



FIFA 20

[#tikitakafifa2020](#)



Structure

32 players

4-7 games total

2 days tournament

12 minutes matches

\$25 registration fee



FIFA20

Winner Prizes

1 Free pass - Final Consolation

1 Free pass - Third Place

\$80 - Second Place

\$270 - First Place



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Wallchart

#tikitakafifa2020

Group Stage

GROUP A	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Round of 16

A1

B2

A2

B1

GROUP B	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Quarter Finals

TBD

TBD

TBD

TBD

Quarter Finals

TBD

TBD

TBD

TBD

Group Stage

GROUP E	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Round of 16

E1

F2

F1

E2

GROUP F	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Group Stage

GROUP C	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Round of 16

C1

D2

D1

C2

GROUP D	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Semi Finals

TBD

TBD

Semi Finals

TBD

TBD

Group Stage

GROUP G	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Round of 16

G1

H2

H1

G2

GROUP H	
#	TEAM
1	T1
2	T2
3	T3
4	T4

Final

TBD

TBD

Third Place

TBD

TBD



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Day 1

(Thursday, April 9)

Group Stage matches

(3 games total)



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Group Stage

GROUP A						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 1)	0	0	0	0	0
2	(LOGO + NAME 2)	0	0	0	0	0
3	(LOGO + NAME 3)	0	0	0	0	0
4	(LOGO + NAME 4)	0	0	0	0	0

(PST)	GROUP A / MATCHES / APRIL 9				
7:30 pm	(NAME 1)			(NAME 2)	MATCH 1
7:30 pm	(NAME 3)			(NAME 4)	MATCH 2
8:00 pm	(NAME 1)			(NAME 3)	MATCH 3
8:00 pm	(NAME 2)			(NAME 4)	MATCH 4
8:30 pm	(NAME 1)			(NAME 4)	MATCH 5
8:30 pm	(NAME 2)			(NAME 3)	MATCH 6

GROUP B						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 5)	0	0	0	0	0
2	(LOGO + NAME 6)	0	0	0	0	0
3	(LOGO + NAME 7)	0	0	0	0	0
4	(LOGO + NAME 8)	0	0	0	0	0

(PST)	GROUP B / MATCHES / APRIL 9				
7:30 pm	(NAME 5)			(NAME 6)	MATCH 7
7:30 pm	(NAME 7)			(NAME 8)	MATCH 8
8:00 pm	(NAME 5)			(NAME 7)	MATCH 9
8:00 pm	(NAME 6)			(NAME 8)	MATCH 10
8:30 pm	(NAME 5)			(NAME 8)	MATCH 11
8:30 pm	(NAME 6)			(NAME 7)	MATCH 12



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Group Stage

GROUP C						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 9)	0	0	0	0	0
2	(LOGO + NAME 10)	0	0	0	0	0
3	(LOGO + NAME 11)	0	0	0	0	0
4	(LOGO + NAME 12)	0	0	0	0	0

(PST)	GROUP C / MATCHES / APRIL 9				
7:30 pm	(NAME 9)			(NAME 10)	MATCH 13
7:30 pm	(NAME 11)			(NAME 12)	MATCH 14
8:00 pm	(NAME 9)			(NAME 11)	MATCH 15
8:00 pm	(NAME 10)			(NAME 12)	MATCH 16
8:30 pm	(NAME 9)			(NAME 12)	MATCH 17
8:30 pm	(NAME 10)			(NAME 11)	MATCH 18

GROUP D						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 13)	0	0	0	0	0
2	(LOGO + NAME 14)	0	0	0	0	0
3	(LOGO + NAME 15)	0	0	0	0	0
4	(LOGO + NAME 16)	0	0	0	0	0

(PST)	GROUP D / MATCHES / APRIL 9				
7:30 pm	(NAME 13)			(NAME 14)	MATCH 19
7:30 pm	(NAME 15)			(NAME 16)	MATCH 20
8:00 pm	(NAME 13)			(NAME 15)	MATCH 21
8:00 pm	(NAME 14)			(NAME 16)	MATCH 22
8:30 pm	(NAME 13)			(NAME 16)	MATCH 23
8:30 pm	(NAME 14)			(NAME 15)	MATCH 24



