

EA FC 25 – regulations

STEM Games 2025

EA FC 25

- The competition is held in mixed competition.
- Each higher education institution may apply up to one team.
- A team of 2 players applies for the competition.
- All players play at their own risk.
- Players will take care of the peripherals used for play and in case of damage will compensate the cost to the organizer.
- All players take responsibility for their items in the eSports Arena, as the organizer is not responsible for lost, abandoned or stolen items.
- The organizer will not be held responsible for any accidents, injuries and other damages.
- Competition regulations are made by the organizer.
- The leader of the competition has the right to interpret these regulations.
- Players are expected to bring their own gaming periphery.

Competition system

The competition is held on computers using console controllers.

Players are required to provide their own controllers. The controllers must have the capability of connecting to a Windows PC.

A maximum of 16 teams compete in the competition. Teams consist of 2 members.

The tournament is divided into two phases (group and elimination phase).

In the first phase the teams are divided into up to 2 groups consisting of 4 to 8 teams. The results of the matches are recorded and there are no overtimes and penalties. The group phase of the competition is played in “best of 3” format. The two best teams from both group go in the elimination phase of the competition. In case of a tie in the group stage, the mutual relations of the team are considered. If there is a tie for the three teams, the team with the best goal difference advances. The first two games of each match are played simultaneously in a 1 vs 1 format, the teams come to an agreement on which player from one team will play against which player from the other team. In case of



an unresolved score at the end of the first 2 games, the third game in the match is played in a 2 vs 2 format.

The elimination phase of the competition is played in “best of 5” format. The first 4 games of each match are played in a 1 vs 1 format like in the group phase, with the difference being the players swap opponents after their first game. In case of an unresolved score a 5th game is played in a 2 vs 2 format, and in case of the 5th game being a tie overtime and penalties are played.

If there are less than 8 registered faculties, the organizer will announce the competition system after the final confirmation of the number of participants.

The organizers reserve the right to change the structure of the competition.

Game rules

Clubs are selected regardless of their strengths.

Both teams can have the same club.

Matches are played for 6 minutes half time and “live form” is turned OFF.

Injuries are allowed.

Pausing the game and penalties

Pause of the game is allowed only in interruptions of the match (out, corner, free kick), except in exceptional circumstances.

Destroying the tournament equipment is forbidden. In case of violation of this regulation the violating team will be disqualified.

It is forbidden to provoke opponents and to communicate with observers. In case of a violation of this regulation, the player will be warned. The second warning is followed by a penalty that results in the victory of the opponent only in that match.

An excluded player has no right to continue the tournament.

If a match is interrupted due to technical issues, only the interrupted game of the match is repeated.

Delays will not be tolerated. During the game, all team members must be present until the end of the match.

If the competitor violates the rule of any article mentioned in these regulations, the organizer reserves the right to disqualify the competitor and the faculty he represents from further competition.

Likewise, if a participant violates the rule of any article mentioned in these regulations, the organizer reserves the right to assign defeat to the competitor and/or faculty he represents.



Leaders of the competition
Mateo Paladin & Luka Kontek