

All the information regarding the tournament will be sent on your registered email ID. Kindly check all the tournament related communication sent by SFAPLAY.COM for updates.

## **QUIZ FORMAT**

- Each athlete can participate in only one age group.
- The Challenge will take place online on SFAPLAY.COM.
- The time period of the event is 10 minutes.
- The total number of questions are 200. An athlete can answer as many questions as possible within those 10 minutes.
- The scoring system is based on the accuracy & response time.
- Each athlete can participate only once.

### **Event Schedule:**

• The event is scheduled for the date mentioned in the school circular between 4:00-6:00 PM (IST).

# **Eligibility Criteria**

• Grade-wise for both boys & girls mixed.

## Registration:

- All Participants must complete the registration process of the tournament.
- Participants will be considered as successfully registered only once he/she receives an SMS/email from SFA confirming the same.
- Having a stable Internet connection is the sole responsibility of all Participants.
- Organizers reserve the right to refuse an entry without giving any reason.



#### **RULES & REGULATIONS**

- This Tournament will be held online.
- The Top 3 will be declared as the winners.
- If any participant is found over age or with any manipulation in his/her documents, he/she will be disqualified without any kind of prior intimation.
- The Tournament Organizing Committee has the right to postpone or cancel the Quiz Competition in the case of unavoidable circumstances. All participants are requested to co-operate in any such case.
- In case of any dispute the decision of the Tournament Organizing Committee will be final and binding.
- If caught cheating during the event, the athlete will be disqualified on the spot.
- The results will be emailed on your registered email ID.

### **Points Calculations:**

- For every question answered correctly, you get points that are divided into 2 parts: the base points and the time bonus points.
- The base points for question 1 are 100 points. The base points for every subsequent question X (where X = 2 or 3 or 4 etc.) are the base points for the previous question + 100 x X. If you look at the example in the help article, you see that the base points are 100,  $100 + 2 \times 100 = 300$ ,  $300 + 3 \times 100 = 600$ , etc.
- The time bonus points are calculated by using a "multiplier". When the participant answers quickly, the multiplier is high (at most 0.8). When the participant is slower, the multiplier will be lower (for example 0.2). Then you multiply the multiplier by the base points to get the time bonus points.
- For example, if the multiplier is 0.8 and you are at question 3, the base score will be 600 and the time bonus points will be 0.8 x 600 = 480.
- The total score of the participant is the sum of the base points and the time bonus points for all correctly answered questions.
- A 10 seconds penalty will be levied for every question answered incorrectly and the time will be added for every question answered correctly while playing the quiz.



## Important things to note:

- Participants are supposed to log in 15 minutes prior to their schedule, if any player fails to log in, then he or she will not be eligible to play the tournament.
- Use the SFAPLAY.COM forum to raise any query / questions and patiently wait for the organizers to get back to you.
- Do not use abusive/aggressive/ foul language in the forum or in any communication with anyone, one should maintain the decorum of the tournament. Organizer's decision would be final. Usage of any abusive/aggressive/ foul language may result in disqualification.
- Organizer's decisions will be final.

#### **Prizes:**

- Winner Certificate (for Top 3 winners of each category)
- Participation Certificate (for all participants)
- SFA Training Club Voucher of ₹199.
- SFA Training Club FREE Training Session.
- The results will be declared a week after the date of the tournament.

For queries please contact: 022-49558095 or email us at info@sfaplay.com

# \*SUBJECT TO CHANGE