

FIFA Soccer Resort Rules

Eligibility to play

All participating players must enter their PlayStation (SEN ID) or XBOX ID. The game account is required to see whether the correct player is playing the match and to invite his opponents into a custom match. In order to participate in PSL tournaments, the following requirements must be met:

- You need a registered account.
- You must link your with your profile.

If these requirements are not met, you are not allowed to participate in tournaments.

Settings

Each player (team) undertakes to adhere to the settings mentioned.
A different agreement is not permitted.

Please note that when you finish a match, it will be automatically accepted by you with all settings, modes, etc., and it will then be evaluated. Even if an incorrect setting is selected and you finish the match, the match will be counted. You have the option to protest at the beginning of a match to avoid this.

Game settings

- Mode: NORMAL
- Team Level: All
- Half-time: 6 minutes
- Control: All
- Team type: Online / Friendly

Match rules

Push cards: Training **cards** , so-called push cards, are prohibited. If a player uses this, this must be demonstrated with a screenshot or video and the game must be left before or immediately after the kick-off.

Loan players: Loan players may not be used.

General

Please note SR will have to arbitrate in unforeseen circumstances. We can't always give people what they want but we will strive to listen and be fair

Do not appear / default win

Each player has 10 minutes to appear on a game after the game is generated. Failure to show up within 15 minutes will result in defeat. The player who is waiting must enter a no-show in the results tab to get a default win. Gets a default loss. The waiting player must open a ticket and claim the default win.

Result

Both players are responsible for entering the correct results in the following ways (if it is not automatically reported due to technical problems):

1. On the SR Slack Channel (Winner to submit)

Both game participants are responsible at the end the game to upload screenshots of the game results. The screenshots must contain the nicknames of both participants and the game result. If a player registers a loss for himself, the match is automatically closed and scored. The result can then no longer be corrected.

Entering a result while a match is being played will disqualify the player.

If you have a conflict in the game, please open a protest so that an admin can review the case and make a decision. The decision can also mean that both players will be disqualified if there is insufficient evidence that either player is the clear winner.

Matchmedia

All game media (screenshots and videos) must be kept for at least 15 days. Basically, you should upload match media to the match page as soon as possible. Simulating or manipulating the game media is of course prohibited and will be punished.

Screenshots / screenshots

Both game participants are responsible for uploading screenshots of the game results at the end of the game. The screenshots must contain the nicknames of both participants and the game result. We also recommend that players take screenshots of controversial situations (such as disconnection, problems with game settings, etc.). These screenshots can and will be used as evidence in the event of a dispute.

disqualification

As soon as both players are shown in a match, the match should be started quickly. Deliberate delay in the tournament can lead to disqualification of the player.

If after the end of the lap time neither a result or a comment has been entered, an opponent has been reported as not appearing or a protest / support ticket has been opened, the SR has the right to disqualify players or teams from a cup.

Players who have set their PSN settings so that they cannot be added as friends or receive messages will be excluded from the tournament to ensure that the tournament runs smoothly.

Game version

All players must have the latest version of the game installed to participate in SR tournaments. Updates must always be installed before the tournament starts, so that there are no delays in the process.

connection

Everyone is responsible for reaching the best possible connection (ping), limited to the region and the technical situation.

All downloads and programs that are not required to play the match must be ended.

If the rule is not observed, the team can be disqualified.

Disconnect

If a player loses connection to the server, the match must be continued. Please note that only the remaining time has to be replayed and not the full match length. The result of the canceled match is added at the end.

Technical problems

Players are responsible for their own technical problems (hardware / internet).

Matches are not postponed due to such problems and must be played.

Illegal actions & bugs

Any actions that give an unfair advantage are illegal.

This includes exploiting game bugs in every way.

If a player uses a bug in a cup, he receives a warning the first time and is disqualified the second time.

Fair play

To ensure that leagues run smoothly, a minimum of fair play is required.

Each player undertakes to deal with his opponent in the same way that he wishes to be treated by him.

If the fair play requirement is disregarded, the admin team reserves the right to impose further sanctions in addition to the penalty points.

Disregarding the fair play requirement, all unsporting behavior falls!

Streaming & viewers

- Spectators are only allowed if both parties agree. This does not apply to SR & PSL admins or persons who have received authorization (streamer, caster).
- Personal streaming is generally permitted if the match is not broadcast or cast by SR.

