



DreamHack Winter 2016

Tournament Rules

EA SPORTS FIFA 17 Ultimate Team Qualifier

General Event Rules

Each visitor's participation is a binding contract to abide by the [DreamHack Event rules](#). DreamHack reserves the right to without further notice change the rules. DreamHack Summer and Winter is open for all ages but can contain content like tournaments, exhibitors and partners showing games and other material not suitable for all ages. Updates are posted as soon as possible at www.dreamhack.se.

Each participant must follow the instructions from DreamHack's crew, fire- and security guards, and also authorities as police and fire brigade etc (even if these instructions go against DreamHack rules.).

DreamHack has a ZERO TOLERANCE POLICY for any kind of harassment including but not limited to; demeaning language, threats, hate crimes, intimidation, non-consensual photography or recording, stalking, inappropriate physical contact, unwelcome physical attention as well as statements or verbal exchanges that threatens or expresses contempt of ethnicity, religious belief, sexual orientation, citizenship, appearance, body size, age, disability and gender identity. The ZERO TOLERANCE POLICY applies to EVERYONE attending DreamHack including but not limited to: Attendees, Crew, Press, Staff, Exhibitors & Guests.

We encourage everyone to immediately report any sign of harassment, both to yourself or if you witness it happening to someone else. Report it to a member of DreamHack crew and / or to local police authorities. DreamHack crew have orange T-shirts clearly marked with CREW on the back.

If you break these rules, you may be banned from the event entirely or partially during an indefinite time period with no refund.

Alcohol and drugs in any form do not belong and are not allowed to be taken onto DreamHack premises. People intoxicated and/or under the influence of drugs/other non-allowed substances will not be allowed on the premises, at any time. People found intoxicated and/or on drugs will be shown off the premises. Smoking is strictly forbidden indoors and is only allowed in designated area outside. Electronic cigarettes is not allowed to use inside of DreamHack.

Full rules can be found here: <http://www.dreamhack.se/dhw16/about/event-rules/>

Eligibility

In order to participate in the tournament, you need to have signed a complete Tournament Registration form, provided by the Admin on-site.

All participants also need a valid ticket to the DreamHack event (such as but not limited to Day pass, Event pass, Tournament Pass or BYOC Pass).

In order to be eligible for the FUT Regional finals please visit the official rules for the Regional finals [here](#). If you don't comply with the eligibility rules, your slot will be forfeited, and can be offered to another player.

Tournament Rules - General

- No coaching is allowed (for example, people in the audience may not advise a Player while playing).
- No external devices may be plugged into the console.
- Players will not be allowed to listen to personal music devices/mp3 players during tournament play
- If players would like to use a headset to listen to game-audio during the tournament, they may ask for a tournament organizer for permission to do so.
- All video game consoles and televisions are supplied by the Tournament Organizer.
- All controllers are supplied by the Tournament Organizer. It is the responsibility of all Players to be familiar with the controller's functions and mode of operation. If a controller is defective, a Player can pause the game and notify the referee. The referee will determine the controller status in making such a decision. If a Player plays on with a defective controller, all results are nevertheless valid.
- Any action designed to disrupt the opposing Player's view of the field or ability to select controlled Players is prohibited.
- Each game will begin play at its designated time, and as designated on site at the tournament.
- Players not present at the designated start time for any match will be disqualified, and their opponent shall be granted a 3-0 score.
- Players are encouraged to be in the designated play area 15 minutes prior to game time.
- Each Player will have a reasonable amount of time to configure controls, adjust line-ups and settings in accordance with the rules described in the rules below.

- Players shall raise their hands at the end of the game so a referee can record their score. Only scores reported to the referee are official.

COMPETITOR CONDUCT

- Abusive behavior, including harassment and threats is prohibited.
- Gambling, including betting on the outcome of games, is prohibited.
- Collusion is defined as any agreement among two or more Players to disadvantage other Players in the competition. Collusion between Players is strictly prohibited. Examples of collusion include, but are not limited to:
 - Any form of match-fixing.
 - Agreeing to split prize money.
- Any other behavior that is determinable to the tournament, as solely defined by the tournament organizer

RULE ENFORCEMENT AND PENALTIES

At the discretion of tournament administration, penalties can be assessed for violations of rules or conduct that violates the spirit of a fair competition. Penalties that can be assessed include, but are not limited to the following:

- Verbal warning
- Loss of possession
- Automatic game loss
- Loss of prizes.
- Disqualification from the tournament

Tournament Rules - Group Stage

GAME MODE

Kick-off Mode with Equalized teams (85 Rating).

ACCOUNTS

All accounts are provided by Tournament Organizer.

EQUIPMENT

All matches must be played with controllers provided by DreamHack. Own controllers are not allowed to be used.

SETUP AND WARMUP

Competitors are expected to start their game as soon as the game settings are verified and all hardware is confirmed to be working. There is no warm up allowed on the competition stations directly before matches.

INTENTIONAL DISCONNECTS

If a participant intentionally disconnects from the game and is not able to reconnect to the game, then a loss will be given to the participant. It is at the sole discretion of the tournament administrator as to what constitutes an intentional disconnect.