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Group Stage

GROUP E						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 17)	0	0	0	0	0
2	(LOGO + NAME 18)	0	0	0	0	0
3	(LOGO + NAME 19)	0	0	0	0	0
4	(LOGO + NAME 20)	0	0	0	0	0

(PST)	GROUP E / MATCHES / APRIL 9				
7:40 pm	(NAME 17)			(NAME 18)	MATCH 25
7:40 pm	(NAME 19)			(NAME 20)	MATCH 26
8:10 pm	(NAME 17)			(NAME 19)	MATCH 27
8:10 pm	(NAME 18)			(NAME 20)	MATCH 28
8:40 pm	(NAME 17)			(NAME 20)	MATCH 29
8:40 pm	(NAME 18)			(NAME 19)	MATCH 30

GROUP F						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 21)	0	0	0	0	0
2	(LOGO + NAME 22)	0	0	0	0	0
3	(LOGO + NAME 23)	0	0	0	0	0
4	(LOGO + NAME 24)	0	0	0	0	0

(PST)	GROUP F / MATCHES / APRIL 9				
7:40 pm	(NAME 21)			(NAME 22)	MATCH 31
7:40 pm	(NAME 23)			(NAME 24)	MATCH 32
8:10 pm	(NAME 21)			(NAME 23)	MATCH 33
8:10 pm	(NAME 22)			(NAME 24)	MATCH 34
8:40 pm	(NAME 21)			(NAME 24)	MATCH 35
8:40 pm	(NAME 22)			(NAME 23)	MATCH 36



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Group Stage

GROUP G						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 25)	0	0	0	0	0
2	(LOGO + NAME 26)	0	0	0	0	0
3	(LOGO + NAME 27)	0	0	0	0	0
4	(LOGO + NAME 28)	0	0	0	0	0

(PST)	GROUP G / MATCHES / APRIL 9				
7:40 pm	(NAME 25)			(NAME 26)	MATCH 37
7:40 pm	(NAME 27)			(NAME 28)	MATCH 38
8:10 pm	(NAME 25)			(NAME 27)	MATCH 39
8:10 pm	(NAME 26)			(NAME 28)	MATCH 40
8:40 pm	(NAME 25)			(NAME 28)	MATCH 41
8:40 pm	(NAME 26)			(NAME 27)	MATCH 42

GROUP H						
#	TEAM	PT	GP	GF	GA	GD
1	(LOGO + NAME 29)	0	0	0	0	0
2	(LOGO + NAME 30)	0	0	0	0	0
3	(LOGO + NAME 31)	0	0	0	0	0
4	(LOGO + NAME 32)	0	0	0	0	0

(PST)	GROUP H / MATCHES / APRIL 9				
7:40 pm	(NAME 29)			(NAME 30)	MATCH 43
7:40 pm	(NAME 31)			(NAME 32)	MATCH 44
8:10 pm	(NAME 29)			(NAME 31)	MATCH 45
8:10 pm	(NAME 30)			(NAME 32)	MATCH 46
8:40 pm	(NAME 29)			(NAME 32)	MATCH 47
8:40 pm	(NAME 30)			(NAME 31)	MATCH 48



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Day 2

(Friday, April 10)

1 Round of 16 match

+

1 Quarter Final match

+

1 Semi Final match

+

1 Final/Third Place match

(1-4 games total)



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Round of 16

MATCH 49 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(A1)	(-)
(LOGO)	(B2)	(-)

MATCH 50 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(A2)	(-)
(LOGO)	(B1)	(-)

MATCH 51 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(C1)	(-)
(LOGO)	(D2)	(-)

MATCH 52 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(D1)	(-)
(LOGO)	(C2)	(-)

MATCH 53 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(E1)	(-)
(LOGO)	(F2)	(-)

MATCH 54 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(F1)	(-)
(LOGO)	(E2)	(-)

MATCH 55 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(G1)	(-)
(LOGO)	(H2)	(-)

MATCH 56 / APRIL 10 / 7:30 PM (PST)		
(LOGO)	(H1)	(-)
(LOGO)	(G2)	(-)



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Round of 16 (Consolation)

MATCH 49 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(A3)	(-)
(LOGO)	(B4)	(-)

