



AOC SPORT FIFA 20 COLLEGE LOCKDOWN CHAMPIONSHIPS

WELCOME TO THE FIFA 20 CHAMPS

The British Esports Association helps to educate parents, teachers, media, policy makers and government around what esports is and what its benefits are. We're working with schools, colleges and other educational establishments to embrace esports and create some inspiring events and activities.

The AoC Sport FIFA 20 College Lockdown Championships will be for teams of three on both Xbox One and PlayStation 4 to compete nationally every week from May. The AoC Sport FIFA 20 College Lockdown Championships will culminate in a showcase final on Wednesday July 1st 2020.

With students across the country learning from home as well as potentially caring for family members, self-isolating, volunteering and wanting to socialise over the summer, British Esports and AoC Sport see this competition as an ideal activity for students to get involved in. At a time when students are not able to develop skills through playing sport physically, esports competitions can have a vital role in improving the same aspects such as teamwork, communication and sportsmanship.

The tournament will be run under a dedicated code of conduct to ensure the values of fair play and respect are adhered to throughout.

Good luck and have fun!

British Esports Association & AoC Sport

(Please note this tournament is not affiliated with or sponsored by Electronic Arts Inc. or its licensors).

USEFUL DOCUMENTS

- ◆ [Parents Guide](#)
- ◆ [Benefits of Esports](#)

KEY INFORMATION

- ◆ AoC Sport Colleges can hold trials in April/May 2020 to find their top three players for Xbox and also for PS4.
- ◆ Colleges must be a member of AoC Sport.
- ◆ Students must have a valid Gamertag or PSN ID and that it is visible as your nickname on the tournament roster.
- ◆ College students will form teams of three per tournament (Xbox/PS4), each playing a 12-minute (six minutes per half) 1v1 match in the Ultimate Team friendlies mode against opposing team in classic match. Each individual player will use their own ultimate team. Loan cards are banned for the AoC Sport FIFA 20 Championships.
- ◆ Default match time is 3pm each Wednesday. Fixtures will be on the [website](#).
- ◆ Full ruleset on the tournament website ([Xbox/PS4](#)).
- ◆ In Swiss tournament structure, all fixtures must be played by the end of the week for the next round to be generated.
- ◆ If the opponent does not turn up after 10 mins a default win can be claimed. Speak to an admin.
- ◆ For all fixtures (e.g. College A vs College B) there will be 3 rounds with 9 overall games being played by each college every week. All players will play 3 1v1 games per fixture.

For example:

Order of play: College A v College B - 3 points for a win and 1 point for a draw.

Round 1: A Player 1 v B Player 3, A Player 2 v B Player 1 & A Player 3 v B Player 2

Round 2: A Player 1 v B Player 2, A Player 2 v B Player 3 & A Player 3 v B Player 1

Round 3: A Player 1 v B Player 1, A Player 2 v B Player 2 & A Player 3 v B Player 3





Dean Hardman, AoC Director of Sport and Student Experience said:
"We are really pleased to be offering member colleges this competitive esports opportunity over the next few weeks."

"Many colleges have participated in esports over the past two years as part of our valued partnership with the British Esports Association and this FIFA lockdown tournament presents a further opportunity for even more colleges and students to get involved, playing one of the most popular video game titles among students."

1 v 1

TEAMS OF 3
-
Xbox One &
PS4

MATCHES
LAST 12
MINUTES

CHOOSING YOUR TOP 3 PLAYERS

For the AoC Sport FIFA 2020 Colleges Championships we are running tournaments on both platforms: Xbox One and PS4. You can enter teams for both platforms, or one or the other.

For the whole registration period you will need to find your top 3 players to make your team. You can do this by hosting trials online. If you need any help with how to run an internal competition to find your top 3 players, [please contact us](#), and we can provide guidance and support.

You can register without having your full roster decided yet, but you will need to enter full rosters for the teams by end of day on Thursday 7th May in order to be generated into fixtures. Only full teams of 3 are accepted.

3TM

www.pegi.info

REGISTRATION

- 1 Fill out this [registration form](#).
- 2 You will then receive a confirmation email and log in details.
- 3 Follow the log in details and reset your password.
- 4 Log into the website and click on "My Account" > "My teams"
- 5 Access your teams and edit player details and team name. Make sure your player's nicknames match their Xbox gamertag/ PSN ID so other players can find them easily for matches. Only full rosters (with 3 players) will be complete.
- 6 Once your teams are complete, nominate a captain for each team. This captain will help upload scores and manage fixtures, so make sure to share the tournament website log in details with the captain(s).