UNINTENTIONAL DISCONNECTS

If a participant unintentionally disconnects from the game and is not able to reconnect to the game, then tournament officials will determine if the game state can be restored to a similar point. If the game cannot be restored, then the tournament administrator will use their judgement on how to restart the game. Example: A player disconnects at the 50th minute. The score of the game was 2-1. A tournament administrator instructs the game to resume in 1st half with the implied score to be 2-1 and the implied half to be the 2nd. The competitors will play until halftime to determine the winner.

TEAM JERSEY

Colors that is as far away from each others as possible

TOURNAMENT RESTRICTIONS

Custom formations are disallowed

Custom tactics are allowed

SETTINGS

Controller Settings

The following controller settings are required; all other controller settings are user-definable.

FIFA Trainer: Off

Defending: Tactical Defending

Camera Settings

Single Player Camera: Tele Broadcast

Multiplayer Camera: Tele Broadcast

Visual Settings

HUD: Indicator

Radar: 2D

Tactics and Formations

Custom Tactics are allowed

Custom formations are disallowed

KICK OFF SETTINGS

- Setting 1: Half Length – Customize>Game Settings>Match>Half Length – “6 Minutes”
- Setting 2: Difficulty Level – Customize> Game Settings>Match> Difficulty “World Class”
- Setting 3: Player Attributes – Customize>Game Settings>Match> Player Attributes – “85 Overall”
- Setting 4: HUD– Customize>Game Settings>Visual> HUD - “Indicator”
- Setting 5: Indicator– Customize>Game Settings>Visual> Indicator - “Player Name”
- Setting 6: Injuries - Customize>Game Settings>Visual>Rules> Injuries “On”
- Setting 7: Handball - Customize>Game Settings>Visual>Rules> Handball “Off”
- Setting 8: Live Form – On Team selection page, Live form set to “Off”
- Setting 9: Audio – Music and Commentary should be turned Off

GAME SETTINGS

All settings except the below may be customized by user:

- Defending: Tactical Defending
- FIFA Trainer: Off

OTHER SETTINGS

Players are not allowed to change User Gameplay Customization or CPU gameplay customization settings. Game Tactics: Custom tactics allowed

PAUSES

Competitors should have a maximum of two pauses per match, only to be used when they have possession of the ball

EXTRA TIME

In the event of a draw at the end of regulation time, players should use the “Classic” mode for overtime, this mode includes 2 (15) minute extra time periods and Penalty Kicks if the match is still tied.

GLITCHES

Any attempt to glitch the game in order to gain an advantage is prohibited.

POST-GLITCH PROCEDURE

Procedure After a Glitch Penalty: In the event that a tournament administrator determines that was caused by an unauthorized glitch, the tournament administrator will make a decision to return the game to a fair state depending on the result of the play.

Tournament Rules - Playoffs

GAME MODE

FUT with FUT Friendly Seasons

ACCOUNTS

Competitors will need to use their own FUT account for the playoffs, and that account must have an active Fifa17 FUT account and XBOX Live Gold or PSN +.

Each player that qualify for the Playoffs need to provide Gamertag, and play with that Gamertag for the entire duration of the tournament.

EQUIPMENT

All matches must be played with controllers provided by DreamHack. Own controllers are not allowed to be used.

SETUP AND WARMUP

Competitors are expected to start their game as soon as the game settings are verified and all hardware is confirmed to be working. There is no warm up allowed on the competition stations directly before matches.

INTENTIONAL DISCONNECTS

If a participant intentionally disconnects from the game and is not able to reconnect to the game, then a loss will be given to the participant. It is at the sole discretion of the tournament administrator as to what constitutes an intentional disconnect.

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TEAM JERSEY

Colors that is as far away from each others as possible

TOURNAMENT RESTRICTIONS

No Training Items

Chemistry/Position Changes are fine

Healing and fitness consumables are fine

No Custom Formations

Max 3 Legends on XBOX

SQUAD SETUP

Playoff Players can prepare their squads until 30 minutes before the first Playoff Game. Tournament referee will inspect their squads at the beginning of the tournament. All players need to set starters, bench and reserve and leave it unchanged for the whole tournament. Loan Players aren't allowed.

SQUAD NAME

Squads should be named after competitor's gamer tag

TRAINING RESTRICTIONS

Competitors will not be allowed to use any training items on players

GAME SETTINGS

Setting 1: HUD– Customize>Game Settings>Visual> HUD - "Indicator"

Setting 2: Indicator– Customize>Game Settings>Visual> Indicator - "Player Name"

FUT FRIENDLY SEASONS SETUP

Admins should setup game for the users to ensure the right game mode and settings are used, once the two players have been entered into a lobby the player can take over.

EXTRA TIME RULES

Depending on the match, you may need to continue into extra time to decide a winner.

FUT FRIENDLY SEASONS

Extra time will consist of two 15-minute extra time halves followed by Penalty Kicks if necessary

SETTINGS

Controller Settings

The following controller settings are required; all other controller settings are user-definable.

