

TAMPINES GREATEST OF ALL LEAGUE (GOAL) 2021

FIFA 22 PRO CLUBS COMPETITION

IMPORTANT NOTICE: THESE RULES AND REGULATIONS ("RULES") SHALL GOVERN THE TAMPINES GREATEST OF ALL LEAGUE ("COMPETITION"). BY YOUR ENTRY AND PARTICIPATION IN THE COMPETITION, YOU AGREE TO BE BOUND BY THESE RULES. ACTIVESTG TAMPINES AND TAMPINES CENTRAL COMMUNITY CLUB YOUTH NETWORK ("ORGANISER") RESERVES THE RIGHT TO AT ANY TIME, CANCEL OR AMEND ALL OR ANY PART OF THE COMPETITION AND/OR THE RULES AS IT DEEMS FIT AND WITHOUT NOTICE. IT IS THE PARTICIPANTS' RESPONSIBILITY TO KEEP THEMSELVES INFORMED AS TO ANY CHANGES TO THE COMPETITION AND/OR THE RULES. IN THE EVENT OF ANY QUESTION OR MATTER ARISING OUT OF ANY POINT THAT IS NOT EXPRESSLY PROVIDED FOR IN ANY OF THE RULES, THE DECISION OF THE ORGANISER SHALL BE FINAL.

IN THE EVENT OF ANY DISPUTE REGARDING THE RULES, THE CONDUCT OR RESULTS OF THE COMPETITION, OR ANY OTHER MATTER RELATING TO THE COMPETITION, THE ORGANISER'S DECISION SHALL BE FINAL. NO CORRESPONDENCE OR DISCUSSION SHALL BE ENTERTAINED. FURTHER COMMENT OR DISPUTE AFTER THE FINAL DECISION IS MADE BY THE ORGANISER MAY RESULT IN DISQUALIFICATION.

1. VISION

WE AIM TO PROMOTE SPORTS VIA THE PATHWAY OF E-SPORTS (FIFA 22) BY BRINGING TOGETHER LIKE-MINDED INDIVIDUALS. PARTICIPANTS WILL STRATEGISE, LEAD, TRUST, COOPERATE, AND WORK AS A TEAM TO COMPETE AND ACHIEVE THEIR GOALS.

THROUGH FIFA 22, WE ARE ABLE TO CREATE A DEEPER AWARENESS AND APPRECIATION OF FOOTBALL.

THE COMPETITION WILL ROUND UP PLAYERS WHO WERE STRANGER TO ONE ANOTHER, AND FOSTER FRIENDSHIP BETWEEN FELLOW PLAYERS. THEREBY STRENGTHENING THE COMMUNITY SPIRIT AMONGST THE CITIZENS.

2. ELIGIBILITY & REGISTRATION

2.1 THE COMPETITION IS OPEN FOR VIRTUAL CLUBS IN SINGAPORE ONLY

2.2 COMPETITION WILL BE ON THE PLAYSTATION 4 PLATFORM

2.3 PLAYERS WILL NEED TO HAVE A VALID PSN NETWORK TO COMPETE

2.4 ALL PLAYERS MUST BE A SINGAPOREAN/ SINGAPORE PERMANENT RESIDENT

2.5 PARTICIPANTS MUST BE MINIMALLY 12 YEARS OF AGE BY BIRTH YEAR. PARENTAL CONSENT MUST BE GIVEN FOR ANY YOUNG PERSON BELOW 18 YEARS OF AGE

2.6 ONLY APPOINTED TEAM MANAGER IS REQUIRED TO REGISTER ON BEHALF OF THE TEAM

2.7 EVERY TEAM MUST BE REPRESENTED BY MINIMALLY 11 PERSONS AND MAXIMUM 22 PERSONS

3. COMPETITION STRUCTURE

3.1 GROUP STAGE

UP TO **32 TEAMS** WILL BE HOSTED IN THE COMPETITION, COMPRISING UP TO **8 GROUPS OF 4 TEAMS**. TEAMS SHALL PLAY WITHIN THEIR GROUPING IN A ROUND-ROBIN FORMAT OVER 3 WEEKENDS.

