NextGen

NEXTGEN AI SPORTS // 2024

RULES FOR CONDUCTING SIMULATIONS OF SPORTS COMPETITIONS WITHIN THE FRAMEWORK OF THE «SPORTYFAI» PROJECT

1. GENERAL RULES

1.1 The term «Tournament» means the simulation and modeling of a specific structure of real or potential sports events for further analysis of the behaviour of artificial intelligence.

1.2 Each tournament simulation receives a unique identification number (hereinafter referred to as the «Season»).

1.3 Tournament simulations are conducted in accordance with the project plan (see Appendix 1).

1.4 Tournament simulations are conducted in the game environment of the licensed version of the football simulator EA Sports FIFA 23 for PC from the publisher Electronic Arts, using the following modifications:

  • LTA MOD 23 V3.00 by EcuadorModers.
  • International Expansion Mod 23 Beta 3 [TU17.1] by legend62009.

1.5 Tournament simulations are conducted in the «Kick Off» mode at the «Legendary» difficulty level.

1.6 Tournament simulations are conducted in two formats that have real-life equivalents: «Leagues» and «Cups».

2. PROCEDURE FOR CONDUCTING TOURNAMENTS IN THE «LEAGUE» FORMAT

2.1 League tournaments are held in a double round-robin format; One match at home and the other at the opponent's field.

2.2 League tournaments feature 16 teams, which are selected from the list of teams participating in the real tournament (see Appendix 2) using a random number generator.

2.3 League tournaments consist of 30 rounds, which are held over 6 days, provided that 5 rounds are held in one day.

2.4 Upon completion of the main play time, the result of the tournament is recorded in the tournament statistics. The winner of the match is also determined within the main playing time.

2.5 The term «Main play time» means two halves, which consist of ninety units of game time, equivalent to 8 real minutes.

2.6 Additional time given by the virtual referees in the game environment may be included in the main playing time.

3. DECIDING THE WINNER OF THE LEAGUE TOURNAMENTS

3.1 Each team plays two matches against each other team in the tournament (one home match and one away match).

3.2 The team is awarded points based on the match results:

a) victory — 3 points.

b) draw — 1 point.

c) defeat — 0 points.

3.3 If, due to force majeure (section 6), it is impossible to hold or complete the match, the participants are granted 0 points each.

3.4 If two teams have scored the same number of points, the winner of the tournament, as well as the remaining places in the standings, are distributed as follows, applying the criteria in the following order

a) by the difference between conceded and scored goals in all matches played during the ongoing tournament.

b) by the number of scored goals in all matches played in the ongoing tournament.

c) by the difference between conceded and scored goals in all head-to-head meetings within the ongoing tournament

d) by the overall team win rate in all tournament seasons

3.5 The results of all matches are recorded in the official tournament statistics and are continuously updated on the website: nextgensportsai.org/sportyfai-data-livescore

4. PROCEDURE FOR CONDUCTING TOURNAMENTS IN THE ‹‹CUP›› FORMAT

4.