadline will not be entered into that stage's fixtures and will not earn any points for that stage.

2. Match Rules

- 2.1. All games should be played using the PlayStation 5 or Xbox Series X|S version of the EA FC 24 with crossplay enabled.
- 2.2. Players should create their own matches and invite opponents to games. In order to do this players should add your opponent as a friend via the EA ID in the social menu. Then go to friendly seasons and invite the opponent in the lobby.
- 2.3. All games should be played with the following settings unless stated otherwise.
 - Game mode: EAFC 24 Ultimate Team
 - Match duration: 12 minutes (6 minutes per half)
 - Controls: Any
 - Game Speed: Normal
 - In case of a draw: Extra time and penalties if needed
- 2.4. Connection setting
 - 2.4.1. Players Nat type should be set to open. If a player can not obtain an open nat type they may be disqualified if they have connection issues.
 - 2.4.2. If two players are unable to connect they should immediately contact a tournament admin to make them aware of the issue. Both players should then restart their internet modems, routers and consoles. If at this stage the game cannot be started, admins will check both players' connection and attempt to resolve the issue.
 - 2.4.3. If a player disconnects they should immediately screenshot the score and contact a tournament admin. If it can be determined which player caused the connection issue that player will forfeit the game. If it is unclear which player had the issue, admins may attempt to have the game replayed. Depending on screenshots provided admins will choose one of 3 options to replay the game.
 - 2.4.3.1. Option 1 Restart full match from 0-0
 - 2.4.3.2. Option 2 Restart game with players intentionally allowing goals in order until score matches the score at point of disconnect then playing on as usual.
 - 2.4.3.3. Option 3 Restart game with players intentionally allowing goals in order until the score matches the score at point of disconnect then waiting until halftime before resuming play.
 - 2.4.4. Players are responsible for their own connection and players with connection issues may be subject to penalties including formal warning and match loss.
- 2.5. If players are more than 10 minutes late for scheduled games they will forfeit that match. If a previous round overruns past the original start time of a round players instead have 10 minutes to join from the end of previous round.
- 2.6. Players must submit all match results promptly.
- 2.7. Players should screenshot the final score after each game in case of a dispute.
- 2.8. Players squads are subject to the following restrictions:
 - Up to one (1) ICON
 - Up to one (1) Hero
 - Up to two (2) non-ICON or Hero items above 90 OVR

- All other items must have an OVR of 89 or below
 - Restrictions apply to both the starting 11 and substitutes and do not apply to the goalkeeper.
 - An additional Hero may replace an ICON in any squad.
 - An additional non-ICON or Hero rated 90 OVR or above may replace a Hero in any squad. Players may use Loan Items in their squad.
- 2.9. Players are strictly prohibited from using all 5 and 3 at the back formations including, but not limited to the following formations for their squad: 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, 3-4-3

3. Competitive Structure

3.1. Overall tournament Structure

- 3.1.1. The tournament will be split into 3 stages. Qualifiers, group stage and live finals.

3.2. Qualifiers

- 3.2.1. There will be a total of 8 qualifiers each with the same format. Players may play in multiple qualifiers but are required to sign up to each event separately.
- 3.2.2. Each qualifier will be linked to a corresponding group stage with the top 8 of Qualifier A qualifying for group A.
- 3.2.3. All games will be played online.
- 3.2.4. Each qualifier will run as a randomly seeded single elimination bracket and have a maximum of 256 participants.
- 3.2.5. The elimination bracket will continue until only 8 players remain. The remaining 8 players will progress to the group stage.

3.3. Online Group Stage

- 3.3.1. There will be a total of 8 Groups each with the same format.
- 3.3.2. Each group will consist of 7 rounds of round robin. Each Group will have a set match day with all games taking place on the same day.
- 3.3.3. All games will be played online
- 3.3.4. During online group stage games draws will be allowed (this does not include any additional tiebreak games that may be required.) Players should not use the game setting "In case of a draw: Extra time and penalties if needed"
- 3.3.5. Players will be awarded 3 points for a win, 1 point for a draw.
- 3.3.6. If a player forfeits a group stage match due to no show or any other reason it will be considered a 3-0 win to their opponent
- 3.3.7. After all games have been played the 2 players with the most points will advance to the final. If 2 or more players are tied for points at the end of group stage the following tiebreaks will be applied in this order.
- Head to Head Record
 - Goal Difference
 - Goals Scored
 - If 2 or more players are still tied after these tiebreaks are applied the tied players will be randomly seeded into a single elimination bracket.

- 3.3.8. After qualifying players will be given 48 hours to confirm they are still able to attend the finals. If a player is not able to attend an event their spot will be offered to 3rd place in the group stage. If both players in a group are unable to attend, 3rd and 4th will be offered a spot at the final.

