

FIFA Soccer 09™**General**

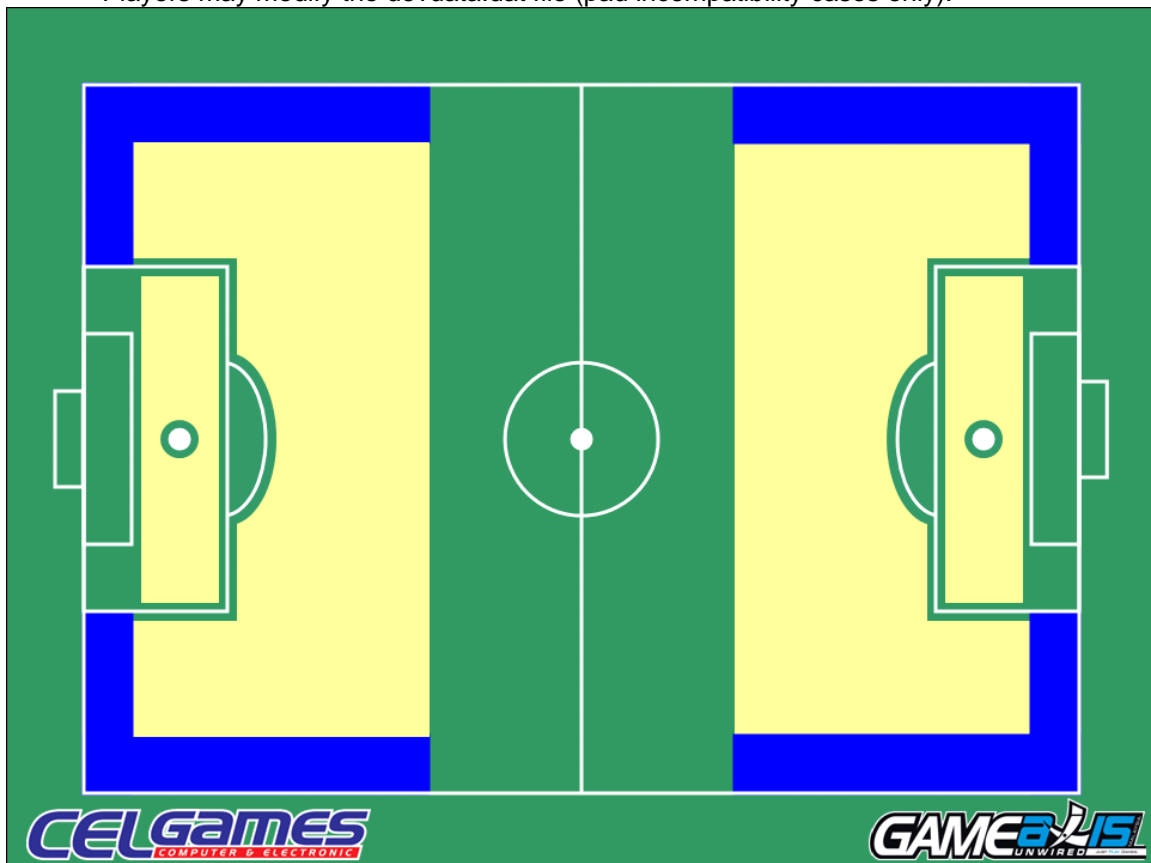
- Competition Method: 1 vs. 1
- Game Mode : International and Club
- Host/client will be announced before the match or decided by coin toss.
- Player changes and strategy changes are limited to 3 times throughout the game. (The changes before the start of first and second half are not included in this count.)
- At the end of each match, players must maintain the final screens and receive the score confirmation from a referee.
- Celgames may install third party programs and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data
- The "FIFA 09" tournament shall be played by knock-out system (best 2 out of 3 matches) OR Home & Away.

