

EVF EUROPE REGULATIONS:

Valid for Champions League and Europa League

1. Structure of the European Competition:

32 Teams

8 Groups of 4 teams each group

The 1st and 2nd place in each group qualify for the Round of 16

2. Match results.

2.1 The Team Manager (MG) must report sent images of:

- Result

- Ratings (Optional)

Before 5:00 p.m. the day after the match

If neither team presents the report before the indicated time, the result of the match will be determined to be a zero draw (0-0).

2.2 Both teams must report

2.3 Possible claims must be made within 24 hours following the official match time, otherwise said claim will be automatically considered invalid.

3. Competition setup:

3.1 Each team will play on the date and time indicated against its rival, unless by mutual agreement both MGs decide to advance or delay the match.

In the event that an agreement is not reached, the official time will be the one set by the league calendar and the team that does not show up will lose its match by default.

All these changes must always be approved by an EVF administrator.

3.2 Each league match will be resolved as follows

Victory: 3 points

Tie: 1 point

Defeat: 0 points

3.4 In the event of a tie on points, the tiebreaker is established in the following order

1- Goal difference

2- Goals of favor

3- Direct confrontations

4- Goals against

4. Match schedule:

4.1 The official times and days of the European competitions are distributed as follows:

EVF EUROPA:

Champions and Europa League – Thursdays at 10:40 p.m.

4.2 The established match schedule includes ten minutes of courtesy in all our competitions for any unforeseen event. It is important to emphasize that all invitations can be made possible within the established schedule, once the courtesy minutes have passed, if the venue has not invited, or the visitor has not accepted the invitation, the match lost will be given by default.

Important: If a team invites at 22:50 and 59 seconds, the rival will have the right to accept or not the invitation, since the courtesy time will have already passed at that time.

5. Leave the game

5.1 It is allowed to abandon the match in case of any problem within the first ten minutes of playing time in order to resolve it (fall of a player due to problems of connection, bug with the color of the shirts...). You will not be able to leave the game once the courtesy minutes have passed.

5.2 If a team leaves after minute 10, the match will be lost by default.

5.3 If a goal is scored before the 10th minute it will be valid, even if it was scored while one of the teams was leaving the match.

5.4 If after attempts to play (3 invitations per local team always within the courtesy time) there are still connection problems, the two teams must agree to set the match at another time or another day (section 3.1). If one of the two parties does not agree, the administration must be consulted so that it can find a solution.

5.5 In case of disconnection of the CLQ you will have until minute 10, the rival team may leave, and tell the rival to comply with the regulations, if the rival refuses they could request non-compliance of the regulations and request the default match.

5.6 If a match is restarted, it must be played with the same players who started it (new players cannot be included). If this happens, the team that violates this rule will lose your default match due to improper alignment.

6. Withdrawal of a team from the competition:

6.1 In the event that a team abandons the competition, the organization will not return the registration money once paid.

6.2 If a team abandons the competition once it has started, all its matches already played and those remaining to be played will go to defeat by default. The MG will have a sanction during the current competition of not being able to play in our competitions, also going on to never be able to manage a team again.

6.3 If a team decides to abandon the competition once it has finished and the dates of the competition have been met, this team will not receive any type of sanction.

7. Cards:

7.1 There is no accumulation of cards

7.2 Red Card = 1 game Sanction

7.3 Appeal Committee:

The Arbitration Committee becomes the Appeal Committee and will intervene ex officio in the following cases

7.4 Team that receives the red card notifies it and the rival does not notify it = The Red card is removed

7.5 The team that receives the red card does not notify it and the rival does = 2 game sanctions

8. Help or Test Players:

Playing with Help or Test players is prohibited. However, with payment services there is always an Open Market, so a team can register a player and remove him the next day if he wishes, as long as he registers him before playing an official match.

9. Blocks to the Goalkeeper:

9.1 Blocking the goalkeeper is not allowed, even if the game engine allows it. Any form of charging, obstruction or discomfort to the opposing goalkeeper in any type of play will nullify the result of the play.

