STEM FEST

MANARAT STEM FEST 2027

E-SPORTS: FC26 RULEBOOK

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1. General Rules

•The tournament will be managed by the Manarat Science Club, hereafter called the "Organizer." The rules have been enacted and enforced to ensure the competition's integrity and smooth flow of rounds and matches.

•All participants are required to read the competition rules and regulations. Participation in the competition signifies that the participant agrees to abide by all the rules and participate in this competition.

•Any participant who violates the rules will be subject to due consequences at the of the organizing body.

•Compliance with the code of conduct of Manarat Dhaka International School and College is required.

2. Eligibility and Registration

•To be eligible to participate in the competition, participants must have:

1. completed their registration in their respective category as provided .
2. participant must be a student of an institution. as well as legal residents of Bangladesh.
3. To be certified as a student by the Organizer, participants must provide their student ID.
4. Participants must have an active game account in decent standing/rank
5. A player may only be registered on one team per tournament.

3. Registration

•All participants must register in their respective categories and provide the necessary ID, along with voluntarily providing all the information required during registration.

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4. Punctuality

•All the participants must be present before the start of the segment

•The segment schedule will be announced on social media pages as well as in the itinerary.

5. Lateness

•If any team is not found within competition timing, they will be disqualified and not refunded.

•The segment will begin as schedules unless directed otherwise by the organisers

6. Match Settings (Strict Enforcement)

These settings must be verified by both players before kickoff. Playing a match with incorrect settings may result in immediate disqualification.

- •Game Mode: Kick off/ offline friendlies
- •Squad Type: Offline Squads (90/95 rated or default latest update)
- •Half Length: 6 minutes or 4 minutes (12 or 8 minutes in total)
- •Game Speed: Normal
- •Camera Settings: -Camera: Tele Broadcast -FoV: 90 (or default 10-20 height/zoom standard)
- •Gameplay Mechanics: -Injuries: off -handball: off -offsides: on -live form: off

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7. Tactical Restrictions (Crucial for Balance)

•Formation Balance: The use of formations with 5 defenders is PROHIBITED

•Custom tactics: Permitted, but must be set up within a strict 3-minute pre-match window.

•Custom Formations: Moving player positions manually to create non-standard formations (e.g playing a striker at CDM) is prohibited.

8. Tournament Structures and Tiebreakers

•Knockout Format: Matches are “Single Elimination” or “Double Leg (Home & Away)” depending on the round.

•Tiebreakers (Elimination Round):
    •If a single-leg match ends in a draw: Direct to Penalty Shootout (No Extra time).
•Tiebreakers (Double Leg):
    •Winner determined by Aggregate Score.
    •If Aggregate is tied: Extra Time is played.
    •If still tied after ET (extra time): Penalty Shootout.

9. Devices and Networks:

•Own Device: Participants are strongly encouraged to use their own compatible device to avoid compatibility issues or "stick drift" excuses. Organizers are not liable for any issues faced if appealed later.
•Network issue: If any player is reported to be facing any network issues they must switch to their cellular data and keep sufficient setups to avoid any further connectivity issues.
    •But if the issue is faced within the first 15min then there will be a chance of restarting the game

•[NO LATE EXCUSES WILL BE ACCEPTED NOR THE HOSTS ARE RESPONSIBLE FOR ANY LOSS].

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10. Conduct and Fair Play

•Zero Tolerance: No hacks, scripts, bots or "stream sniping".

•Behavior: Abuse of officials, opponents, or audience members (verbal or physical) results in immediate penalties or disqualification. This aligns with the code of conduct of the host venue (e.g. E-Sports dept.).

•Collusion: Match-fixing or intentionally losing to manipulate the bracket is strictly forbidden.

11. Pause Rules and Disruptions:

•Legal Pauses: Players may only pause the game when the ball is out of play (throw-in, goal kick or free kick).

•Pause Limit: Maximum 5 minutes of total pause time per match for per player.

•Disputes:
- •Must be submitted within 2 minutes after the match ends.
- •Evidence Required: Screenshots or Video proof is mandatory for any claim (which might be of wrong settings or formation abuse).

•"Play On" Rule: If you notice the settings are wrong (e.g 4 min halves instead of 6) but you play the entire match and lose, the result STANDS. You must pause and report it within the first half time in-game minutes. NO late accusations will be accepted

12. Finality of Decisions

•All decisions regarding the interpretation of these rules, player eligibility, scheduling of the tournament, and penalties for misconduct lie solely with tournament organisers, the decisions of which are final.

•These rules may occasionally be amended, modified, or supplemented by tournament organisers to ensure fair play and the tournament's integrity without any not