

FOOTBALL™ 2023

NZ ESPORTS EFOOTBALL OFFICIAL RULESET

STANDARD

Last Updated: 3rd of February 2023

TERMS OF USE

This ruleset has been provided for use by the New Zealand Esports Federation.

The New Zealand Esports emblem is a sign of trust for players, teams, tournament organisers and publishers. For a tournament organiser (**T.O.**) to use this ruleset and retain the embedded NZ Esports emblem, they must not make any modifications to the **Terms of Use**, **Publisher Requirements** or **Competition Integrity** sections of this ruleset.

The **Tournament Guidelines** and **Match Rules** section of this ruleset may be modified to suit a specific tournament. If any modifications are made, the T.O. must also alter the front page of this ruleset from 'Standard' to 'Modified'.

If a T.O. chooses to modify the restricted sections, they must also remove NZ Esports emblem and any reference to NZ Esports. The T.O. can no longer stipulate that this ruleset is a derivative of the NZ Esports official ruleset.

If a T.O. is found in breach of these terms of use, NZ Esports may enforce penalties on the offending organisation.

If you are the recipient of a ruleset that has been modified and carries the NZ Esports logo, please report this to complaints@esf.nz



PUBLISHER REQUIREMENTS	4
COMPETITION INTEGRITY	5
PLAYER BEHAVIOUR	5
CONFLICT RESOLUTION	5
COMPLAINTS PROCESS	5
PENALTY FRAMEWORK	6
PROTEST PROCEDURE	6
TOURNAMENT GUIDELINES	7
INCLUSIVITY	7
ACCESSIBILITY	7
MATCH RULES	8
1. GENERAL RULES	8
2. LIVE RULES	9
3. GAME RULES	11



PUBLISHER REQUIREMENTS

- 1.1. The intellectual property owner of this esport title, eFootball by Konami, has specific guidelines that must be adhered to in the administration of this tournament.
- 1.2. It is the responsibility of the tournament organiser (and the responsibility of any sponsors or other third parties involved with this tournament) to comply with all policies outlined in the publisher requirements.
- 1.3. The tournament organiser must acquire the appropriate license required to run this tournament. The publisher may amend these policies from time to time without notification.
- 1.4. If a conflict occurs between any policy outlined in the publisher requirements and an NZ Esport policy, the publisher requirement policy will take precedence.



COMPETITION INTEGRITY

Competition integrity is ensuring all participants have a fair shot at reaching the highest levels through merit-based competition. The following guidelines are to ensure matches are won and lost on an individual or team's skill and teamwork rather than external factors.

Player Behaviour

Every registered participant in this tournament agree to abide by the following NZ Esport policies.

[NZ Esports Code of Conduct](#)

[NZ Esports Integrity Regulations](#)

Conflict Resolution

If conflict arises between any participants in the tournament, a referee can be notified by the **captain, manager, or coach** through the appropriate communication method outlined in the [Match Rules](#).

The official has final say in all decisions and their decision may supersede this ruleset in cases where they feel the rules do not allow the fairest possible outcome in a unique scenario.

Complaints Process

During this tournament, participants may submit a formal complaint if they feel a serious breach of these rules has been made.

You have the right to submit a complaint anonymously, but if you wish to have your complaint followed up, you must provide contact information.

If you are not comfortable making a complaint alone, you may request the assistance of a support person, parent or guardian when submitting your complaint.

Complaints against a competitor

If you have a complaint about a competitor related to unfair play, competitive misconduct, abusive behaviour, or something similar, you can submit a complaint directly to the tournament organiser through either their official complaints channel or a referee. While all complaints will be investigated, complainants should provide evidence either in their initial complaint or when asked by the tournament organiser.

The tournament organiser may choose to escalate this complaint to the appropriate national complaints channel depending on the nature of complaint.

Complaints against a tournament organiser

If you have a complaint about a tournament organiser, including how a tournament has been run, you can [submit your complaint](#) to NZ Esports directly.



Reporting match-fixing

Match-fixing and spot-fixing are crimes under the [Crimes Act 1961](#). The NZ Police can take proceedings against the people involved in match-fixing. The maximum penalty is seven years' imprisonment.