SCHEDULE

Full fixtures will be available on the [tournament website](#).

You can see your own upcoming fixtures by logging in > "My Account" > "My Fixtures".

Thursday 16th April - 7th May	Registration period Fill out rosters with your top 3 players per platform
Thursday 7th May	Registrations close
Wednesday 13th May - 24th June	Weekly fixtures begin (swiss format)
Wednesday 1st July	Showcase finals

TIMINGS OF MATCHES:

Fixtures will take place by default on a Wednesday afternoon at 3pm. For all fixtures there will be 3 rounds with 9 overall games being played by each college every week. Each game will last approx 12-minutes (six minutes per half). If you mutually agree to a new time/date within the week, you **MUST** change this on the [website](#).

SETTING UP THE MATCH

The fixture list will determine which is the "home team". The home team is the 'host' and is responsible for setting up the match and the 'lobby' where players register and 'meet' before the match starts.

FOLLOW THESE STEPS:

EACH INDIVIDUAL PLAYER WILL USE THEIR OWN ULTIMATE TEAM. LOAN CARDS ARE BANNED.

Each match will be played in FIFA Ultimate Team's friendlies mode in classic match.

GAMEPLAY SETTINGS:

- Classic match
- Difficulty Level: World Class
- Half Length: 6 minutes
- Stadium: FEWC Stadium (ensure you have completed the starter objectives to have this stadium unlocked)

MANDATORY SETTINGS:

SUBMITTING RESULTS

After each match has finished, each team captain/teacher should submit the result via the tournament website.

IT IS ESSENTIAL THAT YOU TAKE SCREENSHOTS OF EACH ROUND'S SCORES AND UPLOAD THIS VIA THE INDIVIDUAL MATCH PAGE.

If the opponent does not turn up after 10 mins a default win can be claimed. Speak to an admin.

<https://champs.britishesports.org/>

REFEREEING AND REPORTING

The member of staff responsible for your teams will be referred to as Leader. The student representative, chosen by the Leader, will be referred to as Captains

LEADERS/CAPTAINS ARE EXPECTED TO:

- Ensure their team adheres to the Rules and the Code of Conduct. Supervise/monitor students' online interaction in the Championships (as much as possible when remote).
- Check in for each week's matches
- Enter results on the tournament website.
- Act as front-facing representatives of that college, as a point of contact for Admins.
- Report any issues to Admins via support ticket e.g. if a player on the team accuses an opponent of 'hacking', the Leader must collect evidence and send it to an admin.
- Players can contact Admins, but they themselves cannot submit reports to Admins. Only the Leader/Captain is able to submit reports..

REPORTING PROCESS:

If a player on your team thinks someone is breaking the rules or code of conduct, in the first instance you should collect evidence e.g. screenshots of conversations, video clips of cheating, recordings of verbal abuse. Wait until after the game to evaluate the situation. Any form of cheating (unofficial / modified versions / assisting tools) will lead to disqualification and/or penalties.

The college Leader/team captain should then contact an admin in private by raising a support ticket on the tournament website with the following information:

- In-game name
- Team name
- Game & Match ID
- Description
- Evidence

SOCIAL MEDIA

We would love to see photos and hear stories from you and your students during the FIFA20 Champs. We would like to use them to help publicise the project through our social media channels and weekly newsletter.

If you would like to share with us, please send them to:

- Dom Sacco - Head of Content (ds@britishesports.org)
- Morgan Ashurst - Marketing Manager (ma@britishesports.org)

Both are available to support you, should you get media enquiries about the project.

RULESET

THE FULL RULESET WILL BE AVAILABLE ONLINE ON THE TOURNAMENT PAGE.

1. PLAYER AND TEAM ELIGIBILITY

1.4. Team eligibility

1.4.1. Each team must have a designated Leader that satisfies the following conditions:

1.4.1.1. A registered staff member at the Institution that the team represents. The Leader is encouraged to nominate a student Captain for each team, who will assist with fixtures and submitting scores.

1.4.1.2. Able to act as representative and point of contact for BEA

1.4.1.3. Able to supervise all online interaction between Players at that Institution. This can include before and after matches as well as during.

1.4.2. A team must consist of 3 players and must be from the same Institution.

1.4.3. A player must be only on one team at once, however players may change teams throughout the season.

1.4.4. A team may request a name change at any point during a season. To change a team's name an admin must be contacted with desired change.

1.4.6. A Teams name must not be explicitly offensive and if the BEA considers this to be the case that team will be required to change their name.