3.4. Live Finals

- 3.4.1. Live finals will consist of 2 stages, group stage and top 8.
- 3.4.2. All games at live finals will be played using the PS5 version of the game.
- 3.4.3. Group stage
 - 3.4.3.1. The group stage will consist of 4 groups of 4 teams. Each group will have a 1st place seed and a 2nd place seed from the online group stage.
 - 3.4.3.2. During regular group stage games draws will be allowed. If a game is tied at full time extra time should not be played.
 - 3.4.3.3. Players will be awarded 3 points for a win, 1 point for a draw.
 - 3.4.3.4. If a player forfeits a group stage match due to no show or any other reason it will be considered a 3-0 win to their opponent. If admins are given advance notice of a forfeit a alternative show match will be arranged for affected players. These show matches will not affect the results of the group.
 - 3.4.3.5. After all games have been played the 2 players with the most points will advance to the final
 - 3.4.3.5.1. If two or more players are tied for points at the end of group stage the following tiebreaks will be applied in this order.
 1. Head to Head Record
 2. Goal Difference
 3. Goals ScoredIf 2 or more players are still tied after these tiebreaks are applied the tied players will be randomly seeded into a single elimination bracket.
- 3.4.4. Top 8
 - 3.4.4.1. Top 8 teams will be seeded into a 8 team single elimination bracket
 - 3.4.4.2. All matches in top 8 will consist of a 2 legged match. If a player's total score is tied after 2 games are played the second game will go to extra time and penalties.

4. Online Broadcast Rules

- 4.1. Organizers may choose to feature a game. Featured games are subject to the following restrictions:
 - 4.1.1. Players must wait until casters indicate they are ready before starting a game.

- 4.1.2. Additional restrictions may be put on a featured game. If this is the case players will be informed by the tournament organizers before the game begins.
 - 4.2. For non-featured matches players may stream their own games from their own player's perspective without delay.
 - 4.2.1. Players are responsible for their own behavior on stream and should behave in a way in line with principles of sportsmanship outlined in section 5.
5. Sportsmanship
 - 5.1. Players are expected to uphold the principles of sportsmanship and fair play at all times during a tournament. Players who do not conform to these principles will be penalized.
 - 5.2. Players should uphold code of conduct at all times.
 - 5.3. Players should use age appropriate language at all times.
 - 5.4. The following are to be considered unfair play and not allowed in any form
 - 5.4.1. Hacking, any modification to game client.
 - 5.4.2. Exploiting, intentional use of ingame bug to gain an advantage.
 - 5.4.3. 'Ringing', i.e. playing using another player's account or using a player not eligible to compete.
 - 5.4.4. Use of any cheat program.
 - 5.4.5. Collusion as defined by cooperation or conspiracy to cheat others. This includes but is not limited to:
 - 5.4.5.1. Soft play, an agreement among players to not play to a reasonable standard of competition in a game.
 - 5.4.5.2. Prearranging to split prizes with other players.
 - 5.4.5.3. Intentionally losing a game
 - 5.5. Harassment of other players is not allowed this includes but is not limited to:
 - 5.5.1. Verbal abuse, this covers any offensive communication in game lobbies or in game .
 - 5.5.2. Any use of racist, sexist, homophobic or other discriminatory language.
 - 5.5.3. Any implied or direct threats to other Players.
 - 5.5.4. In game trolling, use of in game features to intentionally reduce the quality of game experience of other students in the game.
 - 5.6.
 - 5.7. Any player found to have engaged in or attempted to engage in any act that NSE believes constitutes unfair play or poor sportsmanship, will be subject to penalty. Penalties issued by the NSE Admin team may include but are not limited to:
 - 5.7.1. Formal warning
 - 5.7.2. Forfeit of full match/series
 - 5.7.3. Forfeiture of League points or qualification spots
 - 5.7.4. Forfeiture of prizes
 - 5.7.5. Disqualification of a player from a qualifier
6. Prizes
 - 6.1. Prizes will be awarded based on results of the live final.



- 6.2. All prizes will be sent after the conclusion of the live event.
 - 6.2.1. For players aged 18 or over prizes will be sent directly to the player.
 - 6.2.2. For players under the age of 18 a parent or guardian must be designated to receive prizes on participants behalf
- 7. Enforcement of Rules
 - 7.1. In the event a dispute cannot be resolved between players, contact the NSE Admin Team and provide relevant match media e.g. chat logs/screenshots, where possible.
 - 7.2. If NSE believes that a player poses a threat to the safety or wellbeing of other participants they may be removed from the tournament without warning . This may be for behavior on social media, live events or gamesafe cup Discord server or any other issue reported to NSE Staff.
 - 7.3. All decisions regarding the interpretation and enforcement of these rules are at the sole discretion of the NSE Admin Team, whose decisions are final.
 - 7.4. These rules may be amended, changed or supplemented when required by the NSE Admin Team to ensure fair play and competitive integrity.