

UEFA eEURO 2020 TOURNAMENTS: TUTORIAL

Please join our UEFA eEURO 2020 Tournament Discord server:

<https://discord.gg/furTTxx>

To join your region's dedicated channel, please click on your country's flag (visible in the #welcome channel posts). Please do not use the private message option while contacting the admins.

CHECK IN – You need to check-in before the cup starts. Check-in opens 30 mins before the cup.

You can see the tournament page with information about check-in, requirements, quick rules and tournament start on the tournament page, here:

The screenshot displays the 'UEFA eEURO 2020 Player Selection Your Country' website. The main navigation bar includes 'Info', 'Bracket', 'Path View', 'Players', 'Rules', and 'Support'. The 'Info' tab is active, showing the following details:

- START TIME:** Thursday, 10 Oct 2019 10:55 CEST
- CHECK IN TIME:** Thursday, 10 Oct 2019 10:50 CEST
- LATE SIGN UP:** Thursday, 10 Oct 2019 10:54 CEST

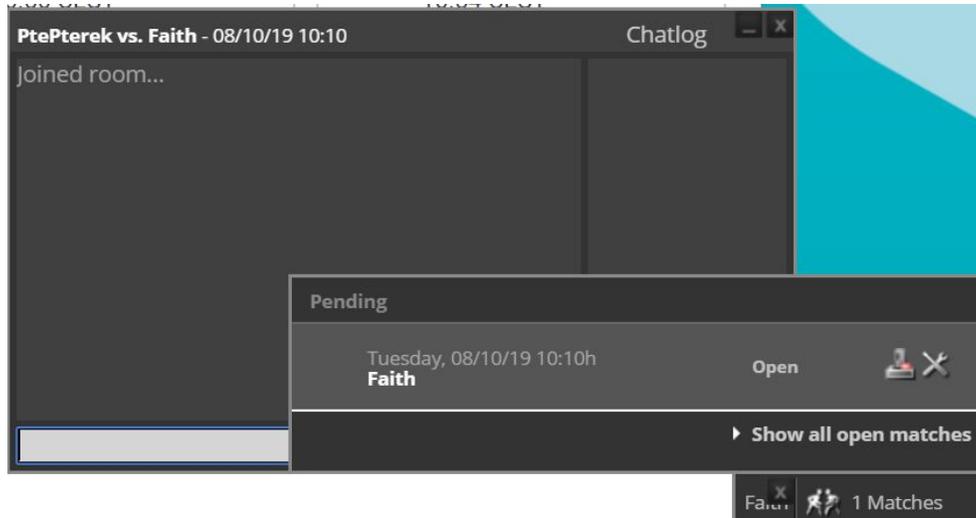
Additional information includes:

- GAME:** eFootball PES2020 (PS4)
- MODE:** 1on1
- REQUIREMENTS:**
 - Players must have residence or citizenship in one of the following countries:
 - Players must be at least 16 years old

A 'Go to rules' link is provided. On the right side, the 'Requirements' section shows 'You are ready' and 'CHANGE' buttons for 'MINIMUM AGE' and 'RESIDENCE / CITIZENSHIP'. The 'Play' section features a prominent yellow 'CHECK IN' button with a red border, indicating that check-in is currently active. Below the button, it states 'Check in closes in 2 minutes.' A 'Quick Rules' section is visible at the bottom left, and a 'Pending' match notification for 'Faith' is shown in the bottom right corner.

(Please be aware that start times, dates and requirements can be different depending on your country's qualifiers)

When the tournament is live, you will be able to see your opponent in the "My Matches" tab or "Bracket" tab on the bottom right of the tournament website. You can contact your opponent via chat on the website, or invite him/her via PSN Online ID to a chat.