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Visual Settings

HUD: Indicator

Radar: 2D

Tactics and Formations

Custom Tactics are allowed

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Game Settings

All settings except the below may be customized by user:

Defending: Tactical Defending

FIFA Trainer: Off

OTHER SETTINGS

Players are not allowed to change User Gameplay Customization or CPU gameplay customization settings. Game Tactics: Custom tactics allowed

PAUSES

Competitors should have a maximum of two pauses per match, only to be used when they have possession of the ball

EXTRA TIME

In the event of a draw at the end of regulation time, players should use the "Classic" mode for overtime, this mode includes 2 (15) minute extra time periods and Penalty Kicks if the match is still tied.

GLITCHES

Any attempt to glitch the game in order to gain an advantage is prohibited.

POST-GLITCH PROCEDURE

Procedure After a Glitch Penalty: In the event that a tournament administrator determines that was caused by an unauthorized glitch, the tournament administrator will make a decision to return the game to a fair state depending on the result of the play.

DRAW

If a match ends in a draw you proceed with the "Classic" style. 2x15min overtime and if it's still a draw the match goes to penalties.

Prize Money & Prize Money Policy

PRIZE WINNINGS

1. \$5,000
2. \$2,000
- 3-4. \$1000
- 5-8. \$250

The winner and the runner-up in the Culmination final (Between the Playstation 4 and the Xbox One winner) will qualify to the Regional Finals. The Eligibility for the Regional Finals is determined by external part, and not DreamHack AB.

PRIZE MONEY

Here you will find all the information on how to claim the prize money in DreamHack official esports tournaments, Hackathons, Kreativ, Cosplay and all other competitions with cash prizes arranged by DreamHack. The following rules apply to all contestants and are non-negotiable.

General

1. The recipient of the prize money is the individual person or company/association/non-profit organization that has registered for the specific tournament.
2. The winner/s must be present at:
 - a. The Prize Ceremony.
 - b. Media interviews and connected photo-shoot.

Payout Policy

1. Competition prizes must be claimed within 30 days after the event.
2. Prize money will be paid within 30 days of the end of the event.
3. All prize money is paid in SEK or USD. (Depending on tournament / competition)
4. Prize money is only exempted from tax and social fees if the winning team is organized as a company/association/non-profit organization.
5. Private individuals will receive money as salary, this according to Swedish Tax Law. DreamHack AB must therefore deduct both a general payroll tax and employment tax from the won prize amount, before the money is paid out to Individuals(see 4).

Invoice Policy

1. The invoice shall be made out to:
DreamHack AB
Address: TELEFONVÄGEN 30,4TR, SE-126 26 HÄGERSTEN, Sweden
VAT No: SE556845876301
2. For invoices within the EU the VAT number has to be written on the invoice, if, by local tax law, no VAT number is needed this exception has to be stated clearly on the invoice.
(EXAMPLE: EXEMPT FROM VAT ACCORDING TO LOCAL REGULATIONS)
3. The invoice shall have a due date 90 days from the time the end of the event.
4. The invoice shall be marked with:
 - a. NAME OF TOURNAMENT STOP (I.E DREAMHACK WINTER 2013)
 - b. NAME OF TOURNAMENT AND PLACEMENT (I.E. COUNTER-STRIKE GLOBAL OFFENSIVE, PLACE 2)
5. The invoice shall be issued in SEK.
6. The invoice shall contain bank information including IBAN & SWIFT/BIC

Individual contestant non-resident of Sweden

1. The Swedish government will see the prize money as salary.
2. DreamHack AB must therefore deduct both a general payroll tax and employment tax from the won prize amount, before the money is paid out an individual.
3. If you are a non-resident of Sweden, you have to download the form "DreamHack Prize Money" and fill in all the information and make a photo copy of your passport. All papers shall be delivered to DreamHack by email.

4. INSTRUCTIONS

- a. Download the form PDF or XLS
- b. Fill in all information correctly
- c. Make a photo copy of your passport
- d. Hand the form and photo copy of passport to your admin at location and send it by email to DreamHack.
- e. Email: esport@dreamhack.se

PLEASE NOTE: DreamHack will deduct "Special income tax on non-residents" and social taxes before the transfer of the money. The normal handling time for The Swedish Tax Agency is 4-8 weeks so please make sure to send us the documents as soon as possible. Depending on the winners residency the "Special income tax on non-residents" will be different, please contact your local tax offices for current rates and fees.

Individual contestant resident of Sweden

1. The Swedish government will see the prize money as salary.
2. DreamHack AB must therefore deduct both a general payroll tax and employment tax from the won prize amount, before the money is paid out an individual.
3. Mail esport@dreamhack.se with the following information:
 - a. Full name
 - b. Swedish person number
 - c. Telephone
 - d. Mobile phone
 - e. Email
 - f. Home Address
 - g. Name of the bank (eg Swedbank)
 - h. Clearing Number
 - i. Account Number

Mail: esport@dreamhack.se