

E-FOOTBALL 2025 – National Championship

WORLD CHAMPIONSHIP QUALIFIERS

Competition System

The championship will be held in person on **Saturday/Sunday, April 26/27, 2025.**

First Round: SWISS ROUND

This round follows the Swiss system:

- Each player plays **one match per round**.
- Matches follow the **BO1 format** (Best of One).
- The winner is determined based on victory in **regular time & extra time or penalty shootout if needed**.
- The number of rounds will depend on the number of **registered** players.
- Top 8 players from the **Swiss round** advance to the **Final Stages**.

Draw Process:

- The **first round** pairings are drawn **randomly**.
- From the **second round onward**, the draw is based on:
 - Each player faces another with the **same number of wins and losses**.

Example:

- **Round 1:**
 - Player A (1 win / 0 losses) vs. Player B (1 wins / 0 loss)
- **Round 2:**
 - Player C (0 wins / 1 loss) vs. Player D (0 win / 1 losses)

The top **8** players from the Swiss round will advance to the **final stages**.

Second Round : FINAL STAGES

- Quarter and Semi final matches are **BO3 format** (Best of Three), using regular time, extra time and penalties if needed.
 - The Grand Final matches **BO5 format** (Best of Five) using regular time, extra time and penalties if needed.
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Tournament Rules

1. PARTICIPATION

- A.** All participants of the E-Football Tunisian National Qualifier must be 16+ (Offline IESF events will be 16+) years or older.
- B.** If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- C.** Persons who are not excluded by applicable law, the rules of the tournament organizer, or the host are allowed to participate in the competition.
- D.** Tournament officials and tournament staff cannot participate in events that they actively preside over.

2. STARTING TIME

The round start time is determined by the tournament organizer. It is either a fixed time or the end of the previous round (on average end time +10 minutes).

At their scheduled start time, all tournament officials and players must be ready. It is the responsibility of those responsible for the tournament to announce the start times.

3. PAUSE/BREAK/TIMEOUT

In the event of match interruptions due to unforeseen circumstances such as power outages or game-breaking bugs that prevent the match from continuing, the match will be restarted, and the remaining time will be played out. The score from the previous game will be manually counted and continued. Before officially starting the match, all events, such as yellow cards and red cards, must be replicated to ensure the game can resume.

4. METHOD OF MATCHES

Game Format: All matches must be played in **Trial Match** using official partner clubs teams (AC Milan - FC Barcelone - Arsenal - Internazionale Milano - FC Bayern Munich - Manchester United) and uniform overall ratings (stat. Balancing Enabled).

5. TIEBREAKER IN CASE OF GROUP STAGE

If several participants have an equal win-loss difference at the end of a group stage, their ranking order will be determined based on the following criteria:

- Number of **wins** during **Regular Time**

- Goal average

- In the case of an unresolved tie, a tiebreaker (**BO1 with extra time and Pens**) match will be held between the two players.

- In exceptional cases (**3+ players tie**), the Referee can rule in a different way to determine the order in an unsolved tie (i.e., Random Draw).

6. SIDE SELECTION

Players may mutually agree on who has a home and away team, corresponding to Player 1 and Player 2 respectively. If Players cannot agree, a coin toss will be done to determine who picks their side - for the following games is vice-versa. Deciding the game e.g. last BO3 or BO5 game except for the final will be a coin toss for side selection.

7. MATCH SETTINGS

The following game settings for the matches are used:

- Match Level: Superstar

- Game Speed: 0

- Smart Assist: OFF

- Condition (Home & Away): Normal

- Injuries: OFF

- Match time: 10 min

- Extra time: ON

- No. Substitutes: 5 (+1 in extra time)

- PK: ON

- Ball: eFootball™ 2024

- Cursor type: Player name (if match on stage or broadcasted)

- Team Selection: Official Partner Clubs

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

- same teams are allowed

Stadium settings:

- Stadium: eFootball™ Stadium
- Time: Night
- Season: Winter
- Weather: Fine
- Length of grass: Normal
- Pitch Conditions: Normal

Camera and audio settings:

- Camera Type: Dynamic Wide
- Zoom: 2
- Height: 2
- Directional guide: OFF (Under controller settings)
- Audio mode: eSports

Match screen settings:

- Display Radar: Bottom
- Player Name Boxes: ON
- Attack/Defense Level: ON
- Attack/Defense Level Information: ON
- Radar (Home & Away): Strip Color
- Power Gauge: ON
- Stamina Gauge: OFF
- Cursor Display: ON

- Time/Score: ON
- Display Player Names: Opponent's Team: ON
- Set Piece Guides: OFF
- Goal Celebration Prompts: OFF

Side selection: Home and away positions are decided via seed.

Permitted Controllers: PS5 DualSense

8. MATCH OBLIGATIONS

In case of a forfeit, the player who wins by default will be awarded a **3-0 victory** within **regular time** (90 minutes).

Maximum number of players allowed per team = 5

- Warm-Up Consoles: Two consoles will be specifically allocated for warm-up purposes. Players assigned to play official tournament matches on these consoles must commence their games immediately upon stepping up.
- Coaching Regulations – Swiss Rounds: During the Swiss round phase, coaches are not permitted to be present near their own players or those of the opposing team. However, coaching will be allowed on the second day of the tournament, which includes the final stages.
- Withdrawal Policy: Any player who withdraws from the tournament while still having remaining matches will be banned from participating in all subsequent competitions for the remainder of the season.
- In-Game Communication Policy: Players and coaches are strictly prohibited from communicating with opponents during gameplay, even in cases of bugs or technical malfunctions. Communication is only permitted with technical staff or the referee. Violations of this rule will result in the following penalties:
 - First Offense: Verbal warning
 - Second Offense: Match forfeiture
 - Third Offense: Disqualification from the tournament
- Players who are not ready to play within 10 minutes of the match start time are subject to penalties including a possible match forfeiture.

- Players may not voluntarily forfeit a match without prior authorization from TournamentOrganizers and, even with authorization if the grounds behind the forfeit are considered unexcusable, the player will be subject to further penalties for forfeiting.
- During an ongoing match, participants are forbidden to cut replay scenes (For broadcasted matches or stage matches only)
- Participants can press pause the game only while the ball is out of play (Deadball status). If participants violate this rule, they are subject to further penalties, the referee can give a goal to the opponent or even give a win to the opponent.
- During the match, every participant is permitted to press pause a maximum of 3 times per every half, in a maximum of 180 seconds in total.
- If a participant receives a red card and runs out of pauses, he can pause for one more time.

9. EXPLOITS & BUGS

Exploiting includes, but is not limited to, any other game feature that not working properly. Example of exploit: It is forbidden to pass the ball to the goalkeeper using a bug pass (knee -> head-> goalkeeper).

10. RESULTS

The result not confirmed by the referee shall not be counted.

11.FORBIDDEN BEHAVIOUR

A. If a player commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion.

B. Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.

C. Every participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.

12 .MALFUNCTION

A. When the console or controller malfunctions, the player shall report it to the referee.

B. In the situations listed below, the relevant set shall become void, and a rematch of the set shall be conducted :

- In the case of unidentified bugs or unintentional occurrences of bugs.
- When the decision of a win/loss is impossible to decide by the progress of the match.

13. CHANGE OF RULES

A. This regulation applies to E-Football Tunisian National Qualifier, and may be altered in the following cases:

1. Rules are subject to change after the release of new patches.
2. Upon discovery of other reasonable factors.
3. Official head referee decision..

B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes are communicated to the participants.