If you have any knowledge of match-fixing you are required to notify NZ Esports either through the online [Complaints](#) page or via email at complaints@esf.nz

Penalty Framework

The following penalty framework can be used to describe the types of penalties that may be fairly applied to a breach in these rules.

Severity of offense	Description	Example	Penalty
Low	An offence that has no significant impact on the outcome and may be unintentional.	A player lags out during the lobby and selects a banned map/character.	Applied disadvantage, game or point deduction.
Medium	An offence that has a measurable impact on the match or was an intentional breach.	A team abuses a known in-game exploit to gain a minor advantage.	Game disqualification or game deduction.
High	A serious offence that has significant outcome on a match or series or impacts a participant outside of the match.	An individual threatens another player outside of the tournament.	Series or tournament disqualification and possible player or team ban.
Extreme	A serious offence, or series of offences with significant impacts outside of the match.	A team intentionally sabotaging another team or using malicious exploits to manipulate the outcome of a game.	Lifetime ban for all national esports events. Potential criminal charges.

This framework is for guidance purposes only and the final decision, severity of offense, and penalty is at the full discretion of the tournament organiser and the officiating referee.

Protest Procedure

A participant may raise a formal protest concerning any decisions made by a referee. This protest must be submitted to the tournament organiser in writing and must include all relevant details to the case. Any omission of information is considered an additional offense and may be penalized. The protest must be submitted within 24 hours of the incident or before the next match of the participant is to take place, whichever is earliest. The tournament organiser is responsible for processing the protest by conferring with the referee in question and assigning a minimum of two other individuals outside of the match referee to consider the case in question.

Any final decision by the tournament organiser cannot be protested against again.



TOURNAMENT GUIDELINES

Tournament Guidelines are additional policies that go above and beyond the standard official ruleset to help provide a better experience for every individual involved in this tournament. These guidelines may vary at the discretion of the tournament organiser.

Inclusivity

Creating a safe space for every individual to engage in esports is a critical component of every successful tournament.

Tournament Participation

This tournament has two separate tracks for participation:

- Open track
Open to all competitors regardless of background

Persons who are eligible to play in both tracks should be given the choice of where they wish to participate. Discrimination in any form is not acceptable under the [NZ Esports Code of Conduct](#).

Transgender Participation

All players are able to self-identify into what track they play in. If there is an allegation that an individual is falsely identifying solely for the purpose of competing in another track of a tournament, the tournament organiser, or match referee reserve the right to request proof of identity via officially recognised documents (passports, driver's licenses, birth certificates)

Accessibility

Modified Controllers

The use of specialised or modified input devices are permitted if a participant is unable to operate the expected standard input device due to any type of disability (physical or mental).

Specialised or modified input devices must in no way contribute to an unfair advantage.

Accommodations

If a player has indicated prior to the commencement of a tournament to the tournament organiser that they have additional requirements related to a disability, the player is entitled to additional accommodations relevant to the format of the tournament.

These additional accommodations are to be communicated by the tournament organiser but may include additional pause time or extended lobby setup.



MATCH RULES

1. General Rules

1.1. Rules and referee decisions

All the rules in these Competition Regulations may be changed without prior notice during any tournaments if tournament circumstances change and require such rule changes to be made. All referee decisions are final except where the possibility for a protest is explicitly allowed. 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 were communicated to the participants.

1.2. Communication

All tournament communication is handled only using official pre-determined channels such as email, instant messaging (e.g Discord), and in person. Any communication occurring outside of the official channels is not considered valid or relevant for tournament operations. Tournament organisers should ensure multiple communication channels are available in the event of an unexpected outage. It is the responsibility of the tournament organiser to make sure that all participants are made aware of what these official channels are.

1.3. Withdrawal from tournament

A participant is allowed to forfeit and withdraw from the tournament at any time. Withdrawal will cause the nullification of all their results up to that point, and their games considered not to have been played at all. If this results in more than one participant being eligible for a follow-up match or phase, the deciding match(es) should be played out as soon as possible. If the match is unable to be played due to time constraints, then the highest seed among the participants claims the spot.

