

FTTA Rule Book **Challengermode**

RULES

Intro to #FTTA

- In this handbook you will find the most relevant information for you to be aware of as a participant in #FTTA. We are here to help with your every need, so don't hesitate to reach out to us for all platform related questions on the tournament
Discord: <https://discord.gg/5kTz2zj> or Email: george@challengermode.com

#FTTA Eligibility:

- Competitors must be EA FUT Verified to be eligible to compete in #FTTA.
- Competitors must be a legal resident of one of these eligible countries:

- | | |
|---|------------------------|
| ◆ Argentina | ◆ Germany |
| ◆ Australia | ◆ Great Britain |
| ◆ Austria | ◆ Greece |
| ◆ Belgium | ◆ Hungary |
| ◆ Brazil | ◆ Iceland |
| ◆ Bulgaria | ◆ Indonesia |
| ◆ Canada (including Quebec) | ◆ Ireland |
| ◆ Chile | ◆ Israel |
| ◆ China (including Hong Kong and Macau) | ◆ Italy |
| ◆ Colombia | ◆ Japan |
| ◆ Croatia | ◆ Kuwait |
| ◆ Czech Republic | ◆ Luxembourg |
| ◆ Denmark | ◆ Malaysia |
| ◆ Ecuador | ◆ Malta |
| ◆ Estonia | ◆ Mexico |
| ◆ Egypt | ◆ Netherlands |
| ◆ Finland | ◆ Netherlands Antilles |
| ◆ France | ◆ New Zealand |
| | ◆ Northern Ireland |
| | ◆ Norway |

- ◆ Paraguay
- ◆ Peru
- ◆ Philippines
- ◆ Poland
- ◆ Portugal
- ◆ Puerto Rico
- ◆ Qatar
- ◆ Romania
- ◆ Russian Federation
- ◆ Saudi Arabia
- ◆ Singapore
- ◆ Slovakia
- ◆ South Africa
- ◆ South Korea
- ◆ Spain
- ◆ Sweden
- ◆ Switzerland
- ◆ Taiwan
- ◆ Thailand
- ◆ Turkey
- ◆ Ukraine
- ◆ United Arab Emirates
- ◆ United Kingdom
- ◆ United States of America
- ◆ Uruguay
- ◆ Venezuela
- ◆ Vietnam

Registration and Sign-up

- The winner of the final phase (playoffs) of each consoles regional tournament will receive a prize of €1,500 added to their Challengermode wallet upon winning.
- In order to withdraw this money, the winner needs to connect his PayPal account to his Challengermode wallet. Upon linking the PayPal email to Challengermode, the winner will be able to instantly withdraw their prize money.
- Challengermode is not liable or responsible for taxes applicable to the prize amounts paid to each winner and it is the player's responsibility to be informed of their local governing laws regarding taxation.
- If you live in a country where PayPal is not available, you can invoice Challengermode instead. Upon winning, you will be contacted by our league operations in order to sort the payment process.
- Invoices will be paid within 30 days of correct submission.

Registration and Sign-up

- Players can register their interest for #FTTA by using the Google Form here: <https://forms.gle/dOCvX5LeAZUZNo4y5>

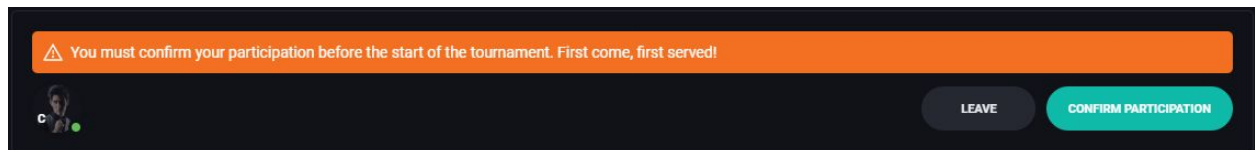
- Please be aware you will need to have created a www.challengermode.com account, as well as provide an image of your EA verification email.
- If accepted to compete, you will then receive an Email with additional information for tournament sign up.
- Top 16 Players eligible for the playoffs bracket should apply in the same fashion.

