

Fédération Internationale de Football Association (FIFA)

FIFA-Strasse 20
8044 Zurich
Switzerland

FIF Ae eFootball™ Console

Game Rules

1. Introduction

Fédération Internationale de Football Association (FIFA)-Strasse 20 of 8044 Zurich, Switzerland, along with its affiliates ("FIFA") have set out these Rules for eFootball™ (the "**Game**") which apply across multiple tournaments.

These Games Rules referenced in the FIFAE General Competition Terms & Conditions and forms part of a wider set of rules and regulations set out in that agreement ("Rules"). You agree to abide by these Rules at all times during any Tournament for eFootball™. Any terms used but not defined here are defined in the Tournament Rules or the FIFAE General Competition Terms & Conditions.

FIFA reserves the right to update these FIFAE eFootball™ Console Game Rules from time to time in its sole discretion. Any revised version of these FIFAE eFootball™ Console Game Rules will be sent to the Participating Athletes and Coaches.

You acknowledge and agree that a breach of, or failure to comply with, the Rules or any other documents notified to you by FIFA from time to time, FIFA and/or its Member Associations will be entitled to issue sanctions or penalties in relation to any breach of, or failure to comply with, these Rules.

2. Game Setup

- 2.1. Participating Athletes are only allowed to use the official eFootball™ Video Game, as published by Konami Digital Entertainment.
 - 2.1.1. Usage of any types of mods or tweaks is prohibited.
- 2.2. For all Game Modes described below, additional settings and configurations will be communicated by FIFA prior to the Tournament and are to be considered binding.
- 2.3. Failure of the Participating Athletes to comply with the settings and configurations may lead FIFA to apply the sanctions as set forth in the FIFAE General Competition Terms and Conditions – Appendix 3.
- 2.4. The below Game settings apply to every Game but are subject to changes at FIFA's sole discretion without prior notice. Some of these settings are defined automatically and others are user definable, depending on the communicated tournament format and the in-game mode.
 - (a) Advice: Off
 - (b) Display Radar: Bottom
 - (c) Player Name Boxes: On
 - (d) Attack/Defence Level: On
 - (e) Attack/Defence Level Information: On
 - (f) Radar Home: Strip Colour
 - (g) Radar Away: Strip Colour
 - (h) Power Gauge: On
 - (i) Cursor Display: On
 - (j) Stamina Gauge: Off
 - (k) Time and Score: On
 - (l) Display Player Names Opponents Team: On
 - (m) Own Team Cursor Type Online Co-op Matches: Player Name
 - (n) Set Piece Guides: Off
 - (o) Goal Celebration Prompts: Off
 - (p) Audio: eSports
 - (q) Text Language: English
 - (r) Camera: All Dynamic Wide

Exhibition Mode – Group Stage

- 2.5. If the 'EXHIBITION' mode is being used for a Group Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.
 - 2.5.1. Team type: 'AUTHENTIC'.
 - 2.5.2. Game mode 'EXHIBITION'.
 - 2.5.3. 'HOME/AWAY SELECTION SCREEN': Participating Athletes must select the same side as their teammate, if applicable. The Referee will indicate when to proceed to the team selection.
 - 2.5.4. 'CONTROLLER SETTINGS':
 - (a) Command Settings → Smart Assist: Off
 - (b) Cursor Type → Player Name
 - 2.5.5. In the 'TEAM SELECTION SCREEN', the Participating Athlete hosting the lobby must configure the following 'GAME SETTINGS' before each Participating Athlete chooses their team:
 - (a) Official Tournament Settings: On
 - (b) Setup Team Data: Uniform Ratings for Players
 - 2.5.6. Participating Athletes must select the following settings after the team selection is completed:

GAMEPLAY SETTINGS

- (a) Match Level: Legend
- (b) Game Speed: 0
- (c) Condition Home: Normal
- (d) Condition Away: Normal
- (e) Injuries: Off

MATCH SCREEN SETTINGS

- (a) Display Radar: Bottom
- (b) Player Name Boxes: On
- (c) Attack/Defence Level: On
- (d) Attack/Defence Level Information: On
- (e) Radar Home: Strip Colour
- (f) Radar Away: Strip Colour
- (g) Power Gauge: On
- (h) Cursor Display: On
- (i) Stamina Gauge: Off
- (j) Time and Score: On
- (k) Display Player Names: Opponent's Team: On
- (l) Own Team Cursor Type: Player Name
- (m) Set Pieces Guides: Off
- (n) Goal Celebration Prompts: Off

