

FIFA Soccer 07™

- ❑ **Game Version: FIFA Soccer 07™**
- ❑ **ESRB Rating: Everyone 6+**
- ❑ **General**
 - Competition Method: 1 vs. 1
 - Game Mode : International and Club
 - Host, client will be announced before the match or decided by coin toss.
 - Player change and strategy change is limited to 3 times throughout the game. (The changes before the start of first and second half are not included in this count.)
 - At the end of each match, players must maintain the final screens and receive confirmation from a referee.
 - WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data
- ❑ **Stadium Setting**
 - Stadium : Stadium : Bay Arena or Division3 Euro
 - Weather : Sunny Day
- ❑ **Game setting precautions**
 - The official, licensed FIFA Soccer 2007 product must be used, and no separate patches are allowed. (No arbitrary changes allowed)
 - Multitool patch must be used.
 - In addition, the abilities of teams and players cannot be modified arbitrarily.
 - Graphic and other setting may only be setup through the menu. (Configuration file cannot be used) Maximum allowed resolution is 1024x768x32
 - Players on both sides must select the options before they begin the game. The match result will be accepted even if the players find out that each others' settings were different afterwards.
 - Players must kick-off with a backward pass at the beginning of each half and after every goal is scored.
 - It is not allowed to score a goal from the own half.
 - Players on both sides have to use FIFA Multi Tool to set difficulty level. FIFA Multi Tool is available here (Hamachi tool is not allowed)
 - Only short corners and long crosses outside of the goalkeeper area (5m) are allowed.
 - Players may change the file devdata.dat because of incompatibility with some gamepads.

- The rocket-pass is not allowed.
- Changing the Midfield or Attacker Players to deactivate the covering of the opponent is not allowed. If you want to change your tactic or formation, you have to pass the ball after the change back to the opponent.
- Long Balls are forbidden. There is a tolerance zone located some few meters before the midfield line. However, after the own midfield the player is allowed to use this combination.

❑ Settings

- Basic Settings

Difficulty Level	World class	Game speed	Fast
Half-Length	6 minutes	Injuries	Off

- Advanced Settings

Home Auto Switching	Zero	Bookings	On
Away Auto Switching	Zero	Time/Score Indicator	On
Offside Rule	On	Player status Bar	On
Radar	On	Performance Meter	Off
Starting Subs	5		

❑ Disconnect

- Disconnect: If the disconnect occurred within the first half of the game, the score and the time played so far will be noted. A new game will be started in which the remaining time prior to the disconnect will be played. As soon as the lost time has been accounted for, both players are to immediately all further actions and remain idle until the first half is over. The same rule applies for a disconnect in the second half of the game. The length of the overtime will be decided by the referee.
- Intentional disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit

❑ Penalty for unfair play

- Unfair play
 - 1) Use of any cheat program
 - 2) Intentional disconnection
 - 3) Use of any settings exceeding standard and permitted settings
 - 4) Any unnecessary chatting during the match.
 - 5) If referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the player may be given a

warning or lose by default at the referee's sole discretion.

- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
 - During the course of any match, the operations staff and/or referee may determine other actions to embody unfair play at any time.
- ❑ **These rules are for the WCG 2007 National Championship and are subject to modification in the following aspects.**
- Use of most recent patch/version release of each official game within WCG committee's own discretion.
 - In-game settings and required factors necessitated by use of most recent patch version/release
 - Cheat Protection Program release and/or cheat protection functions