THE WINNING TEAM WITH HIGHEST ACCUMULATED POINTS* (**REFER TO SCORING RUBRIC IN ANNEX A**) OVER THE 3 WEEKENDS SHALL PROCEED TO QUARTER & SEMI FINALS.

3.2 QUARTER & SEMI-FINALS

8 WINNING TEAMS FROM GROUP STAGE SHALL ENGAGE IN KNOCKOUT MATCHES ON 4 DEC 2021. THE TOP 2 TEAMS WILL COMPETE IN THE FINALS.

3.3 FINALS

TOP TWO TEAMS EMERGED FROM SEMI-FINALS SHALL PLAY ON 11 DEC, TO BE CROWNED AS THE WINNER OF TAMPINES G.O.A.L 2021.

4. COMPETITION SCHEDULE

TEAMS WILL COMPETE ONLINE IN FIFA 22 PRO CLUBS (11V11) COMPETITION. THE COMPETITION WILL BE HELD DURING THE PERIOD FROM 13 NOVEMBER TO 11 DECEMBER 2021, BOTH DATES INCLUSIVE ("COMPETITION PERIOD").

4.1 GROUP STAGE

GROUP STAGE SHALL TAKE PLACE BETWEEN 13 NOV – 27 NOV 2021, EVERY SATURDAY, BETWEEN 2000 – 0000 HRS [GMT+8].

4.2 QUARTER & SEMI FINALS

QUARTER FINALS & SEMI FINALS (KNOCKOUT STAGE) SHALL TAKE PLACE ON 4 DEC 2021, SATURDAY, BETWEEN 2000 – 0000 HRS [GMT+8].

4.3 FINALS

FINALS TAKE PLACE ON 11 DEC 2021, AT 1500 HR [GMT+8].

THE ORGANISER RESERVES THE RIGHT IN ITS SOLE DISCRETION TO CANCEL, MODIFY OR SUSPEND THE COMPETITION OR ANY PART THEREOF AT ANY TIME OR RE-SCHEDULE THE DATES OF THE COMPETITION OR TO EXTEND THE COMPETITION PERIOD.

ALL MATCHES WILL PROCEED BASED ON THE **SCHEDULED DATE & TIME** *. TEAM MANAGERS WILL NEED TO CONFIRM THEIR MATCH ARRANGEMENT THROUGH THE ASSIGNED TELEGRAM GROUPS PRIOR TO THEIR MATCH. THIS IS TO ENSURE THAT BOTH THE OPPONENT AND ADMIN ARE AWARE OF THE UPCOMING MATCHES.

** TEAMS MAY COMPETE EARLIER/LATER THAN THE SCHEDULED DATE/TIME IF BOTH TEAMS AGREE AND SUBJECT TO APPROVAL FROM THE ADMIN; BUT NO LATER THAN 24-HOURS TO THE NEXT SCHEDULED MATCH.*

5. GENERAL COMPETITION INFORMATION

5.1 NO AWAY GOALS RULE SHALL BE APPLIED IN THIS COMPETITION.

5.2 PLAYERS WHO RECEIVED A RED CARD MAY CONTINUE TO PLAY THE NEXT MATCH.

5.3 THIRD MATCH WILL COMMENCE WITH GOLDEN GOAL RULE IF THE FINAL SCORELINE IS A DRAW AFTER THE SECOND MATCH. (APPLIES FOR QUARTER & SEMI-FINALS ONLY)

5.4 THE FINALS WILL PROCEED TO EXTRA-TIME & PENALTIES IF THE SCORELINE IS A DRAW AFTER 90 MINUTES (IN-GAME TIME).

**FOR DETAILED DESCRIPTION OF THE RULES ABOVE, PLEASE REFER TO ANNEX A.*

6. VIRTUAL PLAYER AND TEAM NAMES

STRICTLY **NO** VULGARITY OR INAPPROPRIATE NAMING [BOTH VIRTUAL PRO PLAYERS' FIRST & LAST NAME, AND TEAM NAME INCLUSIVE] SHOULD BE USED IN THE COMPETITION. KINDLY ENSURE YOUR PLAYERS' "KNOWN AS" IS CHANGED TO YOUR PSN ID FOR VERIFICATION PURPOSE. THE TEAM WILL BE DISQUALIFIED BY THE DISCRETION OF THE ORGANISER IF ANY PLAYER IS FOUND USING VULGARITY OR INAPPROPRIATE NAMING AT ANY POINT OF TIME DURING THE COMPETITION.

