

Fifa Rules

Combat' 09

2nd All Pakistan Programming, Software and Hardware competition.

ELIGIBILITY CRITERIA:

- In order for a person to participate in this competition, he/she must be enrolled in an undergraduate degree program.

REGISTRATION:

The complete registration requires the following documents to be submitted before the deadline.

- Online registration form
- Student certification form
- Registration fee

The registration form is available on the **COMBAT** website(<http://www.combat.org.pk>), at the registration link of the Gaming Competition.

The form must be filled and submitted online.

All participants must submit the "Student Certification Form" signed by the academic officer of their institute to identify them as currently enrolled undergraduate student of the institute.

RULES AND REGULATIONS:

Game Version : FIFA 07

Patch : FIFA 07 official Nordic patch v1.1 will be used.

Half-Length : For group and knock-out stages 4 minutes and for semi-final and final 6 minutes.

Teams Allowed : International and clubs (Europe, Asia, English).

JUDGMENT:

The in charge is responsible for the final judgment. No one can challenge the in charge decision.

General:

As this is a competition for all universities all the participants are required to have their Id's as a student of a particular university.

Players will be given 10 minutes to set up their gaming hardware (keyboard, Game pads, headphones) to make sure there are no issues later on in the match.

All participants are requested to bring their gaming hardware (keyboard, Game pads, headphones, Joy pad etc) at their own risk

KIET will not be responsible for any kind of loss, theft or damage.

Group Stage:

Competition Method : 1st round a 20-participants group stage takes place with five participants divided into 4 group (NOTE : This can be changed depending on number of players participating.)

Four matches are played on a league basis to decide which teams advance to next knock-out stage.

In group stage, participants that win the match will earn 3 points, 1 points to each participants if the match ended with a draw and no point to those who lose the match.

Only the 4 group winner and runner-up will advance to the knock-out stage of the competition and the rest of the participants in each group are eliminated.

(NOTE : This can be changed depending on number of players participating.)

The participant who collect the highest point will be considered as the winner of the group.

If two team appear to collect a same point at the end of the group stage.

Goal difference will be taking into account to decide the group's winner and runner-up.



COMBAT 2009

The Computing Battle



Knock-Out Stage:

The 8 participants that advance to the knock-out stage play only 1 match each time. (NOTE : This can be changed depending on number of players participating.)

In the event of this game will be two(2) fifteen minutes overtime periods. If the game still tied at the end of the second half period then penalty kick will be used to break the tie.

The rules apply through the quarter-finals and the semi-finals.

The final is decided by a single match.

Stadium Setting

For group and knock-out stages : Oval Style.

For semi-final and final stages : Millennium Stadium.

Weather : Sunny Day

NOTE: Any changes made in the above rules will be announced during the competition.

NOTE: Combat holds the authority to change the rules at any time for any reason. The decision

of Administrators is official and is final. We hope you cooperate with us and try to make this competition competitive and fun for all.