AOC SPORT FIFA 22 CUP

TOURNAMENT GUIDE

aoc sport

BRITISH ESPORTS STUDENT CHAMPS

KEY INFORMATION

◆ Colleges must be a member of AoC Sport or associated member.

◆ Students must have a valid Gamertag or PSN ID and that it is visible on the tournament roster.

◆ College students will form teams of one per tournament (Xbox/PS4), each playing a 12-minute (six minutes per half) 1v1 match online friendlies mode against opposing team in classic match.

◆ Each player must submit screenshots and scores to their staff team leader once all matches are played for the whole fixture. The staff team leader must submit all scores on the tournament site asap, latest by Friday each week.

◆ Default match time is 3pm each Tuesday. Matches should be played within the window of 3-6pm each Tuesday, unless both parties agree on an alternative time/date that week. Speak to an admin if this is the case.

◆ Fixtures will be on the website along with the ruleset on the tournament page.

◆ The format of the tournament will be a group stage and playoffs.

◆ Due to crossplay restrictions, only Xbox One/Series X and PS4 are applicable.

REGISTRATION

1 Register your college on the tournament website.

2 You will then receive a confirmation email once approved.

3 Login to your account on the website.

4 Head to "tournaments" on the header and select "AoC Sport FIFA22 Cup".

5 Click the "sign up" button on the right to add your team for your selected tournament (Xbox / PS4). We only require the Xbox gamertag/ PSN ID so other players can find them easily for matches.

6 Once added your players details, press submit. You can later edit your rosters within "Team Management" > "My Teams" > "You can update your team's details and players here"

SCHEDULE

Full fixtures will be available on the tournament website.
You can see your own upcoming fixtures by logging in > "Team Management" > "My Fixtures"

Wednesday 14th January:	Registrations close. Ensure all rosters are filled out with player gamertags.
TBC	Fixtures - Group Stage
TBC	Fixtures - Playoffs

TIMINGS OF MATCHES:

Fixtures will take place by default on a **Tuesday afternoon at 3pm**. For all fixtures each player will play 1 match per week. Each game will last approx 12-minutes (six minutes per half).

If you mutually agree to a new time/date within the week, you MUST change this on the website.

SETTING UP THE MATCH

The fixture list will determine which is the "home team". The home team is the 'host' and is responsible for setting up the match and the 'lobby' where players register and 'meet' before the match starts.

FIXTURES

For all fixtures each team (consisting of 1 player) will play a best of one game against an opposing college player.

Each match will be set up in online friendlies: watch how to set up here.

No mirrored teams to be used in a fixture.

MATCH SETTINGS:
- Half Length: 6 minutes
- Controls: Any
- Game Speed: Normal
- Squad Type: 90 Overall

MATCH PROCESS:
1. Players will have to add each other as Friends on PSN/XBOX in advance of the match.
2. Home team (team on the left of the match page) sets up the lobby in online friendlies.
3. Player heads to Play > Quickplay

Modes > Online Friendlies > New Friendly Season. Use the settings as specified earlier in "Match Settings". Invite their opponent.

4. The best of one match is played. If the game ends in a draw, a new match must be played and first player to score a goal wins.
5. At the end of the match, players must take a screenshot of the final score on their phone or other device. They should then send screenshots and scores to their staff team leader.
6. The staff team leader must submit all scores on the tournament site as soon as possible.

SUBMITTING RESULTS

After each match has finished, each team captain/teacher should submit the result via the tournament website asap, latest by Friday each week.

IT IS ESSENTIAL THAT YOU TAKE SCREENSHOTS OF EACH ROUND'S SCORES AND UPLOAD THIS VIA THE INDIVDIVUAL MATCH PAGE.

If the opponent does not turn up after 10 mins a default win can be claimed. Speak to an admin via support ticket.

https://champs.britishesports.org/
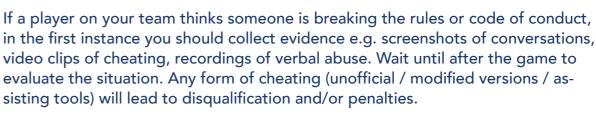
REFEREEING AND REPORTING

The member of staff responsible for your teams will be referred to as Leader. The student representative, chosen by the Leader, will be referred to as Captains

LEADERS/CAPTAINS ARE EXPECTED TO:

- Ensure their team adheres to the Rules and the Code of Conduct. Supervise/monitor students' online interaction in the Champs (as much as possible when remote).
- Enter results on the tournament website.
- Act as front-facing representatives of that college, as a point of contact for Admins.
- Staff team leaders must report any issues to Admins via support ticket e.g. if a player on the team accuses an opponent of 'hacking', the Leader must collect evidence and send it to an admin.
- Players can contact Admins, but they themselves cannot submit reports to Admins. Only the Leader/Captain is able to submit reports.