9.2 To claim this point a video must be provided as proof that there is a clear obstruction on the goalkeeper.

9.3 It is not allowed to place players under the sticks or inside the small area to defend a direct free kick, except in the case that the team that takes the free kick targets players that you must mark to defend.

In corners there is no such restriction, and a maximum of one field player can be placed on each post.

10. Squad / Minimum number of players in the match:

10.1 Minimum number of players per squad: 12

10.2 Maximum Players per squad: 25 (unlimited with Payment Service)

10.3 Minimum number of players on the field in Champions and Europa League (11 Players)

11. The CLQ/Anyone:

11.1 The CLQ/Anyone is MANDATORY

12. The Goalkeeper:

12.1 The Goalkeeper is MANDATORY. If a team plays without a Goalkeeper, the opposing team can come out before the 10th minute of the game and ask the rival to add the Goalkeeper.

If the team refuses to play with Goalkeeper, they will lose the match by default. If the affected team does not realize it, after the 10th minute of the match, the match must continue.

13. Managers:

13.1 Accepting the position of manager is a commitment for the entire season. Leaving the team in the middle of the competition will be grounds for a one-season suspension in the EVF leagues as a player and YOU WILL NOT BE ABLE TO RETURN.

LEAD a team in our competitions as a manager. The competition begins as teams are assigned to their respective divisions in the weeks prior to the start of matches.

This sanction applies to all managers of the team who leave.

13.2 If the manager has to leave the team for any reason, it is his responsibility to notify the administration of his departure and present a player to take his place to avoid any sanction. For this, it will be communicated directly to the Administrator

13.3 The manager who does not report correctly or on time will receive a first sanction notice. If the poorly made reports or the absence of a report persist and the administration has proof of it, the manager will be sanctioned for as many games as possible.

as incomplete reports you have sent. If the number of incomplete reports exceeds 5, the points of all incorrectly reported matches will be withdrawn in favor of their rival by default.

13.4 The manager who concedes 5 DEFAULTS against during a season will be considered unfit to manage a team in the competition and WILL NOT BE ABLE TO MANAGE a team in the league AGAIN.

14. Payment Services:

Teams that obtain Payment Services only have an advantage in the Transfer Market issue, so the rest of the Regulations apply in the same way to any team.

15. Set pieces/Sanctions:

15.1 The team that takes the set piece must wait 2 seconds of real time so that the rival team can position itself before taking said play. If you change the thrower you have to wait 3 seconds for the opponent to put back on. If they do not wait and the play ends in a goal, it will be annulled.

15.2 Players cannot be placed under the sticks during free kicks. Nor can players be placed outside the field during set-piece kicks, thereby buoying players from the rival team.

15.3 Every year the game is open to having new bugs. Any type of error that gives one team an advantage over the other is not allowed. Any goal scored involving an error will be disallowed. If the error affects the physical or playing conditions of the player on the field, the match will be annulled and the player will be forced to withdraw said improvements.

15.4 Fair play is something that we want to take into account at EVF. The use of tactics such as wasting time cannot be sanctioned by the Administration since they are tactics that are carried out in real life, but everything has some limits. Teams that make fun of the opponent by doing skills, or putting the majority of the team's players in the goal, or similar unsportsmanlike practices before the 80th minute will be sanctioned with a 2-game suspension for the manager and the loss of the match by default. If the team repeats the offence, it will be expelled from the competition.

16. Penalties for toxicity:

EVF understands that the competition should be a reflection of values of civility and sportsmanship. For this reason, the behavior of the members of the competition inside and outside of the games, both in the games and on the web and on social networks, it will be taken into account in order to generate a friendly and respectful environment for everyone.

16.1 Any disqualification or lack of respect of a public nature towards the organization, teams and/or users as such will be punished with a sanction of 1 to 20 games at the discretion of the committee. In case of threats or discriminatory comments, The sanction will be at the discretion of the organization, and may lead to expulsion.

EVF reserves the right to modify, change, totally or partially, any of the rules or regulations described above, in any way they deem appropriate for the benefit of the Pro Clubs community.

Any decision made by an Administrator will be respected and will not be negotiable once the decision has been made.