PSN Online IDs can be seen on the match website, under the player's nickname:

[▶ back](#)

Player1 vs. Player2

Contestants		Parameters
	vs.	Status: open
		MatchID
Player1	Player2	Date Sunday, 06/10/19 10:00
PSN ID1	PSN ID2	Calculated 06/10/19 10:36
		<ul style="list-style-type: none"> ▶ Match setup (enter result, reschedule) ▶ Upload match media (screenshots, demos)

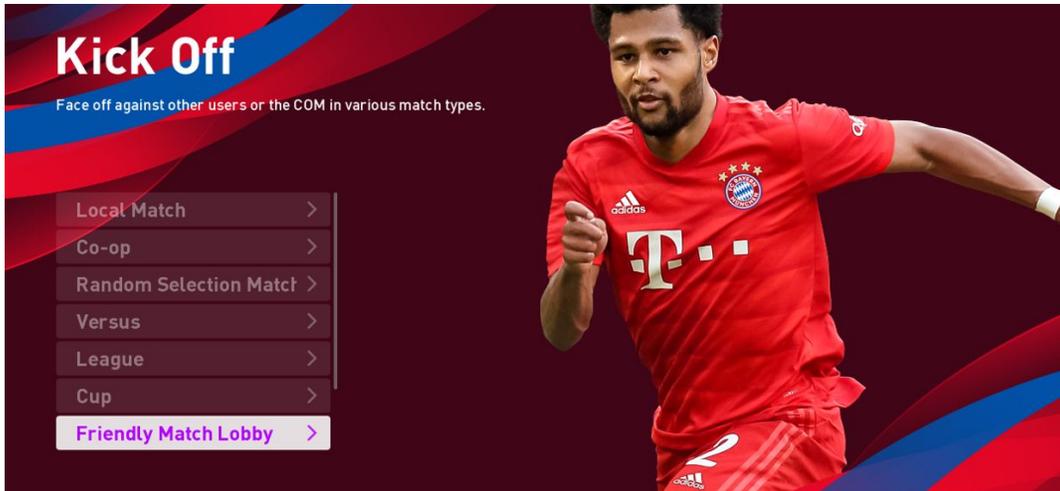
You have to invite your opponent in order to play the match.

HOW TO CREATE THE MATCH:

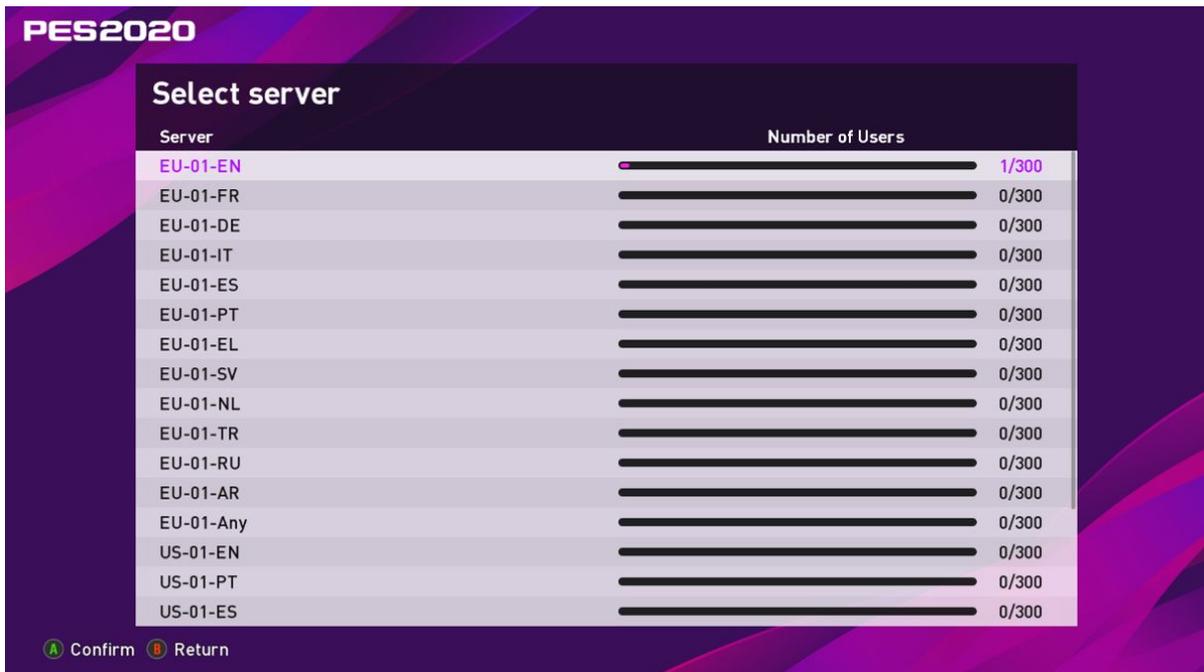
The host (home player), as shown on the tournament website must create the lobby.