REPORTING PROCESS:

If a player on your team thinks someone is breaking the rules or code of conduct, in the first instance you should collect evidence e.g. screenshots of conversations, video clips of cheating, recordings of verbal abuse. Wait until after the game to evaluate the situation. Any form of cheating (unofficial / modified versions / assisting tools) will lead to disqualification and/or penalties.

The college Leader/team captain should then contact an admin in private by raising a support ticket on the tournament website with the following information:
- In-game name
- Team name
- Game & Match ID
- Description
- Evidence

SOCIAL MEDIA

We would love to see photos and hear stories from you and your students during the AoC Sport FIFA22 Cup. We would like to use them to help publicise the project through our social media channels and weekly newsletter.

If you would like to share with us, please send them to: champs@britishesports.org

RULESET

THE FULL RULESET WILL BE AVAILABLE ONLINE ON THE TOURNAMENT PAGE.

1. PLAYER AND TEAM ELIGIBILITY

1.4. Team eligibility

1.4.1. Each team must have a designated Leader that satisfies the following conditions:

1.4.1.1. A registered staff member at the Institution that the team represents.

1.4.1.2. Able to act as representative and point of contact for BEA

1.4.1.3. Able to supervise all online interaction between Players at that Institution, even if remotely. This can include before and after matches, as well as during.

1.4.2. A team must consist of 1 player and must be from the named Institution.

1.4.3. Players must have either an Xbox One/Series X or PS4 in order to participate, due to cross play restrictions.

2.MATCH RULES

2.1. Match Setup

2.1.1. Each match will be played in FIFA 22 online friendlies.

2.1.2. Matches should be played within the window of 3-6pm each Tuesday, unless both parties agree to an alternate time/date that week.

2.1.2.1. If both agree, speak to an admin with proof of agreement and the new time/date.

2.1.3. GAMEPLAY SETTINGS:
- Half Length: 6 minutes
- Controls: Any
- Game speed: Normal
- Squad type: 90 Overall

2.1.3.1. Once both teams have joined the lobby and stated they are ready, the lobby leader must click Start.

2.1.3.2. If the game ends in a draw, players should start a new match and the first player to score a goal will win the match.

2.2. Pauses and Rematches

2.2.1. If a player fails to connect to game the game should be paused immediately. If this player fails to connect the game may be restarted. The new game must follow rules for a rematch found in section 2.2.3.

2.2.2. Teams may use the pause command as follows:

2.2.2.1. It is forbidden to use the pause without an obvious reason like a player disconnect.

2.2.2.2. In the case a player disconnects or is having connectivity issues, it is allowed to use the pause.

2.2.2.3. In the case of hardware or software issues it is allowed to use the pause.

2.2.2.4. In the event of a pause, the other team should be informed immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing pause.

2.2.2.5. Before resuming games both teams should state they are ready to continue.

2.2.2.6. Teams may only pause the game for up to 10 minutes. If after 10 minutes technical issues cannot be solved the game should not be resumed. If the game cannot be re-sumed then Admins should be contacted and an automatic win will be awarded to the opposing team.

2.2.3. Players can agree to a rematch, if they think it's needed to play a fair and balanced match or to solve technical problems.

2.2.3.1. A rematch has to be played with the same team.

2.3. No show

2.3.1. Teams are expected to arrive promptly to all games at the mutually agreed start time over a Wednesday.

2.3.2. If a team hasn't joined the lobby 10 minutes after the stated start time, the team that did show should report a win on the tournament website and submit a support ticket.

2.3.3. If neither team has created or joined a custom game within 10 minutes, both teams will receive a loss. For calculating pairing, the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

2.4. Submitting results

2.4.1. After each game, both team Leaders should report results asap, latest by Friday each week.

2.4.1.1. Good practise is to take screenshots of the final scoreboard in case of dispute.

2.4.2. Results should be submitted

using the tournament site. You must be logged in to submit a result. If team leaders have any issues in doing this, then please email us at champs@britishesports.org.

