



Mohawk College of Applied Arts and  
Technology ATHLETICS & RECREATION  
DEPARTMENT

## ONLINE CAMPUS RECREATION LEAGUE - FIFA 20 RULES & REGULATIONS

'CREATED MAY 2020'

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*Additional rules and regulations governing all intramural leagues/tournaments can be found in the Common Sport Rules.  
The Department of Athletics & Recreation reserves the right to alter or change rules at any time.*

### Eligibility

1. Mohawk College online campus recreation leagues are open to all Mohawk College students, staff, faculty and alumni. A valid Mohawk College email address is required for registration.
2. All participants must register on IMLeagues and use their Gamer Tag as their Team Name during the registration process. This ensures that other participants are easily able to find you.
3. You may register for more than one tournament but not twice for the same tournament.
4. All FIFA 20 matches must be played in accordance with the below rules and guidelines. By registering for Mohawk College Online Campus Recreation Leagues, you are agreeing to abide by the rules and guidelines below.
5. Mohawk College Department of Athletics & Recreation reserves the right to remove any participants that do not abide by all guidelines, roles, and sportsmanship standards.

### Team Size

1. One person team.
2. Maximum 32 team entries for each tournament.

### Guidelines

- All matches will be scheduled by the Recreation and Student Engagement Coordinator using the IMLeagues website, and teams will be assigned the role of "host (home) team" or "visiting team"
  - Players positioned on the left side will always be the HOME team while the right side will always be AWAY team. The hosting team will also have the "Home Team" in the match.
- Every participant agrees to comply with the settings below. **The "host" player/team, determined by the IMLeagues schedule, will be responsible for setting up the game lobby.** If a wrong setting was chosen and teams play the match, the match will be counted.
- All matches are best 2 out of 3
- Tournament is double elimination format (subject to change depending on registration numbers). Each player is guaranteed two games.

### Game Lobbies

The hosting team is responsible for setting up the game lobby with the correct setting and inviting the opponent. The following setting shall be used for all FIFA 20 games:

1. Game Mode: Kick Off/Friendly
2. Half Length: 6 minutes
3. Difficulty Level: World Class
4. Game Speed: Normal
5. Stadium: Home Team
6. Weather: Clear
7. Teams: All current teams
  - No customized rosters permitted
  - All-Star Teams, All-Time Teams, International Teams and History Teams are not allowed. No FUT teams are allowed. Players may not pick the same team as their opponent (No mirror matches).
8. In case of draw: Golden Goal Match (no over time)
9. Other settings: Default

## Equipment

1. All games will be played remotely via PS4 or Xbox One online. All participants are required to have their own PS4/Xbox One console, any compatible PS4/Xbox One controller and the FIFA 20 PS4/Xbox One game

## Game Play

The day and time the match is scheduled on IMLeagues is when scores are due. Games can be played at the scheduled time or at a mutually agreeable time prior to the scheduled time.

### Beginning of the Game

1. Add your opponent as a friend using their Gamer Tag (Team Name on IMLeagues)
2. Start FIFA 20
3. Go to the "Online Friendlies"
4. Invite your opponent (host to invite opponent)
5. Select the "Game settings" found above
6. Start the match!
7. All matches are best 2 out of 3

### Pausing, Disconnecting and No Shows

- Players may pause the game up to three times
  - Players may only pause the game when the ball is out of play
- If a player disconnects during a match, please take a photo or screen capture of the score of the match when the disconnection occurred. In the event of a player disconnect, it will be the responsibility of the disconnected player to reconnect to their opponent within 5 minutes. Failure to reconnect will result in a forfeit. The player that is waiting for reconnection must notify league organizers and provide screen captures.
  - In the case that a player disconnects and reconnects before a minute has elapsed on the game clock, or the first point, whichever occurs first, the game will be immediately remade with the same settings and teams and home/away status. If the disconnect happens after this point, a screen capture should be taken, and players will be required to work together to reach a "resume" point and play out the time remaining in the original game. Players should make their best possible effort to restore the second game to an accurate setting of the first game. This should include score, timeouts remaining, and possession of the ball.
- Each participant has 10 minutes to show up to a match, the time begins at the scheduled/agreed upon start time. Not showing up within 10 minutes results in a default loss. The player that is waiting must notify the league organizer and provide a screenshot of the no show.

### Sportsmanship and Unfair Play:

- Should there be any concerns regarding a player's sportsmanship, the opponent is encouraged to provide screenshots, etc. as evidence and to contact [sarah.batley@mohawkcollege.ca](mailto:sarah.batley@mohawkcollege.ca)
  - Severe or multiple complaints may result in the removal of a participant from the program.

### Result Reporting and Score Verification

- All participants are responsible for scheduling, participating, and reporting results of each scheduled match with their opponent according to their IMLeagues.
- To report your match score, visit your IMLeagues account. Click on your relevant entry. Then follow the prompt stating "Please submit scores for your game vs "opponent gamer tag" on date xx/xx/xxx 12:00:00 AM.
- The winner of each game of the match will receive a "1". The loser of each game will receive a "0". The "Final" column must be the sum of all 3 games played.
- Each score reporter must ensure all boxes in the Score Report are completed prior to clicking the blue "Report" button.
- Both participants of each match are required to report game and match scoring. If discrepancies arise, please contact [sarah.batley@mohawkcollege.ca](mailto:sarah.batley@mohawkcollege.ca). All participants are encouraged to take photos of each game results screen for documentation in case it is required for review.

- Score disputes must be reported immediately. Proof (including screenshots) must be provide along with the reasoning for your dispute.

**ALL DECISIONS MADE BY THE TOUNAMENT ADMINISTRATOR ARE FINAL.**