7. MINIMUM NUMBER OF PLAYERS AND USAGE OF "ANY"

THE MINIMUM NUMBER OF PLAYERS (HUMAN-CONTROLLED) TO PROCEED WITH A MATCH IS **SEVEN (7) PLAYERS**. A DEFAULT LOSS (1-0) WILL BE GIVEN TO THE TEAM IF THEY FAIL TO MEET THE MINIMUM NUMBER OF PLAYERS, OR BE CAUGHT USING "ANY" IN MATCHES.

8. UNREGISTERED PLAYERS

ONLY PLAYERS WHO ARE REGISTERED FOR THE TEAM [BY THE TEAM MANAGERS] CAN COMPETE IN THE COMPETITION. A DEFAULT LOSS (1-0) WILL BE GIVEN TO THE TEAM IF THEY ARE CAUGHT USING UNREGISTERED PLAYERS FOR THE MATCHES.

9. GRACE PERIOD FOR SCHEDULED FIXTURES

A GRACE PERIOD OF **10 MINUTES** WILL BE GIVEN FROM THE AGREED SCHEDULED TIME TO START THE MATCH. NO-SHOW WILL BE GIVEN TO THE LATE TEAM. THIS WILL RESULT IN A DEFAULT LOSS (1-0) TO THE LATE TEAM. THE SCHEDULED MATCH TIMING AGREED BETWEEN THE TEAM MANAGERS MUST BE SHARED TRANSPARENTLY IN THE TELEGRAM CHAT GROUP WITH THE ORGANISERS.

10. GAME DISCONNECTED/ERROR/CRASHED

EACH TEAM WILL BE GIVEN **TWO (2) CHANCES TO RESTART THE MATCH** IF A DISCONNECTION/ERROR/CRASH OCCURS WITHIN THE FIRST 10 MINUTES (IN-GAME TIME). COMMUNICATION AND AGREEMENT BETWEEN BOTH TEAM MANAGERS MUST BE DONE IN THE ASSIGNED TELEGRAM GROUP. THIS IS TO ENSURE THAT THE ADMIN IS AWARE OF ANY TECHNICAL CHALLENGES.

11. SUBMISSION OF PRO CLUBS LOBBY PHOTO, PLAYERS LIST, AND RESULTS

ALL SUBMISSIONS WILL BE DONE THROUGH THE ASSIGNED TELEGRAM GROUP FOR ADMIN VERIFICATION.

BEFORE MATCH:

BOTH TEAM MANAGERS (HOME & AWAY) WILL NEED TO **SUBMIT A PHOTO OF THE PRO CLUBS LOBBY** [ONCE THE PLAYERS ARE READY FOR THE MATCH] PRIOR TO INVITING/ACCEPTING FRIENDLY REQUESTS

AFTER MATCH:

BOTH TEAM MANAGERS (HOME & AWAY) WILL NEED TO **SUBMIT A CLEAR PHOTO OF THE PLAYERS LIST**

BOTH TEAM MANAGERS (HOME & AWAY) WILL NEED TO **SUBMIT A CLEAR PHOTO OF THE FINAL SCORELINE**. RESULTS MUST BE SUBMITTED LATEST BY **THE FOLLOWING DAY (SUNDAY)*** AT 1200 HR. LATE-SUBMISSION WILL BE PENALISED.

** IF THE MATCH IS PLAYED OUTSIDE THE DEFAULT MATCH DAY, THE RESULTS MUST BE SUBMITTED STRAIGHT AFTER THE MATCH.*

**PLEASE TAKE REFERENCE TO THE PICTURES UNDER 'PHOTO SUBMISSIONS' IN ANNEX A.*

12. BROADCASTING OF MATCHES

TEAMS ARE HIGHLY ENCOURAGED TO BROADCAST (IE. RECORD) THEIR MATCH IN VIDEO. THIS IS TO PROVIDE EVIDENCE IN RECORDING SHOULD ANY DISPUTE OCCUR.