MATCH 50 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(A4)	(-)
(LOGO)	(B3)	(-)

MATCH 51 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(C3)	(-)
(LOGO)	(D4)	(-)

MATCH 52 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(D3)	(-)
(LOGO)	(C4)	(-)

MATCH 53 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(E3)	(-)
(LOGO)	(F4)	(-)

MATCH 54 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(F3)	(-)
(LOGO)	(E4)	(-)

MATCH 55 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(G3)	(-)
(LOGO)	(H4)	(-)

MATCH 56 / APRIL 10 / 7:40 PM (PST)		
(LOGO)	(H3)	(-)
(LOGO)	(G4)	(-)



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Quarter Finals

MATCH 57 / APRIL 10 / 8:00 PM (PST)		
(LOGO)	(WINNER MATCH 49)	(-)
(LOGO)	(WINNER MATCH 50)	(-)

MATCH 58 / APRIL 10 / 8:00 PM (PST)		
(LOGO)	(WINNER MATCH 51)	(-)
(LOGO)	(WINNER MATCH 52)	(-)

MATCH 59 / APRIL 10 / 8:00 PM (PST)		
(LOGO)	(WINNER MATCH 53)	(-)
(LOGO)	(WINNER MATCH 54)	(-)

MATCH 60 / APRIL 10 / 8:00 PM (PST)		
(LOGO)	(WINNER MATCH 55)	(-)
(LOGO)	(WINNER MATCH 56)	(-)



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Quarter Finals (Consolation)

MATCH 57 / APRIL 10 / 8:10 PM (PST)		
(LOGO)	(WINNER MATCH 49)	(-)
(LOGO)	(WINNER MATCH 50)	(-)

MATCH 58 / APRIL 10 / 8:10 PM (PST)		
(LOGO)	(WINNER MATCH 51)	(-)
(LOGO)	(WINNER MATCH 52)	(-)

MATCH 59 / APRIL 10 / 8:10 PM (PST)		
(LOGO)	(WINNER MATCH 53)	(-)
(LOGO)	(WINNER MATCH 54)	(-)

MATCH 60 / APRIL 10 / 8:10 PM (PST)		
(LOGO)	(WINNER MATCH 55)	(-)
(LOGO)	(WINNER MATCH 56)	(-)



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Semi Finals (Consolation)

MATCH 61 / APRIL 10 / 8:30 PM (PST)		
(LOGO)	(WINNER MATCH 57)	(-)
(LOGO)	(WINNER MATCH 58)	(-)

MATCH 62 / APRIL 10 / 8:30 PM (PST)		
(LOGO)	(WINNER MATCH 59)	(-)
(LOGO)	(WINNER MATCH 60)	(-)

Semi Finals

MATCH 61 / APRIL 10 / 8:30 PM (PST)		
(LOGO)	(WINNER MATCH 57)	(-)
(LOGO)	(WINNER MATCH 58)	(-)

MATCH 62 / APRIL 10 / 8:30 PM (PST)		
(LOGO)	(WINNER MATCH 59)	(-)
(LOGO)	(WINNER MATCH 60)	(-)



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Third Place (Consolation)

MATCH 63 / APRIL 10 / 9:00 PM (PST)		
(LOGO)	(LOSER MATCH 61)	(-)
(LOGO)	(LOSER MATCH 62)	(-)

Third Place

MATCH 63 / APRIL 10 / 9:00 PM (PST)		
(LOGO)	(LOSER MATCH 61)	(-)
(LOGO)	(LOSER MATCH 62)	(-)



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Final (Consolation)

MATCH 64 / APRIL 10 / 9:00 PM (PST)		
(LOGO)	(WINNER MATCH 61)	(-)
(LOGO)	(WINNER MATCH 62)	(-)

Final

MATCH 64 / APRIL 10 / 9:00 PM (PST)		
(LOGO)	(WINNER MATCH 61)	(-)
(LOGO)	(WINNER MATCH 62)	(-)

Tournament Guidelines

1.1 Each player has to register with its purchased credits first in order to participate.

1.2 The game schedule and the times when the games have to be played will be sent to all the captains in the tournament through a text message "**Broadcast List**" (WhatsApp), and will be published at our Instagram [@TIKITAKASOCCERLEAGUE](#).

