



8th International Abilympics

Leisure and Living Skills Contests

L36. E-Sports

1. Task Assignment: FIFA On-line 2(<http://fifaonline.pmang.com/>)

2. Requirements

- Contest shall be proceeded according to the given contest regulations.
 - * Refer to the attached contest regulations
- Contestants are required to have full-understanding of the contest regulations before the contest.
- The program of the contest shall begin as the chief judge enters the site.
- The results of the contest shall depend on the decisions of the judges and the contestants are to accept the decisions made.
 - *If contestants are not satisfied with the results of evaluation, they may make appeal to the judges for final judgments. The final decision will be made through the discussions of the judges after the contest.




3. Allocation Time

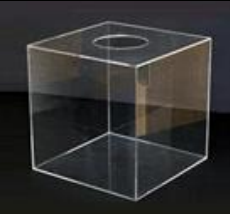
10 Minutes / 1Match.

4. List of Materials to be Provided : N/A

5. List of Tools to be Brought : N/A

6. List of Facilities Installed at Contest Site

No.	Type	Equipment	Picture	Specification	Unit	Qty	Note
1	Equipment	Worktable		Width 90cm or longer, length 65cm or longer, height 70~85cm (Height adjustable)	Each	1 per contestant	Or similar
2		Chair			Each	1 per contestant	
3		Personal computer		Core i5 3.2G, 2G RAM, 320G HDD	Each	1 per contestant	
4	Program for contest	FIFA Online 2		Standard specifications for online download	Each	1 per contestant	
5	Stage Equipment	Size of Stage		90000 x 180000 or larger	Each	1	Subjected to change according to site
6		Video/Transmission system		Screen 250~300 inches	Set	3	
7		Sound system		Amp, speakers, microphones etc.	Set	1	
8		PC system		Observer PC and Monitor	Each	2	
9		LCD TV			50 inches	Each	4

No.	Type	Equipment	Picture	Specification	Unit	Qty	Note
10	Others	LAN		Internet line	Each	1	
11	Program	Program		Program	Each	3	
12	Lottery	Lottery box & balls			Set	1	

7. Evaluation Criteria

- Regulations of Results according to contest orders

Article 3 Contest

- ① Contest: Individual Play
- ② Contest Set
 1. Matches before Quarter finals: Single Round
 2. Matches after Semi-finals: Best of 3 Rounds
 - ※ The contest set is subjected to change according to the number of contestants. In case of any change of plans, prior notice will be provided from the Organizing Committee.
- ③ Winning Conditions: Order of the highest points after the 90-minute contests
- ④ Additional Time: In case of equal score after 90 minutes of play, additional time may be given. If no team scores during the additional time, contestants shall participate in penalty shoot-outs.
- ⑤ Mode: Match mode
- ⑥ Deciding Home/Away: Winner of coin toss has the priority of selecting
- ⑦ Uniform: Loser of coin toss has the priority of selecting
- ⑧ Team Selection
 - May select one of national team or club team
 - May not select career team
 - ※ Refer to the attached data of detailed regulations

e-Sports Regulations

Chapter 1 Contest Outline

Article 1 Name of Contest

FIFA ONLINE 2

Article 2 Contestant Qualifications

Only the persons with disabilities who are 15 or older at the opening date of IA Seoul 2011, which is 26th of September 2011, are qualified as contestants.

Article 3 Contest

① Contest: Individual Play

② Contest Set

1. Matches before quarter finals: Single Round

2. Matches after semi-finals: Best of 3 rounds

※ The contest set is subjected to change according to the number of contestants. In case of any change of plans, prior notice will be provided from the Organizing Committee. (E.g. Contestants may play group match or tournament for matches before quarter-finals. Group match will be single round. In case of a tournament, matches before quarter-finals will be a 3-game-match, semi-finals will be a 5-game-match, and finals will be a 7-game-match)

③ Winning conditions: Order of the highest points after the 90-minute contests

④ Additional Time: In case of equal score after 90 minutes of play, additional time may be given. If no team scores during the additional time, contestants shall participate in penalty shoot-outs.

※ 1 minute 40 seconds (1/3 of the total playing time) shall be given for each 1st and 2nd half of the additional time.