13. FAIR PLAY AND IN-GAME RULES

WE ARE AWARE OF THE IN-GAME BUGS & GLITCHES. WE STRONGLY PROMOTE RESPECT AND FAIR PLAY. THUS, SOCCER RULES IN ACCORDANCE WITH THE REAL WORLD WILL APPLY THROUGHOUT THE COMPETITION IN ORDER FOR EVERYONE TO COMPETE FAIRLY AND HAVE AN ENJOYABLE EXPERIENCE.

SHOULD ANY TEAMS BE CAUGHT USING GLITCHES AND/OR PERFORMING ACTIONS IN-GAME WHICH GO AGAINST THE REAL WORLD SOCCER RULES WILL BE PENALISED.

SOME EXAMPLES WOULD BE:

- 1) CHARGING/BLOCKING THE GK AT ANY POINT OF TIME DURING THE MATCH.
- 2) EXCESSIVELY MAKING YOUR PLAYERS JUMP IN THE WALL DURING FREEKICKS.
- 3) TAKING ADVANTAGE OF THE NO-OFFSIDE-GOALKICKS.

AFFECTED TEAMS WILL NEED TO PROVIDE A VIDEO AT THE POINT OF INCIDENT AS EVIDENCE. ACTION(S) WILL BE TAKEN UPON VERIFICATION BY THE ADMIN.

14. SAFETY

PARTICIPANTS MUST ADHERE TO THE SAFE DISTANCING MEASURES PURSUANT TO THE RELEVANT LAWS, RULES AND REGULATIONS, INCLUDING, BUT NOT LIMITED TO, ALL SPORTSG'S GUIDELINES WHEN ATTEMPTING THE ACTIVITIES.

PARTICIPANTS AGREE TO ADHERE STRICTLY TO ALL RULES AND POLICIES PERTAINING TO THE EVENT INCLUDING, BUT NOT LIMITED TO, PARTICIPANT ASSUMPTION OF RISKS, MEDIA PUBLICITY AND DISCLOSURE OF HEALTH ISSUES.

IF YOU HAVE ANY HEALTH CONCERNS, YOU SHOULD SEEK ADVICE FROM YOUR OWN PHYSICIAN OR HEALTH CARE PROVIDER PRIOR TO PARTICIPATING IN THE EVENT. WHERE APPLICABLE, YOU WILL NOT ATTEMPT ANY PART OF THE EVENT IF YOUR PHYSICIAN OR HEALTH CARE PROVIDER ADVISES AGAINST IT. IF YOU EXPERIENCE FAINTNESS, DIZZINESS, PAIN OR SHORTNESS OF BREATH AT ANY TIME, YOU SHOULD STOP ANY ACTIVITY IMMEDIATELY;

SPORTSG RESERVES THE RIGHT TO DISQUALIFY AND REMOVE – IN ITS SOLE AND ABSOLUTE DISCRETION, ANY REGISTRATION WHICH IT DEEMS INAPPROPRIATE. IN THE EVENT OF THE AFORESAID DISQUALIFICATION OR REMOVAL, NO EXPLANATION WILL BE PROVIDED BY SPORTSG.

ANNEX A

1. SCORING RUBRIC

TERM	POINTS (TO BE AWARDED)
WIN	THREE (3)
DRAW	ONE (1)
LOSE	ZERO (0)

2. GENERAL RULES

RULES	DEFINITION
NO RED CARD RULE	PLAYERS WHO RECEIVED A RED CARD MAY CONTINUE TO PLAY FOR THE NEXT MATCH
NO AWAL GOAL RULE [QUARTER & SEMI-FINALS STAGE]	TEAMS WILL PROCEED WITH A 3 RD MATCH WITH A GOLDEN GOAL RULE IF THE FINAL SCORELINE (AGGREGATE) IS A DRAW AFTER THE 2 ND MATCH
GOLDEN GOAL RULE	THE FIRST TEAM TO SCORE A GOAL IN THE MATCH WILL BE THE WINNER. THE MATCH WILL END STRAIGHT AFTER THE GOAL IS SCORED

3. PHOTO SUBMISSIONS

TERM	EXAMPLES
PRO CLUBS LOBBY PHOTO	
PLAYERS LIST PHOTO	
SCORELINE PHOTO	