

This is from UCSC so you guys get a general idea of what we need

<https://opers.ucsc.edu/intramurals/sports-and-rules/fifa-20-rules.html>

How will players play?

- Competitors will need to add each other as friends on PSN/Xbox Live.
- You must play your opponent through the Online Friendlies Mode, **NOT FIFA Ultimate Team**.
 - To do this go to Online > Online Friendlies
 - The first player listed is in charge of starting the match, the opponent should verify the settings.
- Games will take place at a mutually agreed upon time between Home and Away players based on the schedule provided by Fusion IM.
- Players will participate online via their own console

Rules:

- Registration is open to all UC Davis Students or CRU card members.
- **Must use FIFA 20 only**
- **Players must be able to receive Friend Requests and Messages**
- Games will be best of 3 (players that receive two wins out of the 3 games, if the two wins are received by the same player in the first two games, the third game is not played).
- No custom teams are allowed, this means no adding or removing players to rosters of teams they are not on as of most recent FIFA 20 roster updates.
- Game length must be 6-minute halves
- If the end of regulation is a tie, play golden goal and if still a tie, PKs.
- If disconnection occurs (defined as wifi outage, electrical outage, game crash, etc.) then the player who disconnects will automatically receive a loss for that game. Whoever doesn't disconnect must provide a screenshot and email.
- If a player other than you plays under your Gamertag you will be disqualified.
- Prior to the match, players should add each other as friends on their respective league defined consoles.
- Whoever is considered "Home" according to FusionIM is responsible for creating the lobby through the following screen selections:

- To create a game, utilize the online friendlies mode in FIFA 20, and then invite your opponent to your game through your friends list, if you are the home team.
- If there is any uncertainty as to who is the “Home” player and “Away” player, please contact your opponent via email provided on FusionIM to confirm your match time as well as who will take responsibility for the “Home” player.

The following settings are required:

1. Type: Friendly Season / Kick-off
2. Format: 1v1
3. Rules:
 1. Game Mode: Classic Match
 2. Half Length: 6 minutes
 3. Game Speed: Normal
 4. Difficulty: Legendary
 5. All Other Settings: Default

Reporting Scores

1. All participants are responsible for scheduling, participating, and reporting results of each scheduled match with their opponent according to Fusion IM.
2. All participants will have ____ days (depends on how many people sign up) from the established game date to complete the assigned match with their assigned opponents and report their scores on FusionIM.
3. When reporting scores, it is important to indicate how many games each player won as well as the score of each game. AKA whoever wins 2 out of the 3 games will be the winner of that series.

4. Both participants of each match are required to report game and match scoring. If discrepancies arise, please contact Luis at lugcastro@ucdavis.edu. All participants are encouraged to take photos of each game results screen for documentation in case it is required for review.