⑤ Mode: Match mode

⑥ Deciding Home/Away: Winner of coin toss has the priority of selecting

⑦ Uniform: Loser of coin toss has the priority of selecting

⑧ Team Selection

1. May select one of national team or club team

2. May not select career team

Article 4 Contest Settings

- ① Contest Time: 5 Minutes each for 1st & 2nd Half
- ② Contest Site: Urban Training
- ③ Difficulty: Normal
- ④ Weather: Fine
- ⑤ Game Speed: Normal
- ⑥ Radar: On
- ⑦ Off-side: On
- ⑧ Injury: On
- ⑨ Uniform: Selection of different colors

Chapter 2 Contest Regulations

Article 5 Bug Ban

- ① All corner kicked balls that fall in the goal keeper's box within the penalty area
- ② Throwing the ball directly into the penalty box during throw-in at the attacking side.
- ③ Inducing the following behavior, by using keys Q+W, Q+A, D, A from before the mid line
 1. Induce 1:1 with goal keeper
 2. Induce an exclusive side chance
 3. Other plays using keys Q+W, Q+A, D, A are permitted if the purposes are not relevant to any of the above
- ④ Mid-range shoot from within 4 areas of the mid line.
- ⑤ Other bugs that influence the match

Article 6 Misbehavior

Contestants shall behave orderly during the match and shall not misbehave of the following.

- ① Contestants shall start the kick off with a back pass
- ② Contestants shall not intentionally delay time by continuous passing.
- ③ Any type of goal ceremonies that do not show sportsmanship.
- ④ Contestants shall not discriminate or offend the opponents.
- ⑤ Contestants shall not misbehave and provoke the opponents.

Article 7 Disconnect

- ① In case of disconnection during the 1st half of the match, score shall be acknowledged and match shall resume.
- ② In case of disconnection during the 2nd half of the match, score shall be acknowledged and the 2nd half of the match shall resume.
- ③ In case of disconnection during the match, 1 point shall be awarded to the opponent for every player ordered to leave the field.
- ④ In case of disconnection after the 1st half finishes, the team shall be considered victorious if they are ahead of the game by 4 or more points.

Article 8 Equipments

- ① Before the contest, contestants shall inspect their equipments and computer system and the organizer shall co-operate with the contestants.
- ② Contestants shall be responsible for any problems that occur due to careless inspection.
- ③ The organizing committee shall provide the following equipments, excepting PCs.
 1. Mouse
 2. Keyboard
 3. Mouse-pad
 4. Head set
- ④ Contestants are permitted to use any personal equipments needed for the contest, by receiving approval of the judges before the contest.
- ⑤ Contestants shall be responsible for any problems that occur regarding personal equipments.

Article 9 Account

- ① Contestants must use the same ID which they had been using up to this contest.

Article 10 Item

- ① Contestants are not permitted to use “uniform cards” and “condition up” items.
- ② Contestants are permitted to use “health drink” items.

Article 11 Chatting

Contestants are not permitted to chat during the contest.

Chapter 3 Disciplinary Actions

Judges may conduct disciplinary actions to the contestants who misbehave. (Notice, Warning, Forfeiture)

Article 12 Notice

- ① If a contestant uses a banned bug according to Article 5
- ② If a contestant misbehaves according to Article 6
- ③ If a contestant breaches the chatting regulations according to Article 11
- ④ If the judge believes that a contestants has acted in such a way to be given notice.

Article 13 Warning

- ① If 2 or more notices have been given in one match
- ② If the judge believes that a contestants has acted in such a way to be given warning

Article 14 Forfeiture

- ① If a contestant is believed to have intentionally misbehaved in order to directly influence the results of the match.
- ② If a contestant does not arrive on time of the contest.
- ③ If a contestant receives 2 warnings in one match.
- ④ If a contestant has received a total of 3 warnings in the matches after the quarter finals.
- ⑤ If the ID of a contestant has been seized due to various restrictions.

Article 15 Leave the match

If a contestant or team intentionally/continuously misbehaves to directly influence the results of the match, the chief judge may order the contestant or the team to “Leave the Match”.