

eFootball™ Rules and Regulations

① Selection and Roster Submission

- 1 Team per country
- A Team is consisted of: 2 Players and a coach(optional).
- Roster of preliminaries and finals must be submitted together 48 hours before the first match day.`
- If there is an inevitable situation for one of the players(Like a car accident, or severe illness), the other player will participate in all of the matches.

② Server and Version

- Use eFootball™ with the latest live updates.

③ Match Settings

- All matches played should use the Authentic mode of eFootball™.
- In all matches, the general settings menu on the match menu should be set as below:

Match Settings	
Match Level	Superstar
Match Time	10min
Extra Time/PK	ON/ON
No. of Substitutions	5
No. of Subs. Intervals	3
+1 Sub in Extra Time	ON
Condition : Home	Normal
Condition : Away	Normal
Injuries	OFF
Ball Type	eFootball™ 2024

- In the stadium screen, be sure to set as below:

Stadium Settings	
Stadium	eFootball™ Stadium
Time	Night
Season	Winter
Weather	Fine
Length of Grass	Normal
Pitch Condition	Normal

- All matches are set as below to play:

Camera Settings	
Camera Type	Dynamic Wide
Zoom	2
Height	2

Sound Settings	
Audio	eSports

Match Screen Settings	
Radar Appearance	Bottom
Player Name Boxes	ON
Attack/Defence Level	ON
Attack/Defence Level Information	ON
Color of Radar Dots [HOME/AWAY]	Strip Colour
Power Gauge	ON
Cursor Display	ON
Stamina Gauge	OFF
Time/Score	ON
Displaying opponent player name	ON
Set Piece Guides	OFF
Goal Celebration Prompts	OFF

Game Speed Settings	
Game Speed	0

- All matches are played without stat balancing enabled.
- Each player will only play on the same team during the tournament.
- One must choose from the list of official partner clubs.

FC BARCELONA	FC BAYERN MÜNCHEN
MANCHESTER UNITED	Milan
Inter	ARSENAL
ATALANTA	LAZIO
MONZA	NAPOLI
Pisa	ROMA
ATLÉTICO MINEIRO	SANTOS
COLO COLO	Alianza Lima
CD Guadalajara	América
PUMAS	Tigres UANL

The latest official partner clubs are listed below.

https://www.konami.com/efootball/en-us/page/license_efootball

- Players may use personal data such as button placement or game plan options.
- It is the responsibility of each player to ensure that personal data settings and game plans are set properly until the kickoff option is selected.
- Even if the game hasn't started, players cannot go back and reset.
- The referee will notify the preparation time to the players, and after the announcement, all personal settings must be prepared and finalized for 5 minutes.

④ Competition Proposal

- PRELIMINARY : Single Round Robin BO3
- FINALS : BO3

- The detailed setting of the game is borrowed from ECEA eFootball™ events setting

PRELIMINARY : Single Round Robin (3 Matches in total)

- Each match is played as BO3(Entry)
: 1st ~ 3rd Game : 1vs1
- Each country must submit their roster for SET 1 and SET 2 before the match
- Different player must participate for SET 1 and SET 2 (Same player cannot participate for SET 1 and SET 2)
- If one country wins SET 1 and SET 2, the country is determined as the winner.
- If SET 1 and SET 2 results as 1:1, both countries must choose the player who will participate SET 3 within 5 minutes after the end of SET 2.
- Both players registered in the roster can participate SET 3.
- The country who won SET 3 is determined as the winner.
- Top two countries advance to Finals
- If a tie occurs, tiebreaker shall be made as written below.
 - 1) Set Gain Loss
 - 2) Goal Gain Loss
 - 3) Multiple Points
 - 4) Tiebreaker Match (BO1)

: If Tiebreaker Match occurs, any player who is registered in the roster can participate the match. However, if the score is still same between the countries, 1) ~ 4) must be repeated.

※ In case tie occurs in tiebreaker, whether tiebreaker match will be reprecided shall be determined by only the tiebreaker match score

FINAL : Single Elimination

- BO3 (Entry)
- 1st ~ 3rd Game : 1 vs 1

- Each country must submit their roster for SET 1 and SET 2 before the match
- Different player must participate for SET 1 and SET 2 (Same player cannot participate for SET 1 and SET 2)
- The country who first won 2 sets is determined as the winner
- If SET 1 to SET 2 results as 1:1, both countries must choose the player who will participate SET 3 within 5 minutes after the end of SET 2.

- Both players who participated in SET 1 to SET 2 can participate in SET 3 -
The winner of SET 3 is determined as the Final Winner.

⑤ Equipment

- The PC, monitor, PS5 system unit, network environment and others used for the game are used in the state provided by the organizers. Competitors may not use other equipment of their will, and others equipment requests that are not prepared are not allowed.
- All games proceed using the Sony PlayStation® 5 Controller (Console) and must be able to operate on eFootball™ via KONAMI online update. The official Sony DualSense controller and controller cable will be provided by the organizer, but players can use their personal controller and controller cable to participate.
- Headphones (earphones), etc. separately prepared by the player are allowed.
- When using any personal equipment, the player or the country concerned are responsible of any technical problem that arise during the game and the disadvantages to its result. However if a technical problem is due to equipment provided, the player or the team may request confirmation to the management team. After confirmation, the management team may take necessary measures.

⑥ Communication

- Any action or speech that damages (affects) the competition is prohibited and may be disqualified by the discretion of the management team.

- Usage of separate equipment or voice chat function for communicating with team players is not allowed.

⑦ Bug

- A rematch can be made by the management's discretion in response to a fatal bug that can significantly change the game record or gameplay mechanism during the game.

⑧ Irregular situation during the game

- If it is not possible to continue the game due to an error, the organizer can judge the rematch according to the judgment.
- If the player's device fails to enter the game due to an error before loading ends, the rematch must be proceeded.
- If it is not possible to proceed with any other circumstances or due to persistent abnormalities, the rematch or resumption of the game may be decided at the discretion of the management team.