

FECPC CUP



Rules

- All participants will be included in a WhatsApp Group where they will only receive tournament information. Also, they will be included in another group with the players of your group stage
- Participants must agree to play matches of the group according to the Schedule established below:

GROUP STAGE: From 13th to 16th July

QUARTER FINALS: 17th July

SEMIFINALS: 18th July

FINAL: 19th July

- Just in case, if one of the participants does not play all the matches of the group, all their results will be eliminated and will be considered as a non-match played.
- You can choose any team excepted the legend teams and selections.
- The matches of the group stage will be 6 minutes per part.
- The matches of the knockout stage will be 10 minutes per part.
- If any participant voluntary disconnects their PlayStation network during the match, this will be removed from the competition.
- If the connection is lost during the match, a new match will be started again with the remaining minutes were played and with the same result as the previous match.
- In the group stage, the draw result is valid.
- In the knockout stages, in the event of a tie, a new match will be started. This new match will play Golden goal (the first to score wins).
- In the event of a tie in the group stage, the classification will be decided by the goal difference.
- There will be a group phase of five teams per group. After which the first two of each group and the best two third of all groups will pass to the elimination system at KO, only one match per round.
- Once the game is over, players must be passed a photo of the result to the group of WhatsApp of the tournament. Without it, the result will not be valid.