



FCDB CUP`17

FIFA18

10 000\$ winners' pot

8 invited professionals

8 qualified players

24-26/11/2017

Falcon Club, Minsk



FORMAT AND RULES OF QUALIFICATION

Qualification: October 23 to November 5.

Winners will receive permits to FCDB CUP`17 final which will pass in Minsk from November 24 to November 26, 2017.

To take part in qualification, the player shall be registered on the website. The first registered 98 players (the first 12 players of each group) automatically enter the group stage, other 98 players will be elected though elimination stage (BO1 series).

Finalists' relocation and living costs compensated.

Participants: Players worldwide.

Minimal age allowed: 18.

Format: Group stage in two circles, home/away.

Number of groups: All players will be divided into 8 groups of 24 players according to their place of residence.

Number of participants: 196 players.

Group No. 1: 24 players, residents of Eastern Europe (Bulgaria, Belarus, Russia, Moldova, Romania, and Ukraine)

Group No. 2: 24 players, residents of Eastern Europe (Bulgaria, Belarus, Russia, Moldova, Romania, and Ukraine)

Group No. 3: 24 players, residents of Central-Western Europe (Austria, Liechtenstein, Poland, Slovakia, Czech Republic, Slovenia, Switzerland, Andorra, Belgium, Great Britain, Germany, Ireland, Luxembourg, Monaco, Netherlands, France, Poland, and Hungary)

Group No. 4: 24 players, residents of Central-Western Europe (Austria, Liechtenstein, Poland, Slovakia, Czech Republic, Slovenia, Switzerland, Andorra, Belgium, Great Britain, Germany, Ireland, Luxembourg, Monaco, Netherlands, France, Poland, and Hungary)

Group No. 5: 24 players, residents of Central-Western Europe (Austria, Liechtenstein, Poland, Slovakia, Czech Republic, Slovenia, Switzerland, Andorra, Belgium, Great Britain, Germany, Ireland, Luxembourg, Monaco, Netherlands, France, Poland, and Hungary)

Group No. 6: 24 players, residents of the rest of the world (Africa, Asia, North America, South America, Australia and Oceania, and other states of Europe)

Group No. 7: 24 players, residents of the rest of the world (Africa, Asia, North America, South America, Australia and Oceania, and other states of Europe)

Group No. 8: 24 players, residents of the rest of the world (Africa, Asia, North America, South America, Australia and Oceania, and other states of Europe)

Platform: www.fcdbcup17.fima4u.com

Qualification period: 24/10-03/11.

Extra-days: 04-05/11/17 (in case the player did not play all matches).

Qualification games schedule (2 straight games | home&away with each opponent):

Games calendar: only according to the calendar on the website!

Playing time: 12:00-21:00 Minsk time each day.

Game results submitting time: max 21:00 Minsk time of the same playing day.

TO BE NOTICED! Game results submitted after 21:00 Minsk time will not be accepted, the match score will be counted as 0:0.

Please send your screenshots to: qualifiers@dynamo-brest.by

Game results submitting format: screenshot of game end indicating match result, full match statistics screenshot (saves, yellow cards, possession etc.) together with textual indication of playing opponents and score.

Texting sample:

Sam Fisher (Barca) 2:0 Alex Mayer (Real)

TO BE NOTICED! Wrong or not full game result submission will not be accepted. In case of having to game result data from the opponent, the game score will be counted as 0:0.

Within qualification, the player has the possibility to ask for game postponement twice due to external factors, informing tournament officials and receiving their approval in advance.

Qualifications prize pool: 8 FCDB CUP`17 Minsk finals participation invitations.

Winner of each group shall gain the invitation.

