



Tunisian Esports Federation (TUNESF)

Global Esports Games 2026

eFootball Online National Qualifiers

Official Competition Rulebook

1. Introduction

The **Tunisian Esports Federation (TUNESF)** is the official organizer of the **Global Esports Games 2026 eFootball™ Online National Qualifiers**.

This Rulebook establishes the official regulations governing the competition and aims to ensure:

- Fair play
- Competitive integrity
- Equal treatment of all participants
- Transparent tournament administration
- Professional competitive standards

By registering for and participating in this competition, all players acknowledge that they have read, understood, and agreed to comply with this Rulebook.

TUNESF reserves the right to amend these rules whenever necessary to preserve the integrity and smooth operation of the competition.

2. Player Eligibility

To participate, players must:

- Be officially registered for the competition (<https://esports.tunesf.com>).
- Meet the minimum age requirement 18+
- Compete using their own personal Steam or PlayStation Network (PSN) account.
- Follow all tournament regulations and referee instructions.

Players are strictly prohibited from:

- Sharing accounts.
- Playing under another person's identity.
- Registering multiple tournament accounts.
- Allowing another individual to compete on their behalf.
- Receiving outside assistance or coaching during an active match.

Failure to comply with these requirements may result in immediate disqualification.

3. Tournament Format

The competition will be conducted using a **Single Elimination Bracket**, where a player is eliminated after losing a match.

Match Format

Stage	Format
Preliminary Rounds	Best of 1 (Bo1)
Round of 32 (if applicable)	Best of 1 (Bo1)
Round of 16	Best of 1 (Bo1)
Quarterfinals	Best of 1 (Bo3)
Semifinals	Best of 3 (Bo3)
Grand Final	Best of 5 (Bo5)

Match Victory Conditions

Best of 1 (Bo1)

The winner of a single match advances to the next round.

Best of 3 (Bo3)

The first player to win two (2) matches advances.

Best of 5 (Bo5)

The first player to win three (3) matches is declared the National Champion and will represent Tunisia at the Global Esports Games, subject to eligibility verification by TUNESF.

Draw Procedure

If a match is tied at the end of regular time:

- Extra Time shall be played.
 - If the match remains tied, it shall be decided by a Penalty Shootout.
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4. Official Game Settings

The following settings shall be used throughout the tournament.

Setting	Value
Platform	PlayStation 4,5 and PC
Game	eFootball™
Match Type	Authentic Match
Teams	Partner Clubs Only
Team Playstyle	Balanced
Difficulty	Superstar
Match Duration	10 Minutes
Number of Substitutions	5
Substitution Windows	3
Extra Time Substitution	Enabled
Injuries	OFF

No modifications to these settings are permitted without approval from Tournament Administration.

5. Team Selection

Players may select any officially approved **Partner Club** available in eFootball™.

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

The following are prohibited:

- National Teams
- Dream Teams
- Edited Teams
- Custom Squads
- Modified rosters

Mirror Matches (both players selecting the same club) are permitted.

Players must ensure that both teams use clearly distinguishable kits. If a kit conflict occurs, the referee may instruct one player to change kits before the match begins.

6. Match Procedure

Players are responsible for being present and available before their scheduled match time.

Before each match, players must:

- Check in through the official tournament platform within the designated time.
- Add their opponent on PlayStation Network if necessary.
- Create or join the match lobby according to tournament instructions.
- Verify the official game settings before kickoff.
- Confirm readiness with the assigned referee.
- Begin the match only after receiving authorization from the referee.

After each match, players must:

- Report the final score immediately.
- Submit screenshots of the final score if requested.
- Remain available until the referee validates the result.
- Provide additional evidence if requested by Tournament Administration.

Failure to appear within the designated grace period may result in a match forfeit.

7. Technical Issues

Each player is responsible for ensuring they have:

- A stable internet connection.
- A functioning controller.
- A legal installation of eFootball™.

