

2020 FISU eSports Challenge Football

FISU, FISU Oceania and UTSNZ are excited to announce the **2020 FISU eSports Challenge Football**.

The **2020 FISU eSports Challenge Football** is aimed at reaching as many universities and students worldwide as possible. It has been developed by FISU in recognition that technology provides new opportunities to interact and create bonds between people and organisations sharing a common interest, as well as new solutions to maintaining activity and contributing to the goal of providing university students with multiple and varied opportunities to pursue excellence in mind and body.

EVENT BRIEF

Name: 2020 FISU eSports Challenge Football

Mode: FIFA20

Platform: PlayStation 4 - Playstation Network

The programme and duration of the tournament will be fixed by the FISU Executive Committee.

The competitions will last eleven days (11) days and will include:

- one (1) men's tournament: thirty-two (32) players.
- one (1) women's tournament: thirty-two (32) players.

Each tournament will be made up of representatives from the following Continental Federations:

- EUSA – Europe maximum 8 players per tournament
- FISU America – America maximum 5 players per tournament
- FASU – Africa maximum 8 players per tournament
- AUSF – Asia maximum 7 players per tournament
- **FISU Oceania – Oceania maximum 2 players per tournament**
- 2 FISU Wildcards, directly allocated by FISU

COMPETITOR ELIGIBILITY

To be eligible to compete in the 2020 FISU eSports Challenge Football, participants must be:

- Students who are currently officially registered as proceeding towards a degree or diploma at a university or similar institute whose status is recognised by the appropriate national academic authority of their country.
- Former students of the institutions mentioned above who have obtained their academic degree or diploma in the year preceding the event.

NB: No age limit conditions apply to this event.

ENTRY AND SELECTION PROCESS

FISU Oceania Qualifier Event – 27-28 June 2020

UTSNZ Member institutions are invited to select and nominate a maximum of 2 representatives per university per gender to compete in the Oceania qualifier event. This event is to be hosted by Unisport Australia on behalf of FISU Oceania.

It is anticipated that university sport departments will work with their respective eSports clubs on campus, or where there is no eSports Club through appropriate gaming and eSports networks, to select their competitors.

As affiliated members of FISU Oceania, the Oceania qualifier event will be open to competitors from the following countries; American Samoa, Australia, Cook Islands, Federated States of Micronesia, Fiji, Guam, Marshall Islands, New Caledonia, New Zealand, Northern Mariana Islands, Papua New Guinea and Samoa.

FISU eSports Challenge Football Event – 6-16 July 2020

The finalists of the men's and women's Oceania qualifier event will then go on to represent Oceania on the world stage in the FISU eSports Challenge Football.

REGISTRATION

Entry is now open to UTSNZ Member institutions only and is free. Universities are responsible for deciding the selection process for their competitors and each university may only enter a maximum of 2 male and 2 female participants into the Qualifier event.

Student selections must be endorsed and submitted through your University Sport Departments to the Oceania qualifier event host, Unisport Australia.

To register a team (i.e. one or more participants), each university must nominate to participate by emailing registrations@unisport.com.au and providing a unique team code.

- Team Codes should be 4-10 characters in length (e.g. AUTESPORT for the AUT eSport team).
- Participants then register themselves via [this link](#) using your team code to complete the process. Participants will also need their PSN ID which is not to be altered once registration is complete.

Team nominations are open now and will close on **Thursday 25 June at 7pm**. Participant registration is now also open with eligibility confirmation due by **Friday 26 June at 7pm**.

For further information please contact your university sport department or the UTSNZ Marketing and Events Manager, Tiwai Wilson tiwai.wilson@utsnz.co.nz.