1.3 The player who plays 'home' is responsible for starting a match.

1.4 Both opponents are responsible to add each other as friends on the **PS4**.

1.5 If both players are ready and started the game it is not allowed to hold extra breaks that are not allowed in game.

1.6 Each team is required to take at least one photo of the score.
This photo should contain: the score, the names and a time stamp.

1.7 When your next match is available in the schedule, you have to start directly.
If the match doesn't start in 15 minutes, the player who doesn't show up in time will be disqualified.

2. Specific game settings FIFA

2.1 General:

Settings: Standard settings

Match durance: 12 minutes (6 minutes per half)

Game speed: Normal

Level: Legendary

2.2 All matches should be played by a 'Friendly Match'

2.3 All matches has to be played with the online squads.

2.4 Only tactical defense is allowed.



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Tournament Guidelines

2.5 It's allowed to use custom formations.

2.6 When the EA servers are going down during a match, and all the participants of the tournament are getting kicked out of the match, the specific match of that round will be played again.

2.7 When 2 players can't connect in a private match, they won't receive any game points. If there is a possibility, the players can play the match after the group stage. The TikiTaka Admin will decide if there's time enough for the replay.

2.8 When the connection is lost, the match will be resumed at the remaining time and the current score.

2.9 Tournament with group stage:

The top 2 players of each group will qualify for the knock-out stage:

When the PT are the same, GD will decide who's going to the k.o. stage.

When the GD is the same, the points head-to-head decide who's going k.o. stage.

When the points head-to-head are the same, the scored goals(overall) will decide who's going to the k.o. stage.

When the scored goals(overall) are the same, there will be played a new match between the two players. When that match is a tie, there will be a new match with Golden Goal. (The first team that scores, wins the match)

2.10 Playoff stage:

All rounds in the knock-out stage will be Best of One (So 1 match).

When it's a tie, there will be a new match with Golden Goal.

(The first team that scores, wins the match)

2.11 It is allowed to play with club- and national teams.

2.12 It is allowed to change your team during the tournament.



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Tournament Guidelines

3. Reporting scores: **How do I report scores?**

Click on the game controller in the menu (active matches).
Select your active match on the icon with the blue 'I'.
Report the correct score and click on confirm.
Your score has been reported!

3.1 The player that wins the match must send a photo of the final score after finishing the game to the "**WhatsApp**" group chat.

3.2 The total score of a match must be reported in written by both players to the "**WhatsApp**" group chat.

3.3 Both players need to report the scores within 5' after the end of the match.

3.4 When the score of the players does not match, the players are supposed to upload a screenshot of the score within 10 minutes. The decision about what score is awarded ultimately rests with the TikiTaka Admin. We take a conflict seriously and want to provide the best experience for all of our players.

3.5 If someone deliberately passes the wrong score, the player in question immediately gets excluded from all online tournaments of Pro Players.

3.6 If both players do not report the score, the TikiTaka Admin determines the the outcome of the match.

3.7 When only 1 of the 2 participants reports the score (or when proof of the score is necessary), that player will be designated as the winner of the contest.

3.8 When both players report no score (or when needed proof of the score) to the Admin, both players will be disqualified.

3.9 When there is no Admin present at a match conflict in one of the mini-cups, the solution to the conflict between two participants will be postponed until another Admin will be online.



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Tournament Guidelines

4. Behaviour rules

4.1 all participants in TikiTaka tournaments must treat each other and the organization respectfully.

4.2 When a participant has hurtful, offensive or racist expressions towards his/her opponent, he will be immediately be disqualified and disciplinary measures will be taken.

4.3 Bad language and/or threats against the Tiki-Taka Hosts means an instant disqualification.

4.4 In cases of fraud and/or cheats, a participant will be disqualified immediately and disciplinary measures will be taken.

4.5 All participants are treated the same way by Tiki-Taka admin.
When breaking the rules, the following disciplinary measures will be taken.

1st offense:

The player will be disqualified immediately and will get an official warning

2nd offence:

The player will be disqualified immediately and will be excluded from the tournament for three months

3rd offence:

The player will be disqualified immediately and will be excluded from all future tournaments



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*Click here to
register!*



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