General rules

1. Global Rules

1.1. general

The league administration has the right to decide outside or even against the rulebook in special cases to guarantee fairplay.

1.2. Code of Conduct

Every participant has to behave with respect towards the representatives of the SR, press, viewers, partners and other players. The participants are requested to represent esports, the SR, and their sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Please refer to the [AnyKey Keystone Code](#) to learn more about good sporting behavior. Refer to the [ESIC Code of Conduct](#) for detailed conduct rules and penalties

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future SR events.

1.2.1. Insults and offensive behavior

All insults that happen during an SR match or on the SR platform, may be punished. This includes but is not limited to ingame chat of the corresponding game, guestbooks, forums, Match- or News-

Comments, SR Messages, Match-Chat, game IDs. Insults that happen on external messengers are not taken into account.

Penalties are no longer limited to Penalty Points and barrages, but may also contain the following depending on the incident, location and frequency of the insult:

- Penalty points & barrages are given for incidents within SR matches
- Insults or inappropriate behavior within Comments or other options for contacting a player, will result in a Forum- & Comment ban

Severe incidents including, but not limited to the following points, may be punished in other ways:

- Extremist statements
- Threat of violence
- Sexual harassment
- stalking
- severe insults
- pornographic linkings

The right to appeal is only with the injured.

1.2.2. Spamming

The excessive posting of futile, annoying or offensive contributions within the SR is considered as spamming. Spamming on the website (forums, match comments, player comments, support- and protest pages, etc) is penalized as follows:

- Written warning for the first offense
- 1 penalty point + 1 week comment ban for the second spamming incident.
- 2 penalty points + 2 week comment ban for the third spamming incident.
- 3 penalty points + 3 week comment ban for the fourth and any further spamming incidents.

The decisive factor therefore is the amount of active penalties for spamming.

1.3. Matches, competitions, meetings

In all competitions there should be a fair playing field for all players.

Every encounter, whether a ladder match or other competition must be played according to the rules until it is complete and the result on the SR page entered, or at events the result sheet is completed. Any encounter that did not take place, should be deleted. Matches will be opened only by admins to delete exceptions. Matches that did not take place will be considered fake matches and will be punished.

It is not allowed for participants to bet on matches in their own competition. Betting against yourself (in team leagues: against your own team) will get you (in team leagues: your team) disqualified and the betting player (s) banned.

Players and teams that are already qualified for or participating in an event (eg Pro League or any offline event) or the later stages of a tournament (eg Open / Challenger League) are not allowed to participate in any of its ongoing or upcoming qualifiers. In the case of a player or team breaching this rule, they will be disqualified from the current qualifier and may face further punishment, up to and including disqualification from the event.

1.4. Game / client

In general, all programs which are not part of the original game, including custom-data and modifications, are not allowed in any SR game. All external voice programs are allowed (eg Teamspeak, Ventrilo etc.). Scripts and changes to the game's configuration are allowed, unless they are partly or completely forbidden by the league specific rules. Programs that provide an advantage during game play (eg drivers that allow the removing of walls) are forbidden. Any programs that change the game itself are forbidden.

1.5. Game coverage

The SR reserves exclusive right to the coverage of SR matches. This includes all forms of transmission, including IRC bots, shoutcast streams, HLTV and SR-TV broadcasts. The SR can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with the SR management before the match.

In general, the SR will contact any player or team if they wish to broadcast one of their matches. If no contact is made, individual players are allowed to arrange their own broadcasts. Should the game take place on a server that SR administrators have no direct access to, it must be made sure that enough slots are available for the according clients.

1.6. Internal Texts

All texts written in either protest or support tickets, or written by the administrators to members of a certain league or tournament, cannot be published without the permission of the SR.

1.7. Language

The official language of this national section is English. All players should be able to communicate in English and to do so.

2. Fraud / deception

2.1. Deception

The attempt to deceive admins or other players with wrong or fake statements, information or data will not be tolerated.

2.2. Other unauthorized offenses

Including but not limited to the abusing of bugs in the website.

These penalties are at the discretion of the responsible admin and are penalized according to severity.

