

FIYA ESPORTS TOURNAMENT RULES



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RULES FOR NBA2K TOURNAMENTS

- **CREATING THE MATCH:** The home team (name of player listed first) is in charge of creating the private match.
- **ADD OPPONENT'S USERNAME:** Add your opponent's username/gamertag to become friends.
- **GAME SETTINGS WILL BE THE SAME FOR EVERY MATCH:**
 - **PLAY NOW:** Play with Friends
 - **GAME MODE:** Private Match
 - **GAME STYLE:** All Star
 - **QUARTER LENGTH:** 5 minutes
 - **FATIGUE:** On
 - **GAME TIME:** NBA Today
- **GAME RESULTS:** Winning player reports results to johnfarren@onfiya.org after each game.



RULES FOR MADDEN NFL TOURNAMENTS

- **CREATING THE MATCH:** The home team (name of player listed *first*) is in charge of creating the private match.
- **ADD OPPONENT'S USERNAME:** Add your opponent's username/gamertag to become friends.
- **GAME SETTINGS WILL BE THE SAME FOR EVERY MATCH:**
 - **EXHIBITION:** Online Head to Head
 - **PLAY A FRIEND** (Players should add each other as friends before the match)
 - **GAME MODE:** Head to Head
 - **QUARTER LENGTH:** 5 minutes
 - **PLAY CLOCK:** 40 second (default, cannot change)
 - **SKILL LEVEL:** All Pro
 - **WEATHER:** Clear
 - **INJURIES:** 0
 - **FATIGUE:** 50
 - **ACCELERATED CLOCK:** Off
 - **GAME SPEED:** Normal
 - **GAME STYLE:** Competitive
- **GAME RESULTS:** Winning player reports results to johnfarren@onfiya.org after each game.



RULES FOR FIFA TOURNAMENTS

- **CREATING THE MATCH:** The home team (name of player listed *first*) is in charge of inviting the other to an Online Friendly match.
- **ADD OPPONENT'S USERNAME:** Add your opponent's username/gamertag to become friends.
- **GAME SETTINGS WILL BE THE SAME FOR EVERY MATCH:**
 - **HALF LENGTH:** 6 minutes
 - **CONTROLS:** Any
 - **GAME SPEED:** Normal
 - **SQUAD TYPE:** Online
 - **Players can pick from any FIFA generated squad except International teams.**
- **DO NOT ENABLE ATTRIBUTES** when entering the game.
- **TIEBREAKERS:** In the event of a tie at the end of regulation time, the teams will compete in a golden goal style game. The first player to score a goal will be declared the winner.
- **GAME RESULTS:** Winning player reports results to johnfarren@onfiya.org after each game.



RULES FOR ONLINE CHESS TOURNAMENTS

- **CREATING THE MATCH:** The home team (name of player listed *first*) is in charge of creating the private match via [chess.com](https://www.chess.com) and plays as *white*.
- **AGE DIVISIONS:** FIYA eChess Tournaments will be available to
 - **Division 1** = 8th Grade & Below
 - **Division 2** = 6th Grade & Below
 - **Division 3** = 4th Grade & Below
- **TIME:** 15 minutes with ten (10) seconds added after each move (15 | 10)
- **RULES:** Standard chess rules apply. The object is to capture the other player's King piece. The winner is the player who either (A) captures the opponent's King piece or (B) the opponent's 15-minute play clock expires first.
- **FORMAT:** Tournament matches are played 1 v 1 in pool format - each individual will be placed into a Pool and over a designated period of time, players will complete their pool play. Following pool play, the top players in each pool will enter into a tournament bracket.
- **PLAY & SCORING:**
 - **WIN** = 1 point
 - **DRAW** = 0.5 points
 - **BRACKET PLAY:** First to 2 points wins, w 5 minute tie-breaker game if necessary
- **GAME RESULTS:** Winning player reports results to johnfarren@onfiya.org after each game.
- **[CLICK HERE](#)** for our YouTube Tutorial on "How to Set Up a Game"