



FIFA ADRIA PRVENSTVO BY PREDATOR RULEBOOK

This document outlines the rules that should at all times be followed when participating in an Esport Adria competition. Failure to adhere to these rules may be penalized as described. It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

1. GENERAL

1.1. Nationality of players

The nationality of all players competing in the Adria Prvenstvo has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

1.2. Team and player names, logos and avatars

Team and Player names, logos and avatars can't contain socially unacceptable and disrespectful words or images and must be changed at admins request. If any team or player fails to comply, the admin team can disqualify them.

1.3 Rule Changes

Esport Adria administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The Esport Adria administration also reserves the right to make a judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.4. The validity of the rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. Instead of the invalid or impracticable provision, an appropriate provision shall apply, which is nearest to the intent of what would have been the intention in keeping with the meaning and purpose of the Rulebook.

1.5. Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the tournament directors.

1.6. Communication

All communication with the admins is expected to be in English or Croatian. All communication in-game and on the website is also recommended to be in English or Croatian.

1.7. Code of conduct

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, tournament officials, and tournament administration. Being role models is the occupational hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the Esport Adria administrators

immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity, and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

1.8. Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

1.9. Bribery

No Team Member may offer any gift or reward to a player, coach, manager, Esport Adria, or person connected with or employed by another Esport Adria team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

1.10. Association with gambling

No Team Member or Esport Adria Management may take part, either directly or indirectly, in betting or gambling on any results of any Esport Adria game, match or tournament.

1.11. Match broadcasting

Players are allowed to stream their matches during the tournament only if that match is not being streamed on official Esport Adria channels and with proper delay. Breaking this rule repeatedly might result in disqualification.

1.12. Penalty points

Minor penalty points

Minor penalty points are given for minor incidents including, but not limited to, failure to upload required match media, insufficient match statements, and inadequate information on a team account. Every minor penalty point deducts 1% (one percent) of the overall prize money received by the team or player in the tournament.

Major penalty points

Major penalty points are given for major incidents including, but not limited to, deliberately deceiving admins, failing to show up for the match, and repeated

rule-breaking. Every major penalty point deducts 10% (ten percent) of the overall prize money received by the team or player in the tournament.

1.13. Prize money

All prize money should ideally be paid out 90 days after the League finals have been completed. If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

Prize pool distribution

1. 400€ + FIFA 22
2. 200€ + FIFA 22
3. 100€ + FIFA 22

2. FIFA RULES

2.1. Game and game mode

All matches will be played on PlayStation 4 and official mode for this competition is 1 on 1 FIFA Ultimate Team.

2.2. First stage: Open Qualifiers

The first stage of the league consists of the three open qualifiers.

An unlimited number of players will participate in a single elimination bracket which will be played in home/away mode (BO2). TOP 2 players from each of the first two qualifiers will earn their spot in the Swiss round and TOP 4 players from the third qualifier will earn their spot in the Swiss round.

2.3. Second stage: Swiss Round

The third stage of the League is the “the Swiss League”. In a Swiss tournament, each player does not necessarily play with all other entrants. Competitors meet one-on-one in each round and are paired using a set of rules designed to ensure that each competitor plays versus opponents with a similar running score, but not the same opponent more than once. All competitors play in each round unless there is an odd number of teams. You need 3 wins in order to advance to the next stage.

All matches will be played in the home/away mode (BO2).

Top 4 teams proceed to the next stage.

2.4. Third stage: Group Stage

The third stage of the Adria Prvenstvo is Online Playoffs. Top 4 teams from the second stage of the Adria Prvenstvo are competing to decide the final winner in a Double Elimination bracket where all matches are being played in best-of-three (BO3) format.

2.5. Results

Both players are responsible to report a correct result to admins in discord chat. Therefore, both players must take a screenshot at the end of the match, where they can see the correct result and they need to upload it to the Discord chat in the given section. If you have a conflict in the match, please report the conflict to our admins in a protest section on Discord. So the admins can check the case and make a decision. The decision can also mean that the match can be deleted if there is not enough proof for either player to be the clear winner.

2.6. Protests

If a match was incorrectly reported by your opponent, you have to provide media evidence clearly showing the results of the match in the protest channel on Esport Adria discord server. Players are responsible for providing proof of match media in case of disputes.

2.7. Final score

The final score of the match is the score after 90 minutes of the match (full match)

2.8. Match starting

To start a match, follow this steps:

- Add opponent to friend list
- Start FIFA
- Go to the FIFA Ultimate Team mode
- Invite your opponent with the correct settings
- If one of the players is Weekend League Verified, all games will be played on EA servers, exception for this rule is if both players agree to play via peer-to-peer connection.

2.9. Match settings

Match has to be started with following settings:

- Half length: 6 minutes
- Game mode: Classic friendly
- Attribute and loan cards are strictly forbidden
- Squad restrictions - none

2.10. Players can't connect in open qualifiers

In case of 2 players not being able to connect in a classic friendly match mode, they will be mixed up with other pair with the same problem, or put on a random draw if there are no other pairs with issues in the same tournament round.

2.11. Matchstart & No show

All matches must be played at the official start time provided by an Admin Team. If players play out the match before or after the given time, the result of that match will not be registered as an official result.

Each player has 15 minutes to show up for the match after the set match time, after 15-minute deadline player will be given default loss..

2.12. Lags

If you experience lag in your match, record your evidence of lag, leave your match and open a protest with your evidence, please note that you must leave the match in the first 15 minutes of the match and before any goals or red cards have been awarded.

Admin team will not consider any protest about lag after the match is finished.

If you are forced to quit your game at any point during the game because of internet connection, you have to play the game from the start, but only the amount of minutes that was left until the end of the game.

2.13. Disconnection

If a player loses connection, a match has to be resumed from the exact minute where the match was stopped.

2.14. Game account

For competing in FIFA an Online account is mandatory. This account has to be entered in your registration and is not allowed to be changed. Without an entered account, you will not be able to compete.

Once a player enters competition with one account, he is not allowed to play with any other account until the end of the season.

Two players can not use the same account at any point during the same season of Adria Prvenstvo, even if one of them is not in the competition any more.

2.15. Streaming match for the admin team

Admin team can request a live stream of any match. If a live stream is requested by an admin, not providing live stream may result in Penalty Points or in defloss. All players playing in the quarterfinals of the Open Qualifiers have to provide a live stream for an admin team..

2.16. Streaming match for official stream

Both players whose match has been selected to be on the official stream have to stream the match from their console to youtube/twitch in purpose of gameplay fairness and providing our casters ability for a stable stream.