2.4.3. If both team Leaders do not enter the same score, an admin will be alerted automatically. Please have match scoreboard screenshots ready to upload on request.

3. SPIRIT OF THE GAME

3.1. Sportsmanship

3.1.1. Teams are expected to play at their best at all times within any AoC Sport FIFA 22 Cup match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

3.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the admins.

3.1.2.1. Hacking. Hacking is defined as any modification of the programme by any player, team or person acting on behalf of a player or a team.

3.1.2.2. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

3.1.2.3. Cheating Device. The use of any kind of cheating device and/or cheat programme.

3.1.2.4. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

3.1.2.5. Champs Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of Championships officials, violates these Rules and/or the standards of integrity established by Championships for competitive game play.

3.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the British Esports Student Champs.

3.1.3.1. Flaming/toxicity. This shall be defined as any comments in all chat or game lobby that may be considered negative or hurtful.

3.1.3.2. Use of discriminatory language including, but not limited to, comments about a person's gender, race, sexual orientation, age, hate speech or calls to harmful action.

3.1.3.3. Intentional disconnects. This does not include restarting client in order to bug fix.

3.2. Penalties

3.2.1. Any person found to have engaged in or attempted to engage in any act that British Esports' believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such

acts shall be in the sole and absolute discretion of the British Esports Student Champs.

3.2.2. If any team or player is suspected of breaking any rules, admins should be informed by the Leader. At this point admins may ask for screenshots or other evidence of misconduct.

3.2.3. Upon discovery of any team member committing any violations of the rules listed above, the Champs may, without limitation issue the following penalties:

3.2.3.1. Loss of choice of starting side.

3.2.3.2. Issue of a warning on the record of that team.

3.2.3.3. Forfeit of a match.

3.2.3.4. Temporary suspension of a player.

3.2.3.5. Permanent ban of a player.

3.2.3.6. Deduction of points or seeding for the current or next tournament. Penalties are carried over with the majority of the offending team for the full academic year.

3.2.3.7. Disqualification of team from a tournament.

3.2.3.8. Disqualification of team from the AoC Sport FIFA 22 Cup.

4. SPIRIT OF THE RULES

4.1. These Rules may be amended, modified or supplemented by the British Esports Association from time to time, in order to ensure fair play and the integrity of the Champs.

4.2. All decisions regarding the interpretation of these rules lie solely with the British Esports Association, the decisions of which are final.

CODE OF CONDUCT

The British Esports Association takes safety of players very seriously. As such, we have implemented several measures to protect the wellbeing and identities of those who take part in our tournaments.

PLAYING OF MATCHES

Only those rostered can play - emergency subs can be added according to rule 1.5.3. Teams must play together from same college.

UNSPORTING BEHAVIOUR

("flaming", "toxicity", "bm", "hacking", "aimbotting")

Any unsporting behaviour is a punishable offence and harms enjoyment of the game. When dealing with unsportsmanlike conduct, it's important that admins have proof of exactly what happened.

If an opposing player verbally abuses a member of your team or deliberately behaves in an unsporting manner you must take screenshots and report directly to an admin. Depending on circumstance a player can be punished instantly or if the issue requires more investigation, this will be done after the tournament.

SAFEGUARDING

British Esports considers the three areas of risk in online safety, as outlined by the Department for Education.

CONTENT: all esports titles used by the British Esports Association will be age appropriate. Fifa 22 is 3+.

CONTACT: each fixture in the Fifa 22 tournament will be played via a closed community platform. Only students registered by their college will be able to access the platform. Professional Tournament Admins will be monitoring all online interactions and fixtures.

CONDUCT: every college will submit the names of each player representing their institution as well as their in-game name (full names of players will not be shared without strict permission). Therefore, in the event of misconduct, that player can be held responsible and penalties will be imposed. Admins, and every college Leader, are responsible for ensuring all rules are followed and standards of fair play are maintaining throughout.

School/college Leaders can request to have data erased. More information on data protection can be found in the T&Cs on the tournament website.

CONTACT US

If you need any further assistance or guidance throughout the AoC Sport FIFA22 Cup, please get in touch.

If you would like assistance in taking part in esports competitions or the Champs, please let us know and we can aim to put you in contact with one of our current Champs team leaders.

champs@britishesports.org
Raise a support ticket
Phone: 01753 656 802 or Schedule a Call