Enter the game and choose the "Kick Off" option.

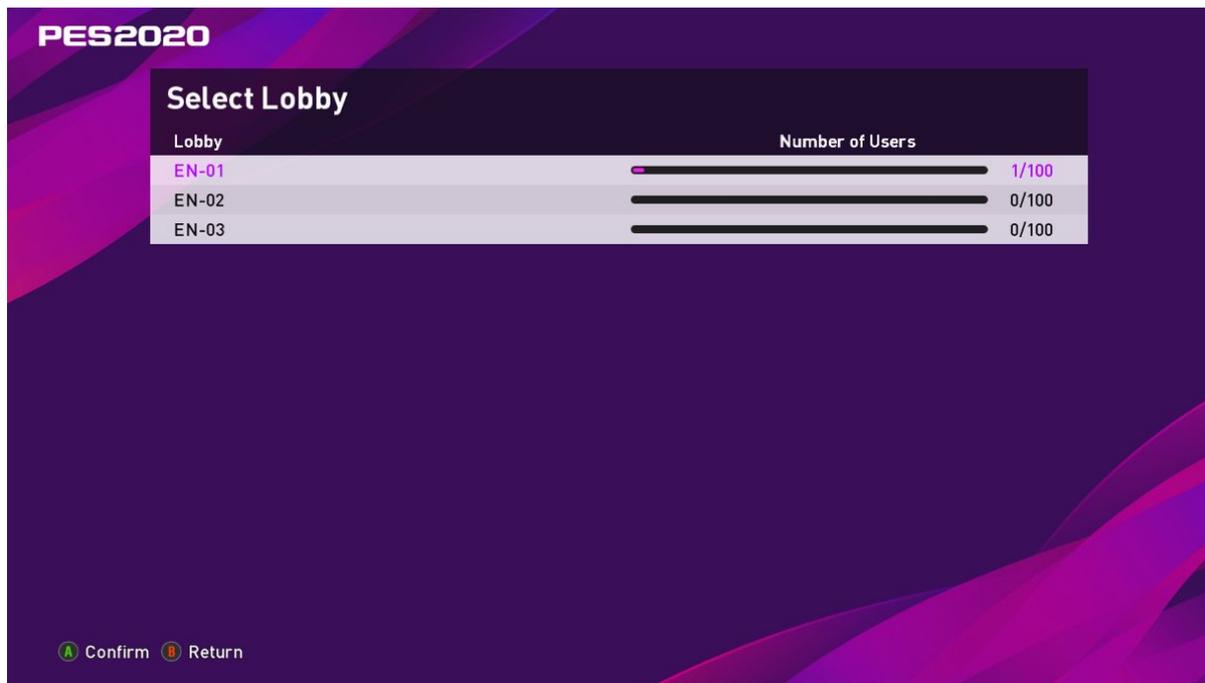
Choose the "Friendly Match Lobby" option from the list.



You should see a list of available game servers. Choose one of the EU servers, closest to your location.

