

“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

Electronic Games Festival (2026)



Date

Please refer to [website](#)

Sport Venue

Please refer to [website](#)

Sport Coordinator

Joseph Albert 0401 745 931

Leagues/Events

Teams Competition

Boys	Primary Gr4-6
Girls	Primary Gr4-6
Boys	Gr 7-9
Boys	Gr 10-12
Girls	Gr 7-12
Men	Youth (19-29)
Women	Youth (19-29)
Men	Adults (30+)
Women	Adults (30+)

Entry Deadline

Please refer to [website](#)

Only complete paid entries are accepted

Format

- It will be teams' tournament through a group stage matches followed by a knockout stage all the way to the final match and 3rd place match.
- Each team **MUST** have **2 players**
- All matches/games will be played in Doubles
- Each church **MUST** ONE Referee per PlayStation (refer to next pages)

Sport Venue Check-in

- Teams **must be** at the Sport Venue **30mins** before their first scheduled match.
- Teams **must** report **their attendance** with **all Players** names must be on the **approved** registration list as per the SF online registration system and being approved **by the church priest**

Code of Conduct

Any team/player/**church official/parent** who displays unreasonable behaviour in the opinion of officials or the ***Sport Coordinator before, during, or after the tournament may be disqualify their team or themselves up to the discretion of officials or referees.***

Please also see section regarding game rules

Fee Payments

Fees are **\$10 per team**, and it **must** be **paid** before the game day upon the registration is submitted on the SF online registration system

Entries Limits

Each church can submit **maximum** of 3 teams per each league

IMPORTANT NOTE

The electronic games tournament is **NOT** counted as part of the overall summer festival overall trophies of the churches.

It is a **standalone social activity** for the children, youth and adults to have a joyful time together. However, the top 4 teams of each league will win medals towards their ranking from 1st to 4th place in the tournament.

“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

Equipment Requirements

- Each participating Church **MUST** bring on the tournament day **ALL** the following equipment:
 - PS5 or PS4 Console
 - FIFA FC 26 (digital copy on PS or DVD disc)
 - FOUR PS Controllers
 - PS Controllers’ Chargers
 - HDMI Cable
 - Electrical Powerboard
 - Electrical cable extension
 - TV Screen (recommended 32 inch)

Please be aware that **No Equipment** from the participated church means **No Participation** on the day.

Responsibility for Equipment

- Each church is fully responsible for maintaining and securing all its equipment mentioned above throughout the day of the tournament
- Each church **MUST** bring all the above equipment mentioned and/or any other related accessories to the Summer Festival tournament day, and it is entirely the church own responsibility and not the summer festival committee and/or organisers
- **The Summer Festival organisers will NOT** be held responsible for any loss, damage or malfunction of any equipment brought by the participating church
- Each church **MUST** allocate a designated servant to supervise and monitor the equipment at all times during the event to ensure its proper use and safety
- By bringing equipment to the event, the church acknowledges and accepts full responsibility for the care, supervision, and condition of their items throughout the tournament day

“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

Game Rules

Group Stage and Qualification Format:

- The tournament is planned on the basis of **45 teams maximum**, which will be divided into **9 groups of 5 teams each**.
- During the **group stage**, each team will play every other team in its group **ONCE**.
- If fewer than **45 teams** are registered, the organisers reserve the right to adjust the **number of groups** and or the **number of teams in each group** as required to ensure the competition runs fairly and smoothly.
- After the group stage matches conclude, teams will be ranked in each group based on the following order:
 - **Total Points**
 - Win = **3 points**
 - Draw = **1 point**
 - Loss = **0 points**
 - **Goal Difference**
 - **Goals Scored**
- If there are any teams remain tied after applying all the above criteria, a playoff match will be played to determine which team advances

Qualification to the Knockout Stage:

- A total of **16 teams** will qualify for the next stage of the tournament
- Qualification will be determined as follows:
 - The **top placed team from each group** will automatically qualify
 - The remaining places will be filled by the **best performing teams across ALL groups** until a total of 16 teams is reached

The Teams Matchup for Round of 16 will be:

Assuming 9 Groups (A, B, C, D, E, F, G, H & I)

Match	Higher Seed	Lower Seed
1	1 st of Group A	16 th Ranked Team
2	1 st of Group B	15 th Ranked Team
3	1 st of Group C	14 th Ranked Team
4	1 st of Group D	13 th Ranked Team
5	1 st of Group E	12 th Ranked Team
6	1 st of Group F	11 th Ranked Team
7	1 st of Group G	10 th Ranked Team
8	1 st of Group H	1 st of Group I

**“BUT YOU MUST CONTINUE IN THE THINGS
WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)**

The Teams Matchup for Quarter Finals is as following:

- QF1: W(M1) vs W(M8)
- QF2: W(M4) vs W(M5)
- QF3: W(M2) vs W(M7)
- QF4: W(M3) vs W(M6)

The Teams Matchup for Quarter Finals is as following:

- SF1: W(QF1) vs W(QF2)
- SF2: W(QF3) vs W(QF4)

The Teams Matchup for 3rd Place is as following:

- 3rd place: L(SF1) vs L(SF2)

The Teams Matchup for the Final is as following:

- Final: W(SF1) vs W(SF2)

“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

Match Duration

- Two halves of **4 minutes** each

Extra Time

- Matches during the Group Stage will not include extra time or penalties. If the match ends in a draw, the result will stand and points will be awarded accordingly.
- Knockout stage matches will include extra time and penalties if the score remains tied at the end of regular time, in order to determine the winning team.

Pause Rules

- Pausing is **only** allowed when the ball is out of play.
- Pausing during gameplay results in a **strike**.

Substitution Rules

- Each team is allowed a maximum of **five substitutions** per match.

Late Arrival Policy

- Teams must be present and ready to play at their scheduled match time
 - For **every minute** a team is **late**, the opposing team will be **awarded one goal advantage**
 - If a team has **not arrived within 5 minutes** of the scheduled match time, the match will be considered a **forfeit**
 - In the case of a **forfeit** due to late arrival or **any other reason**, the opposing team will be awarded a 3–0 victory

Team Selection

- Each church team must stick with the same **Game Team** selection throughout the competition
- Teams **cannot change** Church Team members
- If a Church Team member is unable to attend, it will count as a **forfeit**

Referees

- Each PlayStation **MUST** have a Referee to report results

Referees Authority

- Decisions made by referees are **FINAL**, especially concerning breaches of conduct

“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

Pre-Registration:

- All teams must register before the official sign-up deadline
- Teams that fail to register before the deadline will not be permitted to participate in the tournament

Spectator Conduct

- Spectators **must not** obstruct the view of the TV screen
- Spectators must always maintain **respect** for the players and referees.

Sportsmanship

- Christian values and manners are to be observed throughout the competition.
- Any breach of conduct will result in a strike, with three strikes leading to disqualification at any stage of the competition.

Language and Behaviour

- Any use of **profanity from the players** results in a strike.

“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

Uniform

- Players must wear trainers or runners (soft rubber soled non-marking shoes). **Failure** to comply with these conditions of use may cause damage to the wooden floor and **may result in termination** of access for the non-compliant players as per the venue management request; spectators will be seated in the raised spectator viewing area
- A Team must have same shirt colour uniform (refer to colour table below)
- If colours clash (which should not happen), the second named team in draw will wear Games bibs

Teams Colours

No	Church Name	T-Shirt Color	Color
1	Archangel Michael & St. Anthony	BLACK	
2	St. Athanasius	LIGHT GREEN	
3	St. Bishoy & St. Shenouda	RED	
4	St. George	DARK BLUE	
5	St. John the Evangelist	Maroon/Dark Red	
6	St. Macarius	Grey	
7	St. Mark	Yellow	
8	St. Mary	LIGHT BLUE	
9	St. Mina & St. Marina	White	
10	St. Moses the Strong	Orange	
11	St. Paul	Dark Brown	
12	St. Philopateer Marcorious	Gold	
13	St. Severus & St. Karas	Light Brown	