1.4. Punctuality and delays

- 1.4.1. The tournament organiser is responsible for providing a schedule at least 48 hours in advance before the tournament operations begin. This schedule may be an estimate but should be as precise and transparent as possible.
- 1.4.2. All participants are expected to play their matches at their assigned times. When a match is supported to start, all participants are expected to be ready and able to begin the games. Any delay caused by the actions of the participant can be penalised by the officiating referee.
- 1.4.3. Being 15 minutes or more late from the beginning of a match will result in a loss of 1 game in the series. Being 30 or more minutes late will result in the whole series being forfeit. Any technical issues are the sole responsibility of the participant, and all such issues must be resolved before the start time of the match.

1.5. Communication Platform

All participants are expected to report to the communication platform with the organiser at least 30 minutes prior to the match time. Upon request of the



organiser, participants may have to turn on their webcam for the purposes of verification or technical issues.

1.6. Proof of result

1.6.1. The winning side of any given match-up has the responsibility to submit proof of the match results through the communicated channel.

- If there is a protest to be made, the match result must still be verified by the losing team according to the official post-match screen, with any information on your grounds for protest.
- If the losing side does not verify the official match result within 5 minutes, they forfeit the ability to protest the result of the match.
- Once verification of the match result is made with a protest, the protesting team will be granted reasonable additional time to submit evidence related to the protest.

1.6.2. All participants must be able to provide proof of match results at the end of the match. This can be done via screenshots, videos, or similar media, which display the winner and the results of the match.

1.6.3. These match media may not be manipulated in any way [i.e., images may not be cropped or edited to omit information]. Any such manipulation will be met with penalties.

1.6.4. This media may be requested by the referees to provide proof of result; the inability to provide proof of a result may warrant a default loss.

1.7. Rematch

A referee may call a rematch in case of a serious technical issue, using the same starting options the participants have used in the previous match. This rematch can only be called in cases where continuation of normal play is impossible. This is at the sole discretion of referees and is not a mechanism that participants can avail themselves of in the event a dispute arises over a game's result.

2. Live Rules

2.1. Punctuality and delays

2.1.1. The tournament organiser is responsible for providing a schedule and brackets at least a week before tournament operations start. This schedule may be an estimate but should be as precise and transparent as possible.

2.1.2. Participants will be granted a maximum of 30 minutes of setup and warm up time before the start of their match for broadcasted matches, and a minimum of 15 minutes of setup and warm up time for non-broadcasted matches.

2.1.3. All participants are expected to play their matches at their assigned times. When a match is supposed to start, all participants are expected to be ready and able to begin the games. Any delay caused by the actions of the participant will be penalised.

2.1.4. Any technical issues must be announced to the referee team immediately upon discovery during the setup phase. Any delays caused by the equipment provided by the tournament organiser will not count against the participants, but all participants are responsible for their equipment and their functionality.



2.2. Equipment provided by the tournament organiser

- 2.2.1.** The tournament organiser is responsible for providing the participants with modern tournament equipment capable of playing the games at a high-performance level. Every tournament has to list the hardware being used for the tournament games and has to make this information available to the participants in advance.
- 2.2.2.** Any controllers must be provided by the participants themselves, including but not limited to gamepads, arcade sticks, mice, keyboards, and mouse pads. Participants must also provide their headphones, preferably with a sound dampening or active noise cancelling properties, with a cable that is at a minimum of 2 meters long. In case a participant is unable to provide the controllers and headphones, the tournament organiser may grant the participant use of generic hardware available at the venue. This hardware is provided as-is, and the participant is not allowed any extra setup time for them.
- 2.2.3.** Any damage to equipment provided by the tournament organiser is the full liability of the participant.

2.3. Drivers & software provided

- 2.3.1.** Participants are only allowed to install any drivers or software on their tournament hardware under the supervision of a referee. If a participant requires the use of a particular driver, they must make the tournament organiser aware of their requirement well in advance so the organiser can install the drivers for the participant. In the event that a driver cannot be installed in time for a match, the participant must either do without or make immediate alternative arrangements.
- 2.3.2.** The tournament organiser must ensure that all tournament equipment is running the latest stable versions of their operating systems and hardware drivers. The tournament organiser must also ensure all the games to be played already installed and patched to the correct version on the tournament hardware.