REGULATIONS SETTINGS

- (a) Match Time: 10 min.
- (b) Extra Time: Off
- (c) Penalties: Off
- (d) No. of Substitutions: 5
- (e) No. of Sub. Intervals: 3
- (f) +1 Sub in Extra Time: Off
- (g) Ball: eFootball™ Contact 26

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (g) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

Exhibition Mode – Knockout Stage

- 2.6. If the 'EXHIBITION' mode is being used for a Knockout Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.
 - 2.6.1. Team type: 'AUTHENTIC'.
 - 2.6.2. Game mode 'EXHIBITION'.
 - 2.6.3. 'HOME/AWAY SELECTION SCREEN': Participating Athletes must select the same side as their teammate, if applicable. The Referee will indicate when to proceed to the team selection.
 - 2.6.4. 'CONTROLLER SETTINGS':
 - (a) Command Settings → Smart Assist: Off

(b) Cursor Type → Player Name

2.6.5. In the 'TEAM SELECTION SCREEN', the Participating Athlete hosting the lobby must configure the following 'GAME SETTINGS' before each Participating Athlete chooses their team:

- (a) Official Tournament Settings: On
- (b) Setup Team Data: Uniform Ratings for Players

2.6.6. Participating Athletes must select the following settings after the team selection is completed:

GAMEPLAY SETTINGS

- (a) Match Level: Legend
- (b) Game Speed: 0
- (c) Condition Home: Normal
- (d) Condition Away: Normal
- (e) Injuries: Off

MATCH SCREEN SETTINGS

- (a) Display Radar: Bottom
- (b) Player Name Boxes: On
- (c) Attack/Defence Level: On
- (d) Attack/Defence Level Information: On
- (e) Radar Home: Strip Colour
- (f) Radar Away: Strip Colour
- (g) Power Gauge: On
- (h) Cursor Display: On
- (i) Stamina Gauge: Off
- (j) Time and Score: On
- (k) Display Player Names: Opponent's Team: On
- (l) Own Team Cursor Type: Player Name
- (m) Set Pieces Guides: Off
- (n) Goal Celebration Prompts: Off

REGULATIONS SETTINGS

- (a) Match Time: 10 min.
- (b) Extra Time: Off
- (c) Penalties: Off
- (d) No. of Substitutions: 5
- (e) No. of Sub. Intervals: 3
- (f) +1 Sub in Extra Time: Off
- (g) Ball: eFootball™ Contact 26

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (g) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

Exhibition Mode – Tiebreaker Match

2.7. In the event that an aggregate score Matchup in a Knockout Stage ends in a draw, a tiebreaker Game will be played to determine the winner. The Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.

- 2.7.1. Team type: 'AUTHENTIC'.
- 2.7.2. Game mode 'EXHIBITION'.
- 2.7.3. 'HOME/AWAY SELECTION SCREEN': Participating Athletes must select the same side as their teammate, if applicable. The Referee will indicate when to proceed to the team selection.
- 2.7.4. 'CONTROLLER SETTINGS':
 - (a) Command Settings → Smart Assist: Off
 - (b) Cursor Type → Player Name
- 2.7.5. In the 'TEAM SELECTION SCREEN', the Participating Athlete hosting the lobby must configure the following 'GAME SETTINGS' before each MA chooses their own team:
 - (a) Official Tournament Settings: On
 - (b) Setup Team Data: Uniform Ratings for Players
- 2.7.6. Participating Athletes must select the following settings after the team selection is completed:

GAMEPLAY SETTINGS

- (a) Match Level: Legend
- (b) Game Speed: 0
- (c) Condition Home: Normal
- (d) Condition Away: Normal
- (e) Injuries: Off

MATCH SCREEN SETTINGS

- (a) Display Radar: Bottom
- (b) Player Name Boxes: On
- (c) Attack/Defence Level: On
- (d) Attack/Defence Level Information: On
- (e) Radar Home: Strip Colour
- (f) Radar Away: Strip Colour
- (g) Power Gauge: On
- (h) Cursor Display: On
- (i) Stamina Gauge: Off
- (j) Time and Score: On
- (k) Display Player Names: Opponent's Team: On
- (l) Own Team Cursor Type: Player Name
- (m) Set Pieces Guides: Off
- (n) Goal Celebration Prompts: Off

