

eSport Bundesliga

Rules

FIFA 09 1on1

European Ladder/Cups & GeIL Challenge
(PC)



eSport Bundesligen Betriebs- und Vermarktungs-GmbH
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I. – General

1. Fair play

In the eSport Bundesliga fair play is a (high) priority. This doesn't apply to the compliance with the following rules only but with the behaviour before, during and after a match. Players and staff have always to be approached with all due respect. Players who act against the spirit of competition will be admonished and punished respectively even though there is no explicit mention of the player's misdoing in the rulebook.

2. Game Version

Each player has to own an original version of FIFA 09 and to enter the registered matchmaker- account (MM-Account) in his profile. It is played with the latest version (newest EA- Patch) of the PC- game FIFA 09.

3. System Requirements

CPU with 2.4 GHz (single-core)

512 Megabytes of RAM (1 GB required for Windows Vista™)

DirectX® 9.0c Compatible 3D accelerated 128 MB video card or equivalent

(must support Shader Model 2.0 or above - see supported chipsets in section 11)

DirectX® 9.0c Compatible Sound Card

512Kbps or greater broadband connection for online gameplay

The playing above Wireless Lan is **prohibited**.

Firewalls

Note that if you have a firewall and want to play online, the following TCP/IP ports must be open in the outbound direction:

HTTP	80	TCP/IP
HTTPS	443	TCP/IP
Peer Game Connection	3659	TCP/IP
Roomsvr	30440-30449	TCP/IP

The following UDP ports must be opened for game packets, for the outbound and inbound connections

Game Packets 3658 UDP



4. Matchmaker Nick

To participate in FIFA 09 you have to enter your nick in your profile under matchmaker nick.

And so you find your matchmaker nick:

Start FIFA 09 match modes- online game modes

Log in- matchmaker nick downright

Example-Screenshot: http://ftp.esportbl.de/fifa09_matchmaker-nick.jpg

II. – Before the Match

1. Running processes

To ensure an optimal playing all processes needless running have to be closed.

Programs for communication like IRC (except of FIFA IRC- Bots), ICQ or the like you can also make data transfer with have to be closed obligatory.

Programs which affect the CPU- working storage utilization have to be closed obligatory too. These are videoplayers, music players, image processing applications (photoshop or the like) etc.

Possible protests that a player run needless processes can only be submitted if they played with PogoPing.

Object of this regulation is that we can ascertain on the basis of the Log only if running processes like IRC for example have affected heavily the data line or the system.

If running processes had caused clear visible adverse affects then it will be acted according to the rulebook.

Please notice that everyone is responsible for the running processes himself and that it is his duty to close them before the beginning of the match.

The protest has to be started by no later than one hour after the match.

2. Matchmaker Nick

Before the start of play both parties have to make sure that the opposing matchmaker nick conforms to the matchmaker nick name registered at the eSport Bundesliga page. Later protests are not permissible. This will be rated as an implied behaviour.



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III. – Gameplay

1. Absence of the opponent

If the opponent is not present at the playing term agreed the admin has to be informed by starting a protest after 15 minutes waiting time.

2. Connection Establishment

The connection must be established over EASO.

The lower ranked player has the right to be the home team and to open the game. Arrangements and exceptions can also be made.

3. Connection Failure

If the connection fails for either player, the match should be restarted with the remaining time left. The scores remain. Directly after a connection failure both players have to meet at the meeting point to continue the game.

4. Game Settings

Half Length: 6 Minutes

Difficulty: World-Class

Goalkeeper Difficulty: World-Class

Gamespeed: fast

Injuries: Off

Offsided: On

Carding: On

Number of Subs: 5

Adidas Live Season: free to choose

Controller-Settings

Manuell: on



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E-Mail Service

The integrated E-Mail service from which one gets an E-Mail with the result of the meeting after every match must be used.