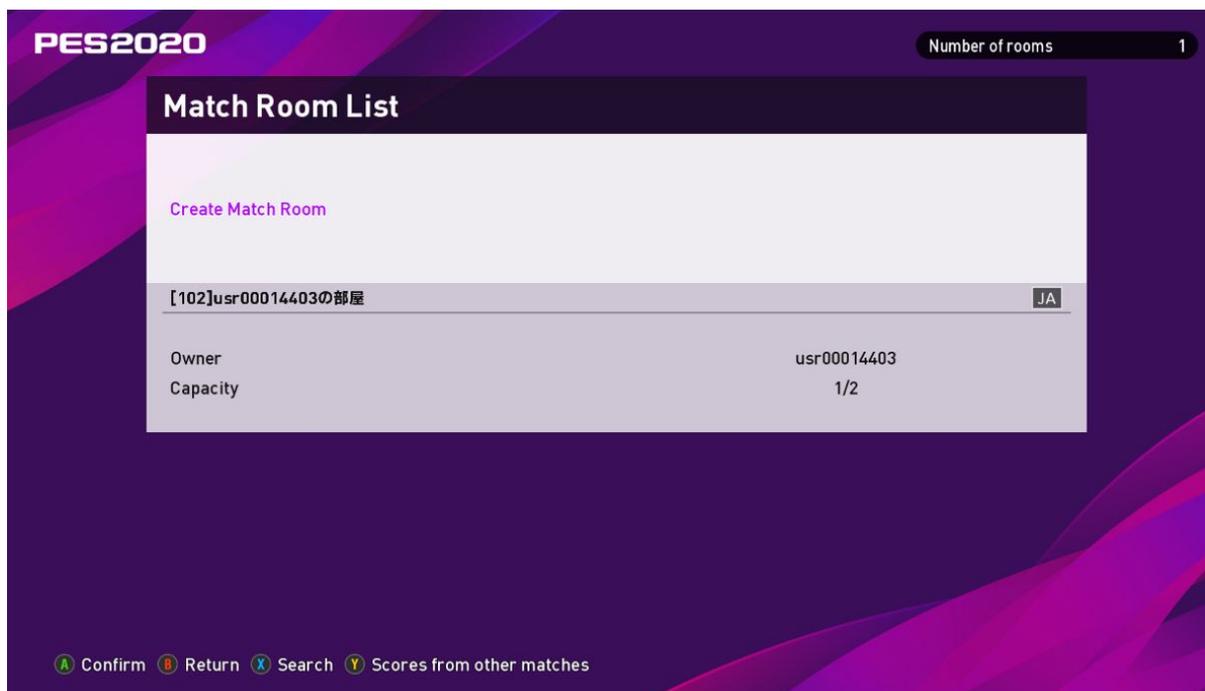


Afterwards, you need to choose one of the available lobbies, for example:

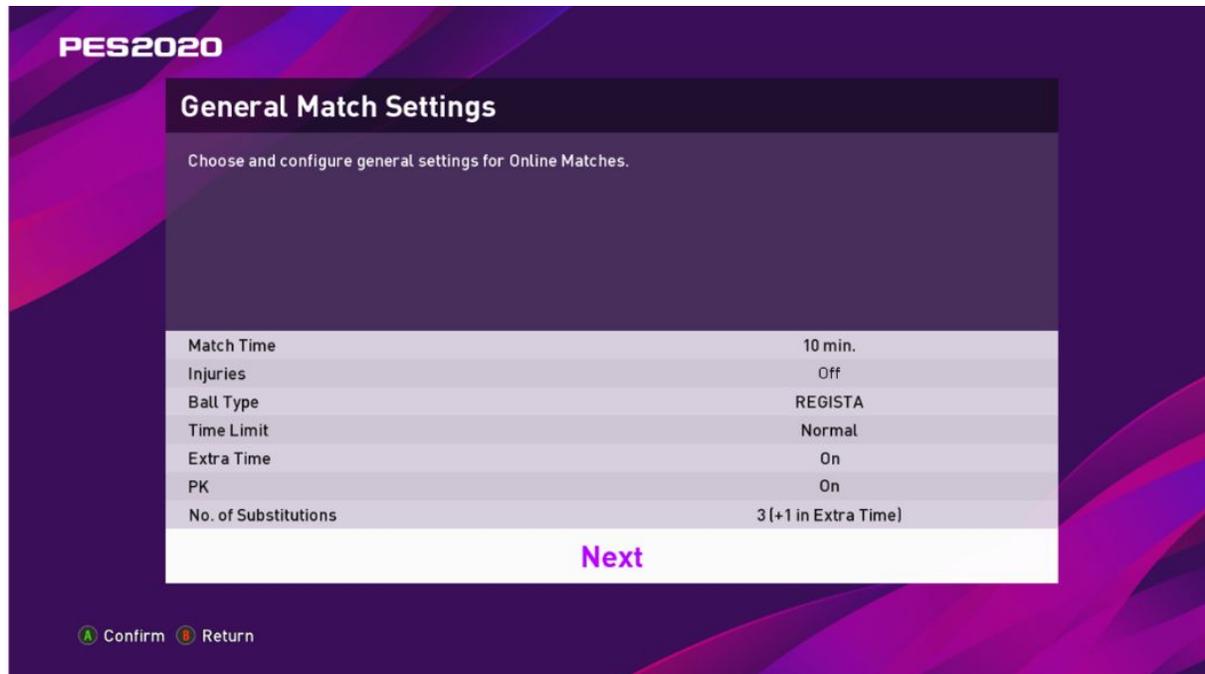
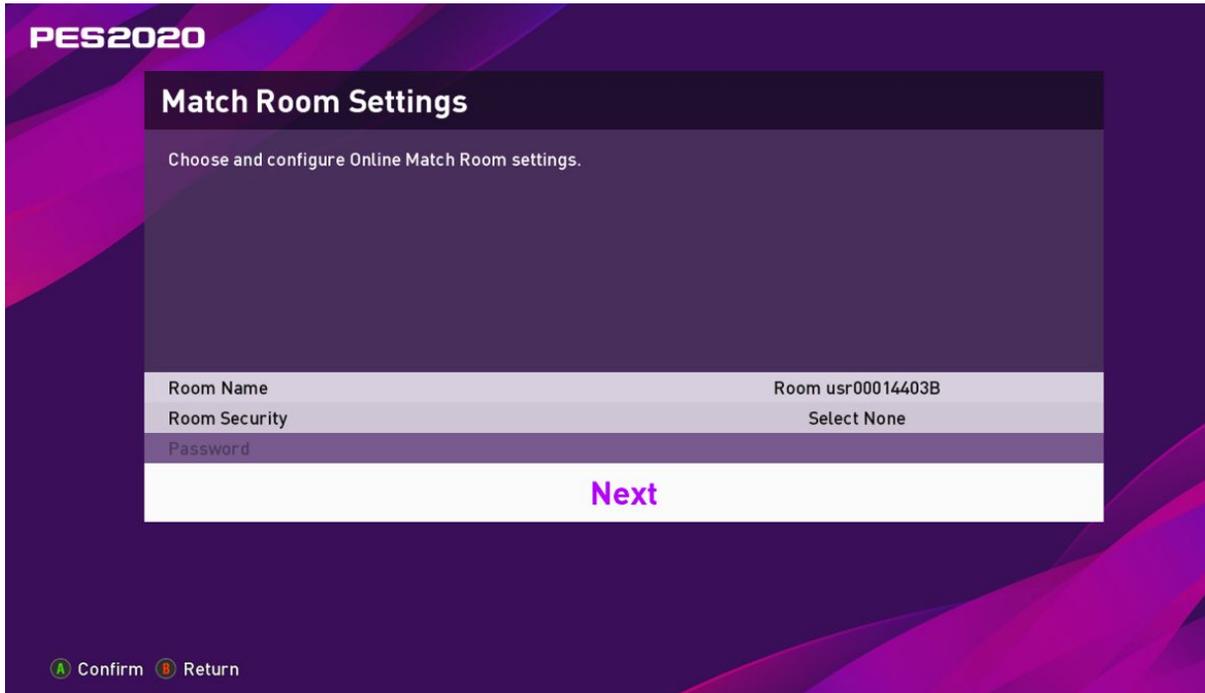


Then you can create a "Match Room".