REGULATIONS SETTINGS

- (a) Match Time: 10 min.
- (b) Extra Time: On
- (c) Penalties: On
- (d) No. of Substitutions: 5
- (e) No. of Sub. Intervals: 3
- (f) +1 Sub in Extra Time: Off
- (g) Ball: eFootball™ Contact 26

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night

- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (g) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

Friend Match Online Mode – Group Stage

- 2.8. If the 'FRIEND MATCH Online' mode is being used for a Group Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.
- 2.8.1. Team Type: 'DREAM TEAM'
 - 2.8.2. Game Mode 'FRIEND MATCH'
 - 2.8.3. The Referee will define a password which must be used by the designated Participating Athlete to create the Game room.
 - 2.8.4. As determined by the Referee, the designated Participating Athlete must create the Match Room (1vs1 Match Room or Co-op Match Room) and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
 - 2.8.5. Participating Athletes must select the following settings after the Game Room has been created. It is every Participating Athlete's responsibility to verify whether the correct settings have been entered:

MATCH ROOM SETTINGS

- (a) Preferred Side: Home or Away
- (b) Leader Preference: Yes (only each team captain in Co-op Match Room)
- (c) Match Type: Standard
- (d) Match Time: 10 min.
- (e) Injuries: Off
- (f) Extra Time: Off
- (g) Penalties: Off
- (h) No. of Substitutions: 5
- (i) No. of Sub. Intervals: 3
- (j) +1 Sub in Extra Time: Off
- (k) Condition: Home: Normal
- (l) Condition: Away: Normal
- (m) Co-op AI Level: Legend (This option is disabled when there are users on both sides)

CONTROLLER SETTINGS

- (a) Command Settings → Smart Assist: Off
- (b) Cursor Type → Player Name

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (g) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

Friend Match Online Mode – Knockout Stage

2.9. If the 'FRIEND MATCH Online' mode is being used for a Knockout Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.

- 2.9.1. Team Type: 'DREAM TEAM'
- 2.9.2. Game Mode 'FRIEND MATCH'
- 2.9.3. The Referee will define a password which must be used by the designated Participating Athlete to create the Game room.
- 2.9.4. As determined by the Referee, the designated Participating Athlete must create the Match Room (1vs1 Match Room or Co-op Match Room) and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
- 2.9.5. Participating Athletes must select the following settings after the Game Room has been created. It is every Participating Athlete's responsibility to verify whether the correct settings have been entered:

MATCH ROOM SETTINGS

- (a) Preferred Side: Home or Away
- (b) Leader Preference: Yes (only each team captain in Co-op Match Room)
- (c) Match Type: Standard
- (d) Match Time: 10 min.
- (e) Injuries: Off
- (f) Extra Time: Off
- (g) Penalties: Off
- (h) No. of Substitutions: 5
- (i) No. of Sub. Intervals: 3
- (j) +1 Sub in Extra Time: Off
- (k) Uniform Ratings for Players: On
- (l) Condition: Home: Normal
- (m) Condition: Away: Normal
- (n) Co-op AI Level: Legend (This option is disabled when there are users on both sides)

CONTROLLER SETTINGS

- (a) Command Settings → Smart Assist: Off
- (b) Cursor Type → Player Name

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (g) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

Friend Match Online Mode – Tiebreaker Game

2.10. In the event that an aggregate score Matchup in a Knockout Stage ends in a draw, a tiebreaker Game will be played to determine the winner. The Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.

- 2.10.1. Team Type: 'DREAM TEAM'
- 2.10.2. Game Mode 'FRIEND MATCH'
- 2.10.3. The Referee will define a password which must be used by the designated Participating Athlete to create the game room.

