



NJCAA Game Rules

**Engagement Level
EA FC26**

Fall 26 - Spring 27



**GATEWAY
ESPORTS**

TITLE SPECIFIC NOTICES:

NJCAA will require EA FC 26 Cross Platform (PC & Current Gen)



1. General Engagement Rules

All members and students involved in NJCAA competition must follow the [Engagement Level Rules](#).

2. Teams

2.1. Tournament Teams

A “team” shall consist of one (1) Player. Multiple teams from each Eligible Institution will be allowed to participate in the Tournament.

2.1.1. Substitutes

No substitutions may be made.

2.2. Roster Requirements

2.2.1. Players

All players must be on roster on the designated competition platform prior to the scheduled start of the match. **A player that has been added after the start of the match shall not be eligible to compete.**

3. Tournament Structure

3.1. Matches

- All Qualifier matches will be a Best-of-3 format.
- All regular season matches will be a Best-of-3 format.
- Double Elimination Playoffs & Finals matches will be a Best-of-3 format.



- Single Elimination Playoffs & Finals matches will be a Best-of-5 format.

3.3. Ties

If a game ends in a tied state, a new game will be started and the first team to score a goal will be the outright winner of the game (golden goal).

3.4. Match Specific Restarts

There are no match specific restarts for this game.

4. Restrictions

4.1. Cosmetics

Each team must use their default home and away uniforms during official matches.

4.2. Further Restrictions

4.2.1. Soccer Aid Team

The use of Soccer Aid Team is prohibited in tournament matches

4.2.2. Cameras

The following Single Player Camera settings are prohibited during matches

- Pro
- End to End
- Dynamic

4.3. Restricted Items

The use of training items/consumables during matches are prohibited.



4.4. Character Restrictions

4.4.1. New Character Restrictions

There are currently no character restrictions.

4.4.2. Reworked Character Restrictions

There are currently no character restrictions.

5. Match Details

5.1. Map Selection

- Home team will make their selection
- Away team will make their selection

5.1.1. Game Mode Order

There are no game mode orders

5.2. Lobby Requirements

Game title has no lobby requirements.

5.3. Match Settings

All games should be played using the following settings

- Game Mode: Quickplay Friendlies
- Half Length: 6 Minutes
- Controls: Any
- Game Speed: Normal
- Squad Type: 95 Overall

5.3.1. Home/Away



The team who is listed as home on the website shall create the first lobby. The home team shall alternate each game, with the left team on the website being home for games 1, 3, and 5 and the right team on the website being home for games 2 and 4.

5.3.1.1. Home/Away Uniforms

Each team must use their default home and away uniforms during official matches.

5.3.1.2. Home/Away Uniforms - Continued

If uniforms are too close in color teams may use more easily identifiable variants.

If an opponent asks for different colors of uniforms to be used to help with identification of teams, participants must oblige.

5.3.2. Pick/Ban Phase

There is no Pick/Ban Phase for this game title.

5.3.3. Mirror Matches

Mirror matchups are not permitted. The away team must select a different team from the home team

5.4. Map Pools

No limited map pools.