This way you set up the email service:

Start FIFA 09- playing modes- online playing modes- online settings - general settings

Email address: enter own email address

Transfer statistics on the end of the match: yes

5. checking the Game Settings

The match settings have to be checked by all players before the beginning of the match if procurable. Wrong settings have to be messaged to the opponent immediately. If wrong settings are noticed at the beginning of the match only the match has to be stopped within the first three minutes and the opponent has to be informed about the reason of the break in the match comments.

The opponent has to make the corresponding modifications then.

After that the match starts all over again (score 0:0). After the 3rd playing minute the match has to be played with the existing settings. A break is not allowed any more.

This will be rated as an implied behaviour.

Protests because of wrong settings afterwards are not allowed, this will be rated as an implied behaviour.

The input device (gamepad, keyboard) has to be checked for functionality before the match. Complaints after the match are not acceptable.

6. Final Result Ladder

Only the score which was reached after 90 minutes (+stoppage time) is official. A draw is a draw. Overtimes and penalty shootouts are not part of the game.

Only goals which Fifa detects as goals count as goals. If you miss and Fifa says it's a goal, then it counts.

Directly after the match both parties have to enter and to confirm the final score in match details → „enter score “.

6a. Final Result Cup

Only the score which was reached after 90 minutes (+stoppage time) is official. When you play you must play overtimes and penalty shootouts. (If the connection breaks off "Goalden Goal" is played.)

Only goals which Fifa detects as goals count as goals. If you miss and Fifa says it's a goal, then it counts.

Directly after the match both parties have to enter and to confirm the final score in match details → „enter score “.

7. Screenshot Obligation

You must take a screenshot from the integrated E-Mail service at the end of the match with the scores. On this screen there must be the result of the game and also the nicks of the Matchmaker accounts. This screen must be uploaded from one player in the match detail page.



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Non-existent screenshots lead to the assumption of a so-called "fake match", a match that never took place. The screenshots must be uploaded within 24 hours after the game ends.

8. Replay Obligation

The players are for this purpose obliged to store the demo (Ingame-repetition).

In the case of a protest and according to request through an Admin every player must be able to show the necessary demos. The demos must as .zip or. to be caught rarely.

9. IRC-Bot

The IRC-Bot must be used.

Channel for that one Bot: **#esportbl.fifa**

Channel for GeLL Challenge: **#GameSports.Cup.FIFA**

Following Bot must be used: Version 1.2.2 or higher of DaDeather

<http://ftp.esportbl.de/Soccerbot2009.zip>

10. Compulsory Program Padpatcher

It is your obligation to have it running while you play your Ladder matches. With our new tool you always know that Keeper Difficult Level is set to "World Class" and Gamespeed to "fast". If you don't choose "Ladder" but instead "Amateur Series" you will automatically set Gamepad- or Keyboard controls to "manual" (+ world class + fast).

Important: Both players need to have the Patcher running. If not, you won't get any connection with the online mode. It is of no importance whether you start it before running FIFA 09 or starting it when FIFA is already running.

Link to download:

[ESL Patcher FIFA 09](#)

11. PogoPing

If a player wants to play with PogoPing he has to inform the opponent in the match comments. Now the opponent is duty bound to use PogoPing too. Please notice that by playing without Pogoping you defy some protest chances.

The latest version is: PogoPing v5.0

http://ftp.esportbl.de/pogoping_esportbl.zip

With the help of log files PogoPing finds out if at matches with direct connection of two players (without server) one of them influences the line and/or the computer wilfully.

This happens with diverse criteria and can only be read by admins with the admin-key.

In case of a protest the log data and the demo (ingame- repetition) has to be uploaded by both players after the match.



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In case of a protest because of connection manipulation/lags a timetable (list of the ingame playing time, term of match disturbance) of the demo (ingame repetition) has to be made.

The protest will be refused without further attention if no timetable was made.

A protest by reason of connection manipulation/lags has to be made within one hour after ending the match.

Later protests will be refused without any further attention.

With the start of the protest the protestor has to upload his log and demo (ingame repetition) under the match, otherwise the protest is invalid.

The protest opponent gets 24 hours for uploading his log and demo (ingame repetition) under the match too.