Group No. 1 | Eastern Europe: 1 FCDB CUP`17 Minsk finals participation invitation

Group No. 2 | Eastern Europe: 1 FCDB CUP`17 Minsk finals participation invitation

Group No. 3 | Central-Western Europe: 1 FCDB CUP`17 Minsk finals participation invitation

Group No. 4 | Central-Western Europe: 1 FCDB CUP`17 Minsk finals participation invitation

Group No. 5 | Central-Western Europe: 1 FCDB CUP`17 Minsk finals participation invitation

Group No. 6 | Rest of the world: 1 FCDB CUP`17 Minsk finals participation invitation

Group No. 7 | Rest of the world: 1 FCDB CUP`17 Minsk finals participation invitation

Group No. 8 | Rest of the world: 1 FCDB CUP`17 Minsk finals participation invitation

Tournament officials:

Arseniy Salay - <https://www.facebook.com/arseniy.salay>; <https://www.linkedin.com/in/arseniysalay/>

Andrew Myzin - <https://www.facebook.com/100014919368706>

Qualification rules:

Discipline: FIFA 18

Platform: PlayStation 4

Competition running system: Group stage in two circles, home/away

Team: standard – rating 85

Half duration: 6 minutes

Difficulty level: legendary

Game speed: normal

Handoff power assistance: switched off

Hands and injuries: switched off

Weather: evening-fine or any other agreed by both players

Stadium: Santiago Bernabeu or any other agreed by both players

Team composition: ONLINE

Defence: TACTICAL

Own tactics: possible to be changed

Formation: change forbidden

Players' tasks: possible to be changed

Camera: Tele broadcast (height 20 — zoom 0) or any other agreed by both players

Radar: agreed by both players, can be switched off

Corners and free kicks: any

Referee: random

All disputes shall be solved by tournament officials.

The match shall be counted as finished in case of a draw between players in the end of normal playing-time.

To take part in the tournament, the player shall fill in the registration at: www.fcdbcup17.fima4u.com

While applying for participation, please enter only valid data. Otherwise your registration shall not be approved. Please indicate brief information about yourself in Description window – esports achievements, champs won etc. Being a professional esports player, please indicate your football club or esports organization. You may send your photo in Add File window

<https://dynamo-brest.by/>

<https://www.facebook.com/fcdbesports/>

<https://www.youtube.com/channel/UCVB98iZaiRMDCKsGchKXhpg>

https://vk.com/esport_dynamobrest

FAQ

1. Having problems with connection.

Try to:

- remove online squads in profile
- reenter FIFA
- reboot the console
- try in other time / in other day
- try from other accounts if there is such opportunity (for instance, from cyber-club or from friend)
- connect in collective game (2vs2) for one team. Start match, play couple of seconds. After that, leave match and try to connect again in network game.

2. After connection break.

- every player makes screenshot and video as the best way (there is always an opportunity to save last 15 minutes of the game through Share) to show, what type of connection break he has. There can be 2: connection break with the opponent or failure of contact with EA Sports servers.
- keep the match score and finish the remained time + 5 min. (playing time). Example: break in the 27th minute = opponents play $90 - 27 + 5 = 68$ minutes of playing time.

At 68:00 at ball handling on the half of any player, the match is interrupted by pause and match exit by the losing player (having the draw, any player stops the game).

Having red cards, the cup participant quickly makes red card for the same football player at the beginning of the match (tackle behind) and opponents start time-taking at game renewal within free-kick.

3. Once the player has disconnections in the second straight game – he automatically receives default loss.

4. At any suspicions of dishonest game - record video (or simply save through Share on the console) and send to judges. All suspicious incidents shall be solved by tournament judges only.

5. Please try to connect your opponent or discuss playing time with your opponent as early as possible. If your opponent does not respond, please send the screenshot of your conversation in PSN or social network (clearly indicating that your messages to him had no effect) no later than 3 hours prior to the end of playing time of the same day. Otherwise you will get default loss.

6. In case of equality of points by two and more players, final places of participants in the qualifier table are defined as follows (priority – number 1, than if equal – number 2 etc.):

- 1) by results of head-to-head games (number of points, number of wins, goal difference, goals for, goals against);
- 2) by the greatest number of wins in all matches;
- 3) by the best goal difference in all matches;
- 4) by the greatest number of goals for in all matches;
- 5) by the smallest number of goals against in all matches.

In case of full equality of the above-stated indicators, players play "silver match" (that is, 1 half till the victory of one of players, or until the end of the match with possible application of penalty series in case of a draw result after first half).

7. In case of being absent on the games twice during the qualification without having informed the opponent and tournament officials about this in advance, the player shall be disqualified from the tournament.