- 2.10.4. As determined by the Referee, the designated Participating Athlete must create the Match Room (1vs1 Match Room or Co-op Match Room) and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
- 2.10.5. Participating Athletes must select the following settings after the Game Room has been created. It is every Participating Athlete's responsibility to verify whether the correct settings have been entered:

MATCH ROOM SETTINGS

- (a) Preferred Side: Home or Away
- (b) Leader Preference: Yes (only each team captain in Co-op Match Room)
- (c) Match Type: Golden Goal Rule
- (d) Match Time: 10 min.
- (e) Injuries: Off
- (f) Extra Time: On
- (g) Penalties: On
- (h) No. of Substitutions: 5
- (i) No. of Sub. Intervals: 3
- (j) +1 Sub in Extra Time: Off
- (k) Uniform Ratings for Players: On
- (l) Condition: Home: Normal
- (m) Condition: Away: Normal
- (n) Co-op AI Level: Legend (This option is disabled when there are users on both sides)

CONTROLLER SETTINGS

- (a) Command Settings → Smart Assist: Off
- (b) Cursor Type → Player Name

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (g) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

Tournament Mode Online – Group Stage

- 2.11. If the 'Tournament Mode Online' mode is being used for a Group Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.
 - 2.11.1. Team Type: 'DREAM TEAM'
 - 2.11.2. Game Mode 'TOURNAMENT'
 - 2.11.3. The Referee will define a password which must be used by the designated Participating Athlete to create the game room.
 - 2.11.4. As determined by the Referee, the designated Participating Athlete must create the Match Room using the correct Event room and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
 - 2.11.5. Participating Athletes joining the Game room must select the Event room as communicated in the Tournament Rules.
 - 2.11.6. Participating Athletes will have to follow the settings and conditions already pre-established in the Event Settings:

MATCH SETTINGS

- (a) Match Type: Standard
- (b) Match Time: 10 min.
- (c) Extra Time: Off
- (d) Penalties: Off
- (e) No. of Substitutions: 5
- (f) No. of Sub. Intervals: 3
- (g) +1 Sub in Extra Time: Off
- (h) Ball: eFootball™ Contact 26
- (i) Official tournament settings: On
- (j) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (k) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

CONTROLLER SETTINGS

- (a) Command Settings → Smart Assist: Off
- (b) Cursor Type → Player Name

Tournament Mode Online – Knockout Stage

- 2.12. If the 'Tournament Mode Online' mode is being used for a Knockout Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.

- 2.12.1. Team Type: 'DREAM TEAM'
- 2.12.2. Game Mode 'TOURNAMENT'
- 2.12.3. The Referee will define a password which must be used by the designated Participating Athlete to create the Game room.
- 2.12.4. As determined by the Referee, the designated Participating Athlete must create the game room using the correct Event Room and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
- 2.12.5. Participating Athletes joining the Game room must select the Event room as communicated in the Tournament Rules.
- 2.12.6. Participating Athletes will have to follow the settings and conditions already pre-established in the event settings:

MATCH SETTINGS

- (a) Match Type: Standard
- (b) Match Time: 10 min.
- (c) Extra Time: Off
- (d) Penalties: Off
- (e) No. of Substitutions: 5
- (f) No. of Sub. Intervals: 3
- (g) +1 Sub in Extra Time: Off
- (h) Ball: eFootball™ Contact 26
- (i) Official tournament settings: On
- (j) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (k) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

CONTROLLER SETTINGS

- (a) Command Settings → Smart Assist: Off
- (b) Cursor Type → Player Name

Tournament Mode Online – Tiebreaker Game

- 2.13. In the event that an aggregate score Matchup in a Knockout Stage ends in a, a tiebreaker Game will be played to determine the winner. The Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules.
 - 2.13.1. Team Type: 'DREAM TEAM'
 - 2.13.2. Game Mode 'TOURNAMENT'
 - 2.13.3. The Referee will define a password which must be used by the designated Participating Athlete to create the Game room.
 - 2.13.4. As determined by the Referee, the designated Participating Athlete must create the Match Room using the correct Event room and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
 - 2.13.5. Participating Athletes joining the Game room must select the Event room as communicated in the Tournament Rules.
 - 2.13.6. Participating Athletes will have to follow the settings and conditions already pre-established in the event settings:

MATCH SETTINGS

- (a) Match Type: Standard
- (b) Match Time: 10 min.
- (c) Extra Time: On
- (d) Penalties: On
- (e) No. of Substitutions: 5
- (f) No. of Sub. Intervals: 3
- (g) +1 Sub in Extra Time: Off
- (h) Ball: eFootball™ Contact 26
- (i) Official tournament settings: On
- (j) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.
- (k) Participating Athletes are allowed to edit their 'Game Plan' based on their preferences.