If the data is not ready within the period fixed the match will be deleted and the protest opponent gets the red card.

If a match is broken by reason of lags the disconnecter will get the yellow card and the match will be deleted.

To submit a protest you have to play the full time.

Operation guide PogoPing

Before the match:

End all needless processes

Download and unpack PogoPing v5.0

Start the programme press „keys“ and enter the key 1829 under „user- keys“

Press „start log“ under log to create the log

Optional:

Press „tools“

Enter the matchID under „MatchID“ or enter user name in "Username"

Under „copy own IP“ you can copy the own IP into the clipboard

Under „enter target IP“ you can enter the IP of the opponent

After the match:

Press „end log“ under „log“

Now a pogoping1.neq was created in the file of pogoPing

The programme can be ended now in „close pogoPing“

12. Forbidden Moves

It is necessary to show a replay file.

Even after the forbidden move, it is obligatory to play the match till end.

If you suffer a goal, that was a result of this move, then you should protest but only after the game. This means the game has to be fully played. In order for the protest to be valid, Fifa replay is mandatory. If the admin confirms the scenario the goal doesn't count.

12.1 Behavior at unauthorized moves

If an unauthorized move through which one provided oneself with an advantage (Corner, insertion, ball possession) should have been carried out, the player who carried out this game train, the duty, has to play the ball to the opponent back. In this case it is unimportant, whether it deliberate or provide has passed.

12.2 Kick off

At kick-off the ball has to be passed backwards into the player's own half, also after every goal.

12.3 to play out



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to play out is forbidden.

to play out means permanent keeping the ball or stop-go shooting of the ball among the own players without any attack.

It will be at the admin's discretion if time waisting is on hand. Time waisting will be punished with a red card and could lead to a match deletion if one player tries demonstrably to get a draw or win by this way of playing.

12.4. Corners

Corners into the 5-meter of room at crossbar are prohibited.

12.5. throw in

It is forbidden to make a throw in directly into the opponent's penalty area. Should a player throw the ball directly into the opponent's penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw in into the opponent's penalty area shall be disallowed.

12.6. to score a goal

You are not allowed to score goals from within your own half. Goalshots from the own half are not allowed too.

12.7 When a Pause is used

Whenever a pause is done the player that made it, lets call him player A, has to give the ball back to the other Player B, even if he did not change anything.

Player B then gives the ball back to player A.

Example:

- 1) Player A uses pause
- 2) PLAYER A THROWS THE BALL outside the lines
- 3) Player B does changes/adapts his men marking if he wants
- 4) Player B THROWS THE BALL outside the lines

Game continues.

REMEMBER, it's mandatory to kick the ball outside the lines if you changed one or more players.

Failing this results in up to 3 penalty points.

To protest about this you need:

-> FIFA replay file

-> Give the admin the time when this happens



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12.8 Longballs

Move details:

All longballs are banned, A, D, Q+A, Q+w, WHATEVER!!!! When done in the forbidden areas. BY "WHATEVER" IT MEANS ANY TYPE OF LONG BALL PASS!!

->Forbidden areas

From your yellow/blue area into the other player yellow/blue area.

Example of a longball detected

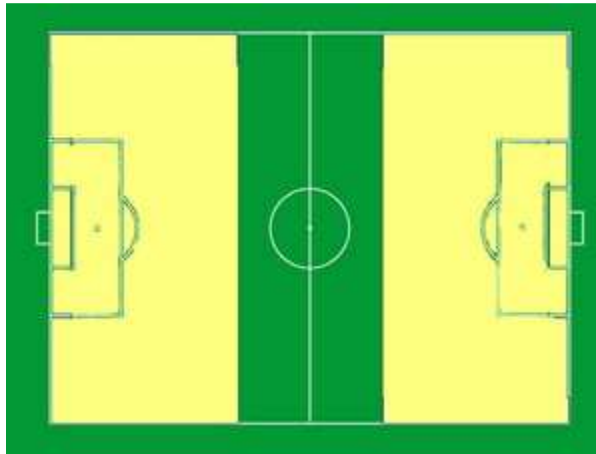
-> When you do a longball from your yellow or blue area to the other player yellow or blue area.