Stadium Setting

- Stadium : Bay Arena
- Weather : Sunny Day

Game setting precautions

- The officially licensed FIFA Soccer 09 product must be used with all its official updates.
- The abilities of teams and players cannot be modified arbitrarily.
- Graphics and other settings may only be setup through the menu. (Configuration file cannot be used). The allowed resolution is 1024x768x32.
- Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each others' settings were different from the official settings.
- Players may modify the devdata.dat file (pad incompatibility cases only).



- **Game Settings**
- Difficulty Level = World Class
- Keeper Level = World Class
- Half Length = 6 minutes
- Injuries = OFF
- Offside = ON
- Bookings = ON
- Radar = ON
- Camera = Any
- Time/Score Display = ON
- Game Speed = Fast
- Adidas Live Season = OFF
- # of subs = 5
- Player auto switching = slider all to the left if possible
- Manual Cross = ON
- Manual Through-ball = ON

Forbidden moves

- Every player must pay extreme attention to the following:
 1. Players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
 2. Players are not allowed to shoot the ball directly onto the bar from a corner kick in order to get a chance for a header when the ball rebounds.
 3. it is not allowed to score a goal from one's own half of the field.
 4. It is forbidden to make a throw in directly into the opponent's penalty area. Should a player throw the ball directly into the opponent's penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw in into the opponent's penalty area shall be disallowed.
 5. If a player changes his tactics, formation or line-up he has to kick the ball out of bounds after the changes so that his opponent is able to react.
 6. If a player is found to be intentionally delaying the game time by passing the ball around, he may be given a warning or lose by default at the referee's discretion.
 7. Prior to any changes in one's team, the player that wants to change must be in possession of the ball and be in his own half before they pause the game.
 8. Longballs (Q+A, Q+W, etc...) are allowed in specific cases.

To understand when a longball is allowed or not, have a look at the following image:
Longballs are allowed when done from inside a green area or when you are in your own half of the field. Longballs are forbidden when taken from your yellow/blue area and are directed into your opponent's yellow/blue area. In order to allow the referees to make the appropriate call, a patch will be used to detect forbidden longballs.

The "Soccerbot2009" patch may be downloaded from here:

<http://www.dadadev.com/index.php?target=downloads>
(courtesy of Özgün „DaDeather` Turan)

In any case, a goal scored due to the use of a "forbidden move" shall be disallowed. Should a player persist in playing with forbidden moves, he may be disqualified from the tournament.

All complaints shall be dealt with after the match has been completed.

Allowed patches and external software

- The official licensed "FIFA Soccer 09" product must be used together with all the official patches released by EA Sports.
- The abilities of the teams and players cannot be modified in any way.
- The above mentioned "Soccerbot2009" patch is mandatory.

Disconnections

- Should a disconnection occur:
 1. A referee will confirm the exact score to that point (even if the ball is about to cross the goal line, the goal shall not count), and restart the match.
 2. A referee will inform the players on exactly how many minutes must still be played in order to complete the match.
 3. Any players sent off the field (red card) shall count as a goal each for the opponent when the match resumes.
 4. If the disconnection occurs after a corner kick was awarded to a player, the match will resume with a corner kick for that same player.
- Intentional disconnection: Upon judgment by the referee, any offending player will be charged with a loss and a possible disqualification from the tournament.

Penalty for unfair play

- Unfair play
 1. Use of any cheat program
 2. Intentional disconnection
 3. Use of any settings exceeding the standard and permitted settings
 4. Any unnecessary chatting during the match.
 5. If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee sole discretion.
- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- During the course of any match, the operations staff and/or referee may determine other actions to embody unfair play at any time.

These rules are for the Celgames 2009 Final and are subject to modification in the following aspects.

- Use of the most recent patch/version release of each official game is within the Celgames committee's own discretion.
- Changes to in-game settings and options necessitated by the use of most recent patch version/release
- Cheat Protection Program release and/or cheat protection functions
- Game settings and/or operations guidelines dictated by differences between online and offline tournaments.