01 / COMPETITION OVERVIEW

Season 1 | League rules

16 November 2026 • Online Friendlies • Free entry

01 General provisions

Syndicus Amateur League (SAL) organises the FC27 1v1 Real Clubs League. Participation is voluntary and free. Players must follow these rules; SAL may resolve situations not covered here and will communicate material changes on the official Discord server.

02 League structure & calibration

Season 1 is a four-week calibration season. Thirteen players start in three active divisions. Weekly results determine promotion and relegation between rounds, allowing initial placement to be corrected through actual league performance.

Division	Players	Matches / week	Status
Platinum	4	6	Active
Gold	4	6	Active
Silver	5	8	Active
Bronze	0	–	Inactive

Bronze is reserved for future expansion. New applicants may register during Season 1, but normally enter from Season 2. The intended full structure is four divisions of four players; expansion and any transitional placement will be announced in advance.

03 Registration & initial placement

Players must provide their Discord username and EA ID, own FC27 on a compatible platform, and have an active EA account and Discord access. One account per player; account sharing, impersonation and substitute players are prohibited. Notify SAL of account changes.

No qualification tournament is required. Initial placement uses declared Division Rivals rank: the top four enter Platinum, the next four Gold and the remaining five Silver. SAL may request proof; equal ranks at a division boundary are resolved by a documented random draw.

Matches & weekly movement

Round-robin fixtures • Two matches per opponent

04 Match format & settings

All matches are 1v1 in Online Friendlies using real football clubs. Ultimate Team squads, national teams, World XI, Icons, All Stars and other fantasy teams are prohibited. Players may change eligible clubs before each fixture.

Settings: six-minute halves, Normal game speed and Professional difficulty. Draws are valid. Each player faces every other player in their division twice per week (home and away).

05 Weekly standings

A win earns 3 League Points, a draw 1 and a loss 0. Weekly ranking is determined by points, goal difference, goals scored, then head-to-head results (mini-table points and goal difference for multi-player ties). A deciding match is used if still tied and placement matters; SAL announces its settings and deadline.

League Points reset before each new weekly round. Results remain recorded for the season. Season Points are awarded separately as described on page 3.

06 Promotion & relegation

Division	Promoted	Remain	Relegated
Platinum	–	1st–2nd	3rd–4th
Gold	1st–2nd	–	3rd–4th
Silver	1st–2nd	3rd–5th	–

After Weeks 1, 2 and 3, the two highest-ranked eligible players in Gold and Silver move up; the bottom two in Platinum and Gold move down simultaneously. With full participation, division sizes remain 4/4/5.

Week 4 closes the season. No additional weekly round is played; Season 2 placement is based on the final Season Points ranking, subject to confirmed returning players and announced expansion. Withdrawals or replacements may require adjustments announced before the next round.

Season points & prizes

Weekly performance contributes to one overall ranking

07 Season Points (SP)

At the end of every weekly round, players receive Season Points based on their final position and the division in which they played that round. SP accumulate over all four weeks and are not reset by promotion or relegation.

Weekly place	Platinum	Gold	Silver
1st	13	9	5
2nd	12	8	4
3rd	11	7	3
4th	10	6	2
5th	–	–	1

A higher division always awards more SP than a lower division. The final ranking is ordered by total SP, then SP earned in Week 4, Week 3, Week 2 and Week 1 (in that order). If still tied and placement matters, SAL arranges a deciding match. Disqualified players are excluded from prize eligibility.

08 Prize allocation

The proposed revised allocation uses the overall Season Points ranking, rather than the final weekly division. It preserves the £72 active prize pool and reserves £8 for future Bronze activation.

Overall rank	Award	Overall rank	Award
1st	£30	4th	£10
2nd	£14	5th	£6
3rd	£12	Bronze reserve	£8

Awards are paid after Season 1 to eligible players who complete their required fixtures (including administrator-awarded results where the player is not at fault), comply with the rules and provide any required verification. Ineligible players are skipped in the prize ranking. The Bronze reserve is not payable in Season 1. Awards are denominated in GBP and may be converted to local currency at payment.

Scheduling & fair play

Official communication: SAL Discord • www.sal.gg

09 Scheduling & reporting

Each round lasts seven days (16–22 Nov, 23–29 Nov, 30 Nov–6 Dec, 7–13 Dec 2026). Fixtures and exact deadlines are published on Discord; proposed default is Sunday, 23:59 CET. Players contact opponents via Discord, add their EA IDs and agree match times. Report non-response or missed arrangements with screenshots before the deadline.

The winner posts a screenshot of the final score in the designated channel; the loser confirms with a thumbs-up. For draws, either player may post and the other confirms. Both players must be identifiable. Missing confirmation alone does not invalidate reliable evidence; SAL reviews disputes and may request further proof.

10 Disconnects, walkovers & withdrawals

A disconnection is a loss for the player on whose side it occurred, regardless of cause, unless both agree to replay and document it on Discord. Record 3–0 to the opponent, or retain the score at disconnection if the opponent already leads by more than three goals (or by three with more goals scored). Deliberate disconnects are prohibited.

Walkovers are awarded only by SAL after reviewing documented scheduling attempts; the standard score is 3–0. Unresolved fixtures without a responsible party may receive no points. Withdrawals must be reported. SAL may appoint replacements between rounds; completed results normally stand. Any necessary exceptional adjustment will be explained publicly before the affected round. A player who withdraws or fails to complete fixtures through their own fault is not eligible for that season's prizes.

11 Conduct & disputes

Respectful conduct is required. Insults, harassment, discrimination, cheating, match fixing, deliberate losses to manipulate placement, time wasting and rage quitting are prohibited. Sanctions include warnings, forfeits, point or SP deductions, disqualification or future exclusion. Raise disputes with administrators and evidence. SAL has final authority, subject to applicable law.

12 Minors, tax & final provisions

Under-18 players require written parent/legal guardian consent before participation: support@sal.gg. Cash awards for minors are paid to their parent/legal guardian. Applicable taxes and reporting obligations require verification; no automatic 10% deduction is assumed. Participation constitutes acceptance of the final published rules; material changes are communicated on Discord.