Connecting game account

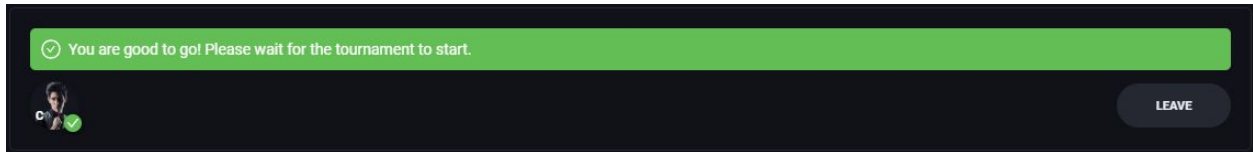
- To participate in FIFA tournaments on Challengermode, you need to start by connecting your FIFA Game Account. This process works the same for both PS4 and Xbox One.
- To get started, you click the **CONNECT FIFA** button, which is located in the upper right corner of the Tournament page. This will make a window appear in which you can enter the details of your FIFA 20 Account - such as which Platform you are playing on (*PS4 or Xbox One*) and your in-game name.

Join Tournament & Confirm Participation

- To join the tournament you simply click the Join Tournament button located in the upper right of the Tournament Overview
- A timer is located in the upper right corner, just above the Join Tournament button which shows the time that remains until the tournament starts. In addition to this, you will find a timer on the Confirm Participation button that tells you when you will be able to confirm your participation.



- The Confirmation period starts 60 minutes before the tournament starts, when the time is nigh you click the Confirm Participation button to confirm that you will be participating - when this is done, all you need to do is to wait for the tournament to start.



- When you have successfully confirmed your participation, you just have to wait for the tournament to start!

Tournament operations

- As soon as the tournament starts and you have been seeded, a Go to Game button will appear in place of the Confirm Participation button, click this button to be redirected to your Challengermode Lobby.
- You can also find your match by navigating to the Bracket, you can find the bracket by clicking the Bracket tab in the tournament overview.
- **IMPORTANT:** If you do not go to your Challengermode lobby within 10 minutes, you will automatically be disqualified and your opponent will receive a Win by Walkover. This rule is key to keeping the tournament running on time.

Submitting results / Screenshots

- WIN OR LOSE you must return to your Challengermode match-up and report the final score
- Report aggregate scores at the *end* of your BEST OF TWO (AGGREGATE) match, not after each game.
- If you have reported a score, and your opponent hasn't, make sure you have uploaded evidence (SCREEN SHOT) and contact an admin.
- Every game should be recorded using the built-in recording functions on PlayStation 4 or Xbox One in case of a dispute.
- Players must also screenshot the final score screen of each individual game clearly showing the 90:00 play time and all over information on the screen.

- This is a very important step and a way for the tournament Admins to confirm that the results are indeed correct.
- If you are not certain as to how you take a screenshot on your Console, please [take a look at this article](#), it explains the process.
- If both players are disputing their result, and neither can provide suitable evidence, both players may be given a default loss.

Tournament Format

#FTTA by Challengermode will be played with the following tournament format and regulations:

Competition Format:

- Each respective regions competition will be split into two phases:
 - ◆ Open
 - ◆ Playoffs
- The open cup will take place during the week with the TOP 16 from that competition earning a spot in that week's playoff cup. It will take place using the following format:
 - ◆ B02
 - ◆ Single elimination
- The Playoff Cup will consist of 16 invited players, and 16 players from the open. Winner of this bracket is the champion of that week's cup. It will take place using the following format:
 - ◆ B02
 - ◆ Double elimination
- For week 1, the TOP 16 Players of each region and console will be invited to play in the Playoff bracket.
- From Week 2, the top 16 from the previous week's playoff cup will bypass the open stage.

Single Elimination

→ Single Elimination brackets are a head to head format in which after ONE MATCH LOSS you are eliminated from the tournament.

Double Elimination

→ In a double elimination bracket, after **ONE MATCH LOSS** the losing player is moved into a 'Lower bracket' to continue the tournament, while the victor continues in the 'upper bracket'. If a player in the 'Lower Bracket' then gets a **SECOND MATCH LOSS**, they are eliminated from the tournament. In the '**Grand Final**', the player arriving from the lower bracket must 'reset the bracket' and win two matches (BO2 Series) in order to win the qualifier.