Players must immediately notify a referee if any of the following occur:

- Internet connection failure
- Server disconnection
- Console/pc crash
- Controller malfunction
- Any technical issue affecting gameplay

Restart Policy

If a technical issue occurs:

Before the 10th in-game minute and before any goal has been scored:

- The match shall be completely restarted.

After the 10th minute or after a goal has been scored:

- Tournament Administration shall determine the fairest resolution based on the match circumstances.

Repeated technical issues caused by a player's equipment or internet connection may result in a match forfeit.

8. Match Scheduling & No-Shows

Players must be ready to play at their scheduled match time and be present at their match's designated voice channel.

A grace period of **10 minutes** will be granted.

If a player fails to appear within this period without notifying Tournament Administration, the player may forfeit the match.

Tournament Administration reserves the right to extend the grace period under exceptional circumstances.

9. Match Pauses

Each player is permitted a maximum cumulative pause time of **three (3) minutes** per match.

Pauses may only be used for:

- Player substitutions
- Controller issues
- Technical issues
- Referee instructions
- Tournament Administration requests

The following are prohibited:

- Excessive delaying tactics
- Repeated unnecessary pauses
- Unsportsmanlike use of the pause function

Abuse of the pause system may result in penalties.

10. Competitive Integrity & Fair Play

The following actions are strictly prohibited:

- Cheating
- Match fixing
- Collusion
- Win trading
- Intentional losing
- Bug exploitation
- Use of macros
- Modified controllers
- Unauthorized third-party software
- Ghosting
- Account sharing
- Impersonation
- Receiving coaching or outside assistance during live matches
- Any attempt to manipulate the outcome of a match

Any action that compromises the integrity of the competition may result in immediate disqualification and additional disciplinary measures.

11. Player Conduct

Players are expected to conduct themselves professionally throughout the competition.

Players must:

- Respect referees.
- Respect opponents.
- Respect tournament staff.
- Follow all official instructions.

The following behavior is prohibited:

- Insults
- Harassment
- Threats
- Discrimination
- Offensive or abusive language
- Toxic behavior
- Unsportsmanlike conduct
- Refusal to comply with referee decisions

Players are responsible for maintaining respectful communication throughout the tournament, including on Discord, PlayStation Network messages, and any official tournament communication channels.

12. Penalties

Tournament Administration may impose one or more of the following sanctions depending on the severity of the violation:

- Verbal Warning
- Written Warning
- Reduction of Setup Time
- Reduction of Pause Time
- Game Loss
- Match Loss
- Series Loss
- Disqualification

- Temporary Tournament Ban
- Permanent Tournament Ban

Serious or repeated violations may result in immediate disqualification without prior warning.

13. Protests

Players may submit a formal protest concerning a match result or tournament ruling.

A protest must:

- Be submitted within **10 minutes** following the conclusion of the match.
- Include sufficient supporting evidence.

Acceptable evidence includes:

- Screenshots
- Photographs
- Video recordings
- Match scoreboards
- Referee reports
- Other relevant documentation

Tournament Administration will review all available evidence before issuing a final decision.

All decisions made by Tournament Administration are final.

14. Tournament Administration

Tournament Administration has full authority over the operation of the competition.

This includes the right to:

- Interpret and enforce this Rulebook.
- Resolve situations not expressly covered herein.
- Modify schedules due to operational, technical, or unforeseen circumstances.
- Issue rulings necessary to preserve competitive integrity.
- Investigate potential rule violations.
- Enforce disciplinary measures when appropriate.

The decisions of Tournament Administration are final and binding.

15. Acceptance of the Rules

By participating in the **TUNESF Global Esports Games 2026 eFootball™ Online National Qualifiers**, every participant acknowledges that they:

- Have read and understood this Rulebook.
- Agree to comply with all tournament regulations.
- Accept the authority of Tournament Administration.
- Understand that failure to comply with these rules may result in disciplinary action, including disqualification or suspension from future TUNESF competitions.

Organizer: Tunisian Esports Federation (TUNESF)

Competition: Global Esports Games 2026 – eFootball Online National Qualifiers

Platform: Cross Platform (PC,PS5,PS4)

Game: eFootball

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