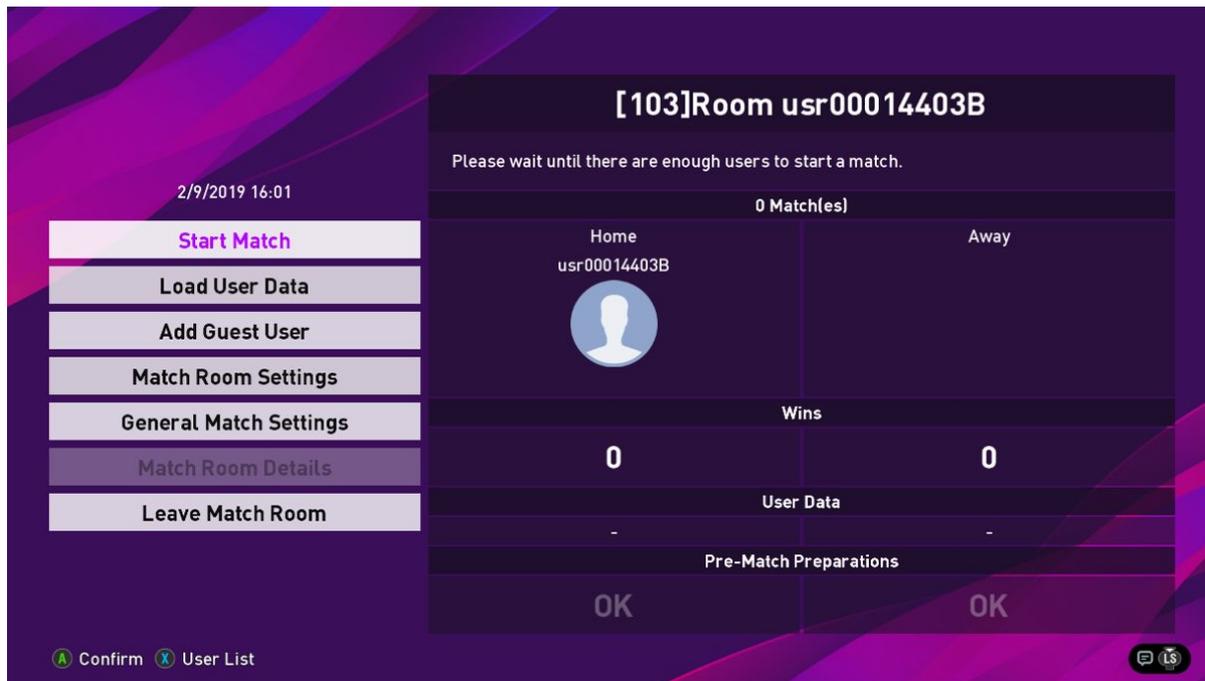
Please set a password and share it with your opponent via PSN or the chat available on the tournament website.



Make sure to set the correct *Match Room Settings* and *General Match Settings*. (Please make sure you enter them as they appear in the quick rules and [rulebook](#)).



Once your opponent joins, confirm with him/her that they (and you) are ready to start the match.



AFTER THE MATCH: upload the results using the “Upload Results” option, which is available on the tournament website, or by using the ESL Play App.

Before submitting, please make sure that you have screenshots that can be used in order to verify the results of the match. You can use the “Share” option via the PlayStation Network, but we also accept pictures taken by mobile phone.

If you encounter any problems or your opponent did not show up for the game – YOU MUST OPEN A PROTEST!

Questions? Check the rulebook here: <https://euro2020.com/rulebook> or reach out to our admin team.