

HB eFootball MOBILE TOURNAMENT, 2023

RULES AND REGULATIONS

1. All the games are to be played as **online friend mode**. The competitors will be provided with the WhatsApp number of their respective opponents after a randomized draw has been created.
2. All kinds of player cards including legends are allowed, as there is no Team Strength limit.
3. The duration of the game should be kept at **6 minutes** for the league matches. The player hosting the game will ensure the same. It is advised to keep a screenshot of the time to avoid dispute.
4. Screenshot of the results should be provided to the organizer in the group by tagging **the Admins** for verification of the results. It is advised to have a timestamp in the screenshot to avoid dispute.
5. The games should be played strictly **under good network connection**. In case of connectivity issue, organizer will carry out connection testing to decide a result.
6. It is advised to not to attend calls during games or disconnect the game in between. However, in the unfortunate incident of disconnection due to network or server issues, the game should be **replayed from exactly the same game minutes** it was disconnected. The previous score before disconnection will be added to the final score.
7. The participants will be allotted a specific amount of time for completion of each round. The game must be played, completed and submit the results within the time specified by the organizers.
8. In any case of dispute, no registration fees will be refunded and **organisers' decision will be final and binding**.

9. **⚠ CONNECTION & AGGREGATE ISSUES ⚠**

- If the match is between 0-15 minutes, then AGG SCORE should be played by playing FULL MATCH.
- If the match is between 15-30 minutes, then AGG SCORE should be played after playing for 70 minutes.
- If it is CUT in 30-45 minutes, play 60 minutes **REMATCH** and put AGG SCORE.
- If you get CUT in 45-75 minutes, play only that for the remaining time enter AGG SCORE.
- If CUT is 75-80 minutes, then 15 minutes AGG SCORE should be put.
- If CUT is 80-85 minutes, then play 10 minutes REMATCH and put AGG SCORE. (If the winner makes the CUT, AGG SCORE should be entered after 20 minutes of play).

If the players agree on a certain time and go to play aggregate, then that time will be considered. Then the aggregate time in the rule is not considered.

10. **Tournament Format-**

- Group + Knockout matches

- There will be **97 players** which will be divided in **16 groups** randomly, Each group will have **8 players**, **Top 2** from each group will qualify for **Round of 16**, Game time will be Default for group stage.
- Knockout Stage (Single leg) will comprise of Round of 32, Round of 16, Quarter Final, Semi Final and the Grand Final.
- Game settings for Round 1 (Group Stage)
 - Match Type – Standard
 - Match Time – 6 minutes
 - Injuries – Off
 - Extra Time- Off
 - Penalties – Off
 - No. Of Substitution – 5
 - No. Of Sub-Intervals- 3
 - Condition: Home – Excellent
 - Condition: Away- Excellent
- Game settings for Round of 32 and Round of 16 will be default + extra time and penalty on.
- Game settings for Quarter Final and Semi Final will be **7 and 8 minutes + Extra Time** and Penalty on.
- Game settings for Grand Final will be **10 minutes** + Extra Time and Penalty on.

11. All the results and fixtures will be available on www.highlanderbrigade.com