2.3. Cheating

All forms of cheating in SR matches are forbidden and will be penalized by the SR. Players found cheating outside of the SR may be barraged on the SR depending on the evidence available. Note, we do not accept publicly submitted demo or screenshot evidence in these cases. Should it become known to the SR administrators that any form of cheating was used to the advantage of a player or a team during an SR match, the SR reserves the right to punish them to the full extent of the rules available. By breaking any rule a player risks being barred or completely excluded from a specific league or from all leagues. This also includes their team.

The use of programs (or "hacks") or other methods to circumvent, modify or in any way manipulate SR Anticheat is forbidden. Any use of such programs or methods will be punished as cheating. Even testing of such programs or methods in a match not happening within the SR will be punished.

2.3.1. Distribution of cheats

Contributing to the distribution of cheats in any way is not allowed on SR. This includes but is not limited to referring to the name, website or logo of cheats anywhere on SR, such as player profiles, team profiles, forums, comments, guest book entries, etc.

Violating this rule will be punished from a warning up to exclusion from SR.

2.3.2. Cheating sanctions

Disqualification from the tournament, results voided, forfeiture of prize money, ban between 2 years and lifetime depending on age and level of player and nature / size of tournament and how the player cheated. Cheating at a professional level (ie where qualification for a professional event is at stake) should normally result in a 5 year ban, but, in aggravating circumstances, can result in a lifetime ban.

2.3.3. rehabilitation

Nevertheless first offenders willing to intensively deal with their situation can get a second chance. More information about the cheater rehabilitation can be found [here](#) .

2.4. Match fixing / betting fraud

Engaging in any action that improperly influences the outcome of a game or match by any means.

2.4.1. Match-fixing sanctions

Results voided, 5 year ban unless significant mitigating factors in line with the ESIC Anti-Corruption Code or, in the presence of aggravating circumstances, a longer ban, forfeiture of prize money and monetary fine (if discovered before the end of a tournament, disqualification).

2.5. doping

Any kind of doping is hidden.

2.5.1. Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

2.5.2. Doping sanctions

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (ie use of drugs containing performance enhancing substances, like Adderall) will be punished as follows: Results voided, ban of between 1 and 2 years, forfeiture of prize money (if discovered before the end of a tournament, disqualification).

2.6. Competition manipulation and bribery

Bribing or attempting to bribe a referee or organizer or trying to manipulate the competition.

2.6.1. Competition manipulation and bribery sanctions

Results voided, ban of between 1 and 2 years, forfeiture of prize money and monetary fine (if discovered before the end of a tournament, disqualification)

2.7. Second and subsequent offenses

For second and subsequent offenses, participants should expect far harsher sanctions and in all likelihood a lifetime ban from esports.

3. Accounts

3.1. Player

An SR Account can only be created if the user is at least six years old. When registering, each player must provide an up-to-date and correct email address and it is the player's responsibility to keep this up-to-date. To play in a ladder, a method of contact must be available and visible to all users in your player profile.

Also, the permanent residence must be chosen according to the country he / she is currently living in. Should the country differ from his / her nationality, the player can add an additional flag in the settings.

3.1.1. Multi accounts

Each player in the SR must only have one account! If a player can not access his account and then creates a new one, then he / she must write a support ticket explaining in detail the reason for not being able to access the account.

3.1.2. Nicknames, Team Names and URL Aliases

We reserve the right to edit Nicknames and / or URL aliases, if they fail to comply with the following requirements.

Nicknames / aliases are forbidden if they:

- are protected by third-party rights and the user has no written permission
- resemble or if they are identical to a brand or trademark, no matter whether it has been

registered or not

- resemble or if they are identical to a real person other than themselves
- use names of SR Gaming products
- resemble or if they are identical to the names of SR Gaming employees
- are nonsense

In addition to the above, any nicknames / team names / aliases that are purely commercial (eg product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is illegal. We reserve the right to extend, change, exchange or delete these rules if necessary.

3.1.3. photo

It would be nice if a player's photo clearly shows the face of the player, for adding anything else (graphics, other people, other parts of body, etc.) please use the logo function. For anything else please use the gallery. Photos with weapons are not allowed!

3.1.4. Country

A player's country must be set to their country of residence. Deliberately faking the country of residence is punishable.

If a player's country of residence is changed in order to avoid any country restrictions or if the player is trying to fake or abuse they will be punished with 2 penalty points. If the player does so and plays in a team match, the team will get 3 penalty points and the match is deleted.