Authentic Teams – Group Stage

- 2.14. If the Team Type 'AUTHENTIC TEAMS' is being used for a Group Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the Tournament Rules.
 - 2.14.1. Team Type: 'AUTHENTIC TEAMS'
 - 2.14.2. Game Mode 'FRIEND MATCH'
 - 2.14.3. The Referee will define a password which must be used by the designated Participating Athlete to create the Game room.
 - 2.14.4. As determined by the Referee, the designated Participating Athlete must create a 1 vs 1 Match Room and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
 - 2.14.5. Participating Athletes must select the following settings after the Game Room has been created. It is every Participating Athlete's responsibility to verify whether the correct settings have been entered:

MATCH ROOM SETTINGS

- (a) Match Type: Standard
- (b) Match Time: 10 min.
- (c) Injuries: Off
- (d) Extra Time: Off
- (e) Penalties: Off
- (f) No. of Substitutions: 5

- (g) No. of Sub. Intervals: 3
- (h) +1 Sub in Extra Time: Off
- (i) Uniform Ratings for Players: On
- (j) Condition: Home: Normal
- (k) Condition: Away: Normal

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) Ball: eFootball™ Contact 26
- (g) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.

Authentic Teams – Knockout Stage

- 2.15. If the Team Type 'AUTHENTIC TEAMS' is being used for a Knockout Stage Game of a Tournament, the Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the Tournament Rules.
 - 2.15.1. Team Type: 'AUTHENTIC TEAMS'
 - 2.15.2. Game Mode 'FRIEND MATCH'
 - 2.15.3. The Referee will define a password which must be used by the designated Participating Athlete to create the Game room.
 - 2.15.4. As determined by the Referee, the designated Participating Athlete must create a 1 vs 1 Match Room and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
 - 2.15.5. Participating Athletes must select the following settings after the Game Room has been created. It is every Participating Athlete's responsibility to verify whether the correct settings have been entered:

MATCH ROOM SETTINGS

- (a) Match Type: Standard
- (b) Match Time: 10 min.
- (c) Injuries: Off
- (d) Extra Time: Off
- (e) Penalties: Off
- (f) No. of Substitutions: 5
- (g) No. of Sub. Intervals: 3
- (h) +1 Sub in Extra Time: Off
- (i) Uniform Ratings for Players: On
- (j) Condition: Home: Normal
- (k) Condition: Away: Normal

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) Ball: eFootball™ Contact 26
- (f) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.

Authentic Teams – Tiebreaker Game

- 2.16. In the event that an aggregate score Matchup in a Knockout Stage ends in a draw, a tiebreaker Game will be played to determine the winner. The Participating Athletes' Game settings must adhere to the following requirements before or while starting the Game, unless otherwise communicated in the specific Tournament Rules
 - 2.16.1. Team Type: 'AUTHENTIC TEAMS'
 - 2.16.2. Game Mode 'FRIEND MATCH'
 - 2.16.3. The Referee will define a password which must be used by the designated Participating Athlete to create the Game room.
 - 2.16.4. As determined by the Referee, the designated Participating Athlete must create a 1 vs 1 Match Room and share the Room Number with the other Participating Athletes, as communicated in the Tournament Rules.
 - 2.16.5. Participating Athletes must select the following settings after the Game Room has been created. It is every Participating Athlete's responsibility to verify whether the correct settings have been entered:

MATCH ROOM SETTINGS

- (a) Match Type: Golden Goal Rule
- (b) Match Time: 10 min.
- (c) Injuries: Off
- (d) Extra Time: On
- (e) Penalties: On
- (f) No. of Substitutions: 5
- (g) No. of Sub. Intervals: 3
- (h) +1 Sub in Extra Time: Off
- (i) Uniform Ratings for Players: On
- (j) Condition: Home: Normal
- (k) Condition: Away: Normal

STADIUM SETTINGS

- (a) Stadium: eFootball Stadium
- (b) Time: Night
- (c) Season: Summer
- (d) Length of Grass: Normal
- (e) Pitch Conditions: Normal
- (f) Ball: eFootball™ Contact 26
- (g) If Participating Athletes cannot agree on which jersey to choose, a Referee will communicate which jerseys to use.

3. Substitution (In-Game players)

- 3.1. The rules for in-game player substitutions are governed by the mechanics of the Video Game.
- 3.2. If the selected game mode permits adjustments to the substitution settings, the following rule will apply unless otherwise directed by FIFA or the Referee.
 - 3.2.1. A maximum of 5 player changes may be made across 3 stoppages.