2.4. Pauses and unpausing

- 2.4.1.** A participant may request a pause by informing a referee [e.g. raising their hand] and making a referee aware of their request at the time of triggering the pause in-game. The referee must be informed about the reason for the pause immediately afterward.
- 2.4.2.** Games are only allowed to be paused in case of technical issues such as a disconnect occurring during a match, or with permission from the officiating referee. The method for calling a pause and reasons for pausing vary based on the tournament and the game being played, please refer to the game-specific rules being used at every tournament specifically.
- 2.4.3.** A match may only be unpaused after a referee has given specific permission to continue the match. If a match is accidentally unpaused, then it must be immediately paused again, and the infraction will be penalised.

2.5. Clothing



- 2.5.1. Participants are expected to wear climate-suitable clothing during the tournament. Clothing may not contain adult or otherwise appropriate content.
- 2.5.2. The tournament organiser may restrict the clothing of players to be limited to only official team apparel or similar. Such restrictions must always be communicated to all participants a minimum of 14 days before the tournament.

2.6. Removable media

- 2.6.1. Participants are only allowed to bring removable media devices and mobile phones into the tournament area only with the supervision and approval from an officiating referee.
- 2.6.2. Only the referee may connect any sort of removable media to the tournament devices.
- 2.6.3. Participants must not charge or plug in any of their devices using the tournament hardware.

2.7. Winners' ceremony and interviews

- 2.7.1. Participants must take part in the tournament's ending ceremony, winners' ceremony, and interviews if they are eligible for it. Failure to participate in the ceremony will lead to penalties, including potentially voiding their participation in the tournament.

3. Game Rules

3.1. Eligibility

- 3.1.1. Any participant who has been banned on the tournament platform being used for this competition is disqualified from participating. Furthermore, all participants must not be listed on the NZ Esports Offence Registry at the time of their participation.

3.2. Coaches

- 3.2.1. Each player has a right to have up to 1 person (coach) present. Coaches can consult with the player once at the end of every game. Deliberately giving or receiving advice to/from any other person during the game is not allowed and may result in penalties for both parties.

3.3. Recommended Tournament Format

2-16x Competitors - Double Elim

- Play a best-of-three double elimination bracket (seeding as required) until loser bracket and winners' final.
- Best-of-five for the loser bracket and winners' final.

16+ Participants - Pool Play into Single Elim

- Arrange players in groups and proceed to match them against each other at least once.
- Take the top one/two competitors from each pool and advance them to a playoff bracket.
- Play a single elimination bo3 bracket (seeding as required) until semi-finals.
- Use Bo5 for semi-finals and finals.

Multi-week Leagues (Swiss)

- Randomly assign games for the first round



- Upon receiving results, generate the next round of games by matching winners against winners and losers against losers.
- Proceed for any number of given rounds and either declare a winner or advance to a further playoff bracket.



4. Game Specific Rules

4.1. Game settings

- Game Mode: Standard Team
- Match Level: Superstar
- Game Speed: 0
- Condition (Home & Away): Normal
- Injuries: OFF
- Match time: 10 min
- Extra time: OFF
- No. Substitutes: 5
- PK: ON
- Ball: eFootball™ 2023

4.2. Stadium settings

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

4.3. Match Procedure

- The player listed highest on the tournament bracket will start as the home team. If both players mutually agree, they may decide who is home and away team.
- The player competing with the home side team is to create the lobby and share the Match Room Number with the player with the away side team by following these steps:
 - Standard Team Match
 - Friend Match
 - Create Match Room
 - Set Password to “2023”
 - Adjust Match Room Settings as per game rules.
 - Share Match Room Number with opponent.
- After the first match, players will alternate home and away teams, and the new home team player will create and share the Match Room Number.

4.4. Match Obligations

- Players that are not ready to play within 10 minutes of the match start time are subject to penalties including a possible match forfeiture.
- Participants can press pause 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 maximum 3 times per every half, in a maximum 180 seconds in total.
- If a participant receives a red card and he runs out of pauses, he can pause for one more time.