2. MATCH RULES

2.1. Match Setup

2.1.1. Each individual player will use their own ultimate team. Loan cards are banned.

2.1.2. Each match will be played in FIFA Ultimate Team's friendlies mode in classic match.

2.1.2.1. GAMEPLAY SETTINGS:

- Classic match
- Difficulty Level: World Class
- Half Length: 6 minutes

- Stadium: FEWC Stadium (ensure you have completed the basic starter objectives to have this stadium unlocked)

2.1.2.2. MANDATORY SETTINGS:

- HUD: Player Name & Indicator
- Player Indicator: Player Name
- Time/Score Display: On
- Radar: 2D
- Gamertag Indicator: Off
- Scrolling Line Ups: Off
- Commentary Volume: 0
- Stadium Ambience: 8
- Music Volume: 0

2.1.2.3. CAMERA SETTINGS

The following Single Player Camera settings are disallowed:

- Pro
- End to End
- Dynamic

2.1.3. Once both teams have joined the lobby and stated they are ready, the lobby leader must click Start.

2.1.4. If it is a tie/draw in a match, the match must continue with extra time and if necessary, penalties in order to achieve a winner. In special circumstances we will use goal differential to determine seeding.

2.2. Pauses and Rematches

2.2.1. If a player fails to connect to game the game should be paused immediately. If this player fails to connect the game may be restarted. The new game must follow rules for a

rematch found in section 2.2.3.

2.2.2. Teams may use the pause command as follows:

2.2.2.1. It is forbidden to use the pause without an obvious reason like a player disconnect.

2.2.2.2. In the case a player disconnects or is having connectivity issues, it is allowed to use the pause.

2.2.2.3. In the case of hardware or software issues it is allowed to use the pause.

2.2.2.4. In the event of a pause, the other team should be informed immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing pause.

2.2.2.5. Before resuming games both teams should state they are ready to continue.

2.2.2.6. Teams may only pause the game for up to 10 minutes. If after 10 minutes technical issues cannot be solved the game should not be resumed. If the game cannot be resumed then Admins should be contacted and an automatic win will be awarded to the opposing team.

2.2.3. Teams can agree to a rematch, if they think it's needed to play a fair and balanced match or to solve technical problems.

2.2.3.1. A rematch has to be played 9

with the same vehicles.

2.3. No show

2.3.1. Teams are expected to arrive promptly to all games at the mutually agreed start time over a Wednesday.

2.3.2. If a team hasn't joined the lobby 10 minutes after the stated start time, the team that did show should report a win on the tournament website and submit a support ticket.

2.3.3. If neither team has created or joined a custom game within 10 minutes, both teams will receive a loss. For calculating pairing, the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

2.4. Submitting results

2.4.1. After each game, both team Leaders should report results. Good practise is to take screenshots of the final scoreboard in case of dispute.

2.4.2. Results should be submitted using the tournament companion <https://champs.britishesports.org/>. If players have any issues in doing this, then please email us at champs@britishesports.org.

2.4.3. If both team Leaders do not enter the same score, an admin will be alerted automatically. Please have match scoreboard screenshots ready to upload on request.

3.1. Sportsmanship

3.1.1. Teams are expected to play at their best at all times within any AoC Sport FIFA 2020 College Championships match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

3.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the admins.

3.1.2.1. Hacking. Hacking is defined as any modification of the programme by any player, team or person acting on behalf of a player or a team.

3.1.2.2. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

3.1.2.3. Cheating Device. The use of any kind of cheating device and/or cheat programme.

3.1.2.4. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

3.1.2.5. Championships Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of Championships officials, violates these Rules and/or the standards of integrity established by Championships for competitive game play.

3.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the British Esports Championships.

3.1.3.1. Flaming/toxicity. This shall be defined as any comments in all chat or game lobby that may be considered negative or hurtful.

3.1.3.2. Use of discriminatory language including, but not limited to, comments about a person's gender, race, sexual orientation, age, hate speech or calls to harmful action.

3.1.3.3. Intentional disconnects. This does not include restarting client in order to bug fix.

3.2. Penalties

3.2.1. Any person found to have engaged in or attempted to engage in any act that British Esports' believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the British Esports Championships.

3.2.2. If any team or player is suspected of breaking any rules, admins should be informed by the Leader. At this point admins may ask for screenshots or other evidence of misconduct.