4. Nomination and substitutions (Participating Athletes)

- 4.1. Substitution (Participating Athletes) at Online Tournaments

- 4.1.1. If a 2vs2 format is being played at an Online Tournament, before the start of each Game, each Team shall select two (2) Participating Athletes to represent the Team during the Game.
- 4.1.2. If a Team needs to change their player lineup, it can only take place before the start of the next Game, with the team selecting the respective two (2) Participating Athletes to represent the Team during that Game.

4.2. Substitution (Participating Athletes) at On-site Tournaments

- 4.2.1. If a 2vs2 format is being played at an On-site Tournament, before the start of each Game, each Team shall select two (2) Participating Athletes to represent the Team during the Game.
- 4.2.2. If a team needs to substitute a Participating Athlete in the lineup, the substitution needs to be announced to the Referee and can only take place after a Game has concluded.
- 4.2.3. FIFA at its sole discretion might allow substitutions to take place during an ongoing Game.
- 4.2.4. The Team has to make sure that the Participating Athlete substitution is completed within the timeframe set forth in Section 5.

5. Pauses and Game Interruptions

- 5.1. The following aspects are being amended for Game-specific implementation: Pauses and Game Interruptions, as detailed in the FIFAE General Competition Terms and Conditions – Appendix 1, Section 4.
 - 5.1.1. A maximum number of 3 pauses with a length of 1 minute may be taken per team.
 - 5.1.2. A tactical pause may only be taken when the ball goes out of play.
 - 5.1.3. If a tactical pause is made, the Participating Athlete must either make a tactical change to the in-game team or consult in good faith with their coach and/or teammate.
 - 5.1.4. At on-site tournaments, the Referee will keep track of the number of pauses taken, the length of the pauses, and will inform the Participating Athletes to continue when their timer has elapsed.
- 5.2. Game Interruption
 - 5.2.1. If a Game is interrupted and is unable to continue, the Participating Athletes must exit the Game room and create the lobby again to restart.
 - 5.2.2. Participating Athletes are obliged to inform the Referees as soon as they face any Game interruptions.
 - 5.2.3. If a Game that had already started has to be restarted because of a Game interruption, both Participating Athletes must use the exact same settings as when they previously started the Game.
 - 5.2.4. If the game mode does not allow to reinstate the Game state of a running Game, the Game will be restarted with the procedure described in Section 8.2 Game restart.
- 5.3. Failure of the Participating Athletes to comply with these rules may lead FIFA to apply the sanctions as set forth in the FIFAE Competitions Terms and Conditions – Appendix 3.

6. Connection Issues

- 6.1. The following aspects are being amended for Game-specific implementation: Connection Issues, as detailed in the FIFAE General Competition Terms and Conditions – Appendix 1, Section 5.
- 6.2. If a Game has been interrupted due to connection issues, the score will remain valid up until the point of the interruption. Participating Athletes have to restart the Game with the exact same lineup, tactics and formation as the interrupted Game.
- 6.3. Failure of the Participating Athletes to comply with these rules may lead FIFA to apply the sanctions as set forth in the FIFAE Competition Terms and Conditions – Appendix 3.

7. In-Game Problem

- 7.1. The following aspects are being amended for Game-specific implementation: In-Game Problems, as detailed in the FIFAE General Competition Terms and Conditions – Appendix 1, Section 6.
- 7.2. If the Game mode does not allow to reinstate the Game state of a running Game, the Game will be restarted with the procedure described in Section 8.2 Game restart. The Participating Athletes must restart the Game with the exact same lineup, tactics and formation as the interrupted Game.

