

PES 2009 version 1.0 REGULATIONS

GAME: Pro Evolution Soccer 2009.

CONSOLE: Playstation 3.

COMPETITION MODE: 1vs1 Exhibition (Off-line).

TOTAL PRIZE POOL: 30.000 euros in gold coins.

PRIZE POOL DISTRIBUTION: 1st 12.000 euros in gold coins, 2nd 6.000 euros in gold coins, 3rd 3.000 euros in gold coins, 4th 1.800 euros in gold coins, 500 euros in gold coins (5th to 8th), 250 euros in gold coins (9th to 16th), 100 euros in gold coins (17th to 32nd), 50 euros in gold coins (33rd to 64th) (first 64 win prize).

REGULATIONS: At the moment of the subscription, these regulations are entirely accepted. Pro Evolution Soccer 2009 Tournament will be played in 1vs1 mode, using the following settings and game modes, knowing that they may vary until the beginning of the tournament depending on the Ps3, the game and the total amount of players.

The use of your own Joypad is mandatory (wired). In substitution, the use of a Ps2 Joypad linked with the wired device given by the organization is allowed.

It will not be possible to use a memory card for the formation as in the Ps3 this device is not useable. It is allowed though to use any other support (USB Pen, Cell phone or others) if the players gives it to the Admin before the beginning of the match and the Admin himself charges it on the Ps3 (further confirmation in Ver 1.1 of the regulations).

Otherwise the only chance to save your formation is if you set the formation in the warm-up time and save it on the Ps3, as players will use the same Ps3 for the rounds.

GENERAL SETTINGS

Language: Italian.*

Video Mode: Pal (50 hz).

Teams: Clubs or Nationals (free choice, with the chance of changing it for every match).

GAME SETTINGS

Game Level: Top Player.

Match Duration: 10 Minutes.

Injuries: Yes.

Condition (Home and Away): Normal – Green Arrow.

COM Starting Line-up Auto select: No. *

Ball Type: Classic. *

STADIUM SETTINGS

Time: Day. *

Season: Winter. *

Weather: Fine. *

Stadium: "Stadio Olimpico.*

RULES SETTINGS

ROUNDS

Home and Away: No

Away Goal: No.

Extra Time: No.

Penalty Kicks: No.

Max No. of Substitutions: 3 players.

ELIMINATION

Home and Away: Yes (This setting is subject to modifies upon The Gameland Staff discretion).

Away Goal: No.

Extra Time: Yes.

Penalty Kicks: Yes.

Max No. of Substitutions: 3 players.

EFFECTS AND PRE-MATCH SETTINGS

Entrance Scene: No.

Stadium Effect: No.

Support: Neutral

Number of Spectators (Home and Away): Random.

GAME OPTIONS

Camera Type: Normal - Long. *

Tailing Camera: Ball. *

Camera Angle: Preset (Default). *

Radar Position: Bottom.

Formation Settings: As the player prefers (we suggest to verify the status of these settings BEFORE the match starts; if any of them is not set before the game starts, it will not be a reason to complaint for after the game has ended).

Players Settings: As the player prefers (we suggest to verify the status of these settings BEFORE the match starts; if any of them is not set before the game starts, it will not be a reason to complaint for after the game has ended).

Controller Settings: As the player prefers (we suggest to verify the status of these settings BEFORE the match starts; if any of them is not set before the game starts, it will not be a reason to complaint for after the game has ended).

* (it will be possible to play with different settings, only if both players agree on the new settings and if the Admins allow the change).

TOURNAMENT PROGRESS:

Every player will be put in a 4 players Round, with direct confrontation, 10 minutes games. The points given to the players for every match are:

Win: 3 Points

Draw: 1 Point

Loss: 0 Points

The first 2 players in every round will automatically be inserted in the Final-board.

The criteria used to establish the classification of each player in their rounds are:

1. Points obtained
2. Best general goal difference
3. Direct match result (in case of a draw in the classification between 2 players)
4. More goals scored
5. More goals scored in 1 match
6. Best goal difference in direct match
7. More goals scored in direct match
8. More goals scored in 1 match in direct match
9. Penalty Kicks

The players, to make for the second phase will be suited following the previous settings and will have to play an Home / Away match**** of 10 minutes with extra times and penalty kicks. This criteria will be used until the final phase. For the final phase, a match will last 15 minutes, not Home / Away mode, with extra time and penalty kicks. Silver and Golden Goals are not considered, and therefore don't count.

**** for at least 2 rounds in the final-board (depending on the number of qualified players) the games may not be in Home/away mode for timing reasons. (check Ver 1.1 for further details)