3.2.3. Upon discovery of any team

member committing any violations of the rules listed above, the Championships may, without limitation issue the following penalties:

3.2.3.1. Loss of choice of starting side.

3.2.3.2. Issue of a warning on the record of that team.

3.2.3.3. Forfeit of a match.

3.2.3.4. Temporary suspension of a player.

3.2.3.5. Permanent ban of a player.

3.2.3.6. Deduction of points or seeding for the current or next tournament. Penalties are carried over with the majority of the offending team for the full academic year.

3.2.3.7. Disqualification of team from a tournament.

3.2.3.8. Disqualification of team from the AoC Sport FIFA 20 College Championships.

4. SPIRIT OF THE RULES

4.1. These Rules may be amended, modified or supplemented by the British Esports Association from time to time, in order to ensure fair play and the integrity of the Championships.

4.2. All decisions regarding the interpretation of these rules lie solely with the British Esports Association, the decisions of which are final.

5. GLOSSARY

5.1. INSTITUTION.

A school or college as defined in sections 1.1 And 1.2.

5.2. PLAYER

A student who plays esports in the British Esports Championships.

5.3. ADMINS

Also known as tournament admins, referees, umpires. Admins will create fixtures, calculate results, make sure that players adhere to the Rules and Code of Conduct, hand out penalties.

5.4. LEADER

A Leader is an adult member of staff that represents an Institution. A Leader is responsible for supervising online interactions between players (as much as possible when remote), checking-in an Institutions teams, reporting match results to the tournament system. One Leader can be responsible for multiple teams.

5.5. TEAM

A team is a group of players. A team represents its Institution in the British Esports Championships.

5.6. CHECK-IN

The process of reporting a team's arrival and commitment to play in that week's matches. Check-in takes place the day before fixtures on the tournament website. Only a Leader can check a team in.

5.7. ARENA

Arenas are the main areas where the game takes place. They feature boost pads dotted around the field.

5.8. LOBBY

Lobbies are menu screens where players can set up the upcoming game session, change their settings, and talk to each other. In many games, players return to the lobby at the end of each session. In some, players joining a session that has already started are placed in the lobby until the start of the next. As lobbies consume very few resources they are sometimes additionally used as a "holding pen" for players while waiting for the next match. Opposing teams must be invited to the lobby for the match to proceed.

5.9. DISCONNECT

Also known as DC. Disconnect can refer to an Internet shortage that removes a player from a game or a player intentionally leaving a game.

5.10. CASTING

Commentating an esports match. Commentators are known as casters. This is short for shoutcasters, the original term used to refer to esports commentators which has been shortened over time.

5.11. SEEDING

The process of preliminarily ranking teams in a tournament bracket to ensure the most fair outcome. Each team is a seed.

5.12. GAME

The application, programme, or .exe file, of a game. For example, RocketLeague.exe is the game Rocket League.

CODE OF CONDUCT

The British Esports Association takes safety of players very seriously. As such, we have implemented several measures to protect the wellbeing and identities of those who take part in our tournaments.

PLAYING OF MATCHES

Only those rostered can play - emergency subs can be added according to rule 1.5.3. Teams must play together from same college.

UNSPORTING BEHAVIOUR

("flaming", "toxicity", "bm", "hacking", "aimbotting")

Any unsporting behaviour is a punishable offence and harms enjoyment of the game. When dealing with unsportsmanlike conduct, it's important that admins have proof of exactly what happened.

If an opposing player verbally abuses a member of your team or deliberately behaves in an unsporting manner you must take screenshots and report directly to an admin. Depending on circumstance a player can be punished instantly or if the issue requires more investigation, this will be done after the tournament.

SAFEGUARDING

British Esports Championships considers the three areas of risk in online safety, as outlined by the Department for Education.

CONTENT: all esports titles used by the British Esports Association will be age appropriate. Fifa 20 is 3+.

CONTACT: each fixture in the Fifa 20 tournament will be played via a closed community platform. Only students registered by their college will be able to access the platform. Professional Tournament Admins will be monitoring all online interactions and fixtures.

CONDUCT: every college will submit the names of each player representing their institution as well as their in-game name (full names of players will not be shared without strict permission). Therefore, in the event of misconduct, that player can be held responsible and penalties will be imposed. Admins, and every college Leader, are responsible for ensuring all rules are followed and standards of fair play are maintaining throughout.

CONTACT US

If you need any further assistance or guidance throughout the AoC Sport FIFA 20 College Lockdown Championships, please get in touch.

If you would like assistance in taking part in esports competitions or the Championships, please let us know and we can aim to put you in contact with one of our current Champs team leaders.

champs@britishesports.org

[Raise a support ticket](#)

Phone: 01753 656 802 or [Schedule a Call](#)