8. Game Restart

- 8.1. If the game mode allows to set the starting time when a Game that was interrupted must be restarted, it must be resumed at the time of the disconnect.
 - 8.1.1. The score, the minutes played at the time of the interruption, and the Participating Athlete in possession of the ball will remain valid.
 - 8.1.2. The Game will be resumed at the time of the interruption and with the recorded score. Possession shall be awarded to the Participating Athlete who was in possession of the ball at the time of the interruption.
 - 8.1.3. The Participating Athletes are obliged to reconstruct the situation as best as possible when the Game was interrupted or as instructed by the Referee.
 - (a) The default restart situation shall always be a Kick-off situation.
 - (b) This includes that Participating Athletes must enter the remaining time of the Game with the same in-game lineup and in-game items as at the time of the interruption.
 - (c) The substitutions already made by both Participating Athletes at the time of interruption shall remain valid when the Game is restarted. (For example, if a Participating Athlete has already made 5 substitutions at the time of the disconnect, the Participating Athlete may not make any more substitutions after the resumption of play and is required to recreate the same substitutions as before to restart the interrupted Game.)
 - 8.1.4. If one or both Participating Athletes have received one or more red and/or yellow-red cards in the interrupted Game, the following procedure will be applied:
 - (a) Yellow cards from the interrupted Game are disregarded.
 - (b) The Game will be resumed 15 in-game minutes prior to the interruption time. The Participating Athlete who has the home right in the interrupted Game is responsible to set the corresponding correct Game time in the Game settings. The opponent is responsible for checking that the correct Game settings are entered.
 - (c) The Participating Athlete(s) must recreate the red card in those 15 in-game minutes with the in-game player(s) who received a red card in the interrupted Game. If the Participating Athlete(s) are unsuccessful in recreating the red-card situation, the Game will again be restarted and the red-card situation has to be recreated.
 - (d) The Game may not resume in regulation until the 15 in-game minutes have elapsed and the remaining Game time would start.
 - (e) The Participating Athlete who was in possession of the ball at the time of the interruption must restart play from his own half.
 - (f) If either/both Participating Athlete(s) score a goal in the restarted Game before the red card situation from the interrupted Game has been recreated, those goals will be forfeited.
- 8.2. If the game mode doesn't allow to set a starting time when a Game that was interrupted has to be restarted, the following rules will apply:
 - 8.2.1. The score, the minutes played at the time of the interruption, the Participating Athlete in possession of the ball will be noted and remain valid.
 - 8.2.2. The score of the moment of the interruption has to be recreated manually (e.g. the Participating Athletes need to score own goals or let the opponent score on purpose.)
 - (a) Once the score has been recreated, the Participating Athletes need to wait until the minute has been reached in which the Game was interrupted.

- (b) Afterwards, the Game will resume, and possession shall be awarded to the Participating Athlete who was in possession of the ball at the time of the interruption.
- (c) If the Participating Athlete(s) are unsuccessful in recreating the score until the minute has been reached in which the Game was interrupted, the Game will again be restarted.

8.2.3. The substitutions already made by both Participating Athletes at the time of interruption shall remain valid when the Game is restarted. (For example, if a Participating Athlete has already made 5 substitutions at the time of the disconnect, the Participating Athlete may not make any more substitutions after the resumption of play and is required to recreate the same substitutions as before to restart the interrupted Game).

8.2.4. If one or both Participating Athletes have received one or more red and/or yellow-red cards in the interrupted Game, the following procedure will be applied:

- (a) Yellow cards from the interrupted Game are disregarded.
- (b) The Participating Athlete(s) must recreate the red card with the in-game player(s) who received a red card in the interrupted Game before the minute has been reached in which the Game was interrupted. If the Participating Athlete(s) are unsuccessful in recreating the red-card situation, the Game will again be restarted, and the red-card situation has to be recreated.
- (c) The Participating Athlete who was in possession of the ball at the time of the interruption must restart play from his own half.
- (d) If either/both Participating Athlete(s) score a goal in the restarted Game before the red card situation from the interrupted Game has been recreated, those goals will be forfeited.

8.2.5. The Participating Athletes are always obliged to reconstruct the situation as best as possible when the Game was interrupted or as instructed by the Referee.

8.3. The Participating Athlete is responsible for verifying that the opponent has made the correct adjustments and, in the event of any violations, must immediately provide the Referee with proof via the Competition Platform that clearly indicates that the opponent has violated any of the items listed in this section. Reports must happen immediately, as otherwise, they will not be considered.

9. Sanctions

- 9.1. General sanctions applicable for any offences committed during FIFAE competitions are outlined in the FIFAE General Competition Terms and Conditions – Appendix 3. These rules provide a framework for ensuring fair play, competitive integrity, and addressing violations that may arise.
- 9.2. For sanctions that are specific to individual tournaments, Participating Athletes should refer to the individual Tournament Rules. These rules detail the specific penalties and disciplinary actions that may be applied in the context of the particular tournament.