3.1.5. Nationality

A player's nationality must be set to their nationality that is proven by a current passport. Deliberately faking nationality is punishable.

3.1.6. Account sharing

Each SR account is strictly personal and cannot be shared with other SR users and / or other players that don't have an SR account. Failure to comply with this rule will result in a ban of up to 6 months.

The original registrant must always be the final user of the account, which cannot be lent or transferred in any case. This will be considered as account sharing or multi account and pursued according to the SR rules.

3.2. Teams

A team's name does not have to be unique, but the SR reserves the right to refuse clans with the same or similar names as a well-known clan (eg If you named your team "Schroet Kommando" or "Schroet Commando" etc, that would not be allowed).

Names which are restricted by law will not be accepted and will be deleted and punished with penalty points if found. So, names which go against all forms of etiquette and good manners will not be accepted.

If a team deletes its account because of a certain amount of active penalty points and registers a new account, the penalty points will be transferred to the new account if the team rejoins the same ladder. Furthermore 1 additional penalty will be added for the attempted deception.

The logo must represent the team and have some reference to the team's name or to the team's short handle. Copyrighted logos, or logos which go against etiquette and good manors will not be accepted.

3.2.1. Changing team names

A team can change its name at any time. This also applies when a team is restructured.

Changing a team's name in order to fool other teams is forbidden. Extremely long names, or consistent changing of team names is prohibited and can be punished with penalty points.

3.2.2. Team nationality

In general, during matches of SR national sections, at all times in-game a team must have more than 50% of its players that are residing in or have the nationality of the country or countries that the national section represents.

3.2.3. Players in team

A player may only play for one team in a tournament or league. Participants in an EPS may not also play in the EAS underneath it.

In tournaments or leagues that require Premium or Trusted then only players with this status are eligible to play. In general players that are marked inactive or honorary on a team page are not eligible to play.

If a homepage is required for a tournament or league then a every player that is on the team account must also be on the homepage.

3.2.4. Sponsors / partnerships

The SR administration reserves the right to prohibit or remove teams with sponsors or partners that are solely or widely known for pornographic, drug use or other adult / mature themes and products from partaking in SR Play events at any time.

4. Penalty points

If a player or team disregards or violates one or more of the rules of the league, this can have various consequences depending on the severity of the offense.

As a rule, the penalty points are deleted after a certain period of time. There are different clearance periods depending on the amount of points:

- 1-2 penalty points: 2 months
- 3-6 penalty points: 3 months
- 7 penalty points: 6 months
- 12 penalty points: 2 years

In addition to penalty points, players and teams may be barred (also known as frozen, locked and barraged) if they have accumulated a certain amount of penalty points:

- After obtaining 4 penalty points: 1 week barrage
- After obtaining 8 penalty points: 2 weeks barrage
- After obtaining 10 penalty points: 1 month barrage

Barred players and teams must finish playing their open matches. They cannot challenge nor be challenged. Barred players may not take part in team matches with exception of 2on2 teams.

Penalties (penalty points / barrages / bans) given on SR subplatforms (eg SR Europe, SR America) are valid on all SR subplatforms.

6. Penalty Point Catalog

In general, a player and the team can receive up to 6 penalty points per match, unless a single violation has a higher punishment. A team is only punished once per violation, regardless of how many players. Where a player or team receives penalty points for multiple violations, the penalty points are added together.

Rule violation	Number of penalty points
general	
No show	Team: 3; Player: 2
Reject compulsory challenge	Normal: 1 Intense (top 10): 2

Abort match	Player / Team: 2
Use of ineligible player	
Inactive barrage	Player / Team: 3
Barraged	Player / Team: 6
Unregistered player	Player / Team: 3
Missing Premium (where required)	Player / Team: 3
Missing Trusted (where required)	Player / Team: 3
Wrestler / Faker	Player / Team: 6
Playing with wrong gameaccount	Player / Team: 3
Playing without a registered gameaccount	Player / Team: 3
Unsportsmanlike behavior	
Multiple / fake accounts	Warning / 1-4 penalty points
Deception	Player / Team: 1 - 4
Fake result	Player / Team: 4
Fake match media	Player / Team: 6
Fake match	Player / Team: 6
Cheating	Player: 12 / Team: 6

* In cup and league matches default wins are given instead of a match deletion and penalty points.

Matches get only deleted if the team / player violating the rules won the match.