Match Format

Match format refers to the amount of **GAMES** played in that round of the bracket.

A Single GAME of FIFA refers to your standard 90 Minutes + Injury time game of FIFA, along with Extra Time / Penalties.

Matches are played using the FUT verified 'Friendly Competition' game mode.

BO2

- ◆ '**BEST OF 2**' Two games of FIFA ULTIMATE TEAM, with an aggregate score across the two games. Extra Time & Penalties are not played in **GAME ONE**, but will be played to decide a winner if a draw stands by the end of **GAME TWO**. EXAMPLE:

GAME ONE:

PLAYER A 2-3 PLAYER B

GAME TWO:

PLAYER A 4-1 PLAYER B

RESULT:

PLAYER A 6-4 PLAYER B

PLAYER A WIN

Gameplay Settings

Gameplay settings are the in-game rules and regulations you must follow to compete in #FTTA. Please verify the Gameplay settings in use, found on the tournament homepage and RULES, before the tournament begins.

Rules

- Matches are played using the FUT verified 'Friendly Competition' game mode.

- Competitors will need to add each other as friends on PSN or XBL using the Gamertag displayed on your opponent's profile.

- All games will use FUT default settings, unless stated otherwise. These are, please verify you and your opponent are using the correct stadium before the match begins :
 - ◆ Half Length: 6 Minutes
 - ◆ Stadium: FEWC Stadium
 - ◆ Tactical Defending Required
 - ◆ Pause Rules governed by in-game mechanics
 - ◆ Trainer must be turned off

Squad Restrictions

Each week will introduce a brand new squad restriction for all portions of the competition, broke down into the following format:

IT IS YOUR RESPONSIBILITY TO CHECK AND VERIFY YOUR OPPONENTS SQUAD IS CORRECT BEFORE THE GAME BEGINS.

- **WEEK 1+2**
 - ◆ Squad must be **BRONZE CARDS ONLY** (< 64 Rated)
 - ◆ Informs and Special cards are allowed.
- **WEEK 3+4**
 - ◆ Squad must be **SILVER CARDS ONLY** (< 74 Rated)
 - ◆ Informs and Special cards are allowed.
- **WEEK 5+6**
 - ◆ **HAS NO SQUAD RESTRICTIONS**

- ◆ All FUT Cards are allowed, INCLUDING Loans.

Communication

Quick and clear communication is the key for everyone to have a great tournament, so please contact your Admins ASAP if you have an issue.

Disputes

- Communication outside of Challengermode Web Chat or a listed Official Discord Server will be ignored by the Admin Team. Please only use the approved Channels of Communication.
- Use the "?" button on the match page to contact your admin team in the case of any issue
- It is your responsibility to verify that the game settings are correct, your opponent's squad fits the restrictions set, you're in the right stadium, they do not have loan players, etc. If your opponent is breaking a rule, immediately contact tournament admins.
- If a game is played beyond the 1st half with incorrect settings before tournament admins are contacted, then the game must continue and the score will stand.

Discord

- Players should be in the tournament Discord server throughout the event so that they are easily contactable by tournament admins.

<https://discord.gg/5kTz2zj>

Connection Issues

NAT Type

- Players should check their NAT Type before competing, this is easily accessed from your console network settings.
- Players should compete on **NAT TYPE ONE (OPEN)** or **NAT TYPE TWO (MODERATE)** .
- If you are using **NAT TYPE 3 (STRICT)**, you 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 your disqualification from the tournament.
- Please read instructions on how to change your **NAT TYPE** here:
[PS4](#)
[XBOX](#)

Communicating Connection Issues

- If players are unable to connect to their opponent, they must both contact tournament admins, within fifteen (15) minutes of the round start.
 - ◆ Failure to do so will result in both players receiving a loss.
- Players are required to follow these actions immediately once Admin contact has been made.
 - ◆ Players should swap who invites
 - ◆ BOTH Players must Restart Internet Modem
 - ◆ BOTH Players must Restart Router (if connected)
- Repeated connection issues in the same match may lead a double loss may be applied at the discretion of the tournament admin team

Admin judgments

- To run a smooth and efficient tournament it is important you remain in communication to our Admin team
- Judgments will be made on the evidence available to the Admin at that time
- All Admin verdicts are final.