Example of a allowed longball

-> When you do a longball from your green area to any area of your adversary.

-> When you do a longball from your yellow/blue area into your own yellow/blue area, like changing flanks.

Here´s a picture that shows the free zones, marked as green.



IV. – After the Match

1. Protest proceeding after forbidden moves

A protest has to be submitted by presenting a demo (ingame repetition) by no later then one hour after the match.

In case of a protest the protestor is responsible to list the accurate ingame- playtimes of these moves. If the protestor doesn't comply with it the protest will be denied.

Protest contents underlie the secrecy and may not be published.

How can I start a protest?



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Select „my matches“ and you are in the overview of your matches. Here the matches are sorted by demanded, opened, finished and open when required protests. Press the event name or the result and you are in the match display.

In „administrate protests“ you can start a protest and see protests already opened. If something had happened in this protest the item „administrate protests“ will be marked red. As soon as you start a protest or a player/admin leaves a protest there you will be informed per email automatically.

V. – Penalty scale

Cheating

Cheating

Under cheating come all sorts of cheating attempted or already completed. Proven cheating will be punished by league disqualification.

Threat if violence

Proven threat of violence will be punished by league disqualification.

Coarse insult (ingame, IRC, match comments) is punished with a red card right up to league disqualification.

No/missing ingame repetition (upon call by admin) is punished with a yellow card.



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No/missing screenshots matches with no result- screenshot or a screenshot of the result email will be deleted after 24 hours. Both parties get a yellow card.

Willfully entered a wrong result

The player who enters willfully a wrong result gets a red card.

Padpatcher

Playing without a padpatcher demonstrably will be punished with a yellow card.

No/missing/ incompletely PogoPing log (upon call by admin)

If the data isn't created within the period fixed the match will be deleted and the protest opponent gets a red card.

If a match is broken due to lags the disconnecter will get a yellow card and the match will be deleted.

Started a reasonless protest

It is punished with a yellow card.

Spamming in the match comments

This will be punished with a yellow card.

to play out

to play out will be punished with a red card and can lead to deletion of a match if it is tried demonstrably to hold a win or a draw by this way of playing.

System requirements

The non- fulfilment of the system requirements will be punished with a red card.
The match will be deleted.

Running processes

Matches in which needless running processes lead to manipulations/lags clearly evident will be deleted and the causer will get a red card.

Non appearance of the opponent

The absent player gets a yellow card, the match will be deleted.

Connection break

Regardless which party left the match you have got 24 hours of time to make up for the outstanding playtime. Both sides have to communicate in the match comments and agree upon the added time. Should it doesn't come to the arrangement of the play pairing the eSport Bundesliga reserves the right to pass a fair sentence which can be in detail:

Result remains unaffected with:

1.) The leading party leaves the match and tries more than the opponent for the playing of the match in the period of time named above. The normal play period for the eSport Bundesliga is: Mondays to Saturdays from 7pm to 10pm and on Sundays from 3pm to 10pm.

Efforts outside this period are freely and do not influence the result.

The party which is down states that they don't want to play on the match. This leads to a penalty as a rule (yellow card).

3.) There is no beginning of the match within the 24 hours named although both parties cared about the continuation. (Notice playtimes in item 1)

Play pairing is deleted:



- 1.) After a break both parties didn't care about a continuation of the match. This has to be documented in the match comments. Besides both parties get a penalty (yellow card).
- 2.) If only the party which is down cares about the beginning of the match the match will be deleted.

VI. – Card system

The eSport Bundesliga gives two sorts of cards, the red one and the yellow one. If a participant gets cards they will be saved. Two yellow cards give the value of one red card, eight yellow cards give the value of four red cards. With four red cards the participant will be bared from the running and coming ladder matches. To effect a card deletion the player must not get any further cards for two months. After these two months three yellow cards are deleted (optional it may be a yellow and a red card). Suspended players as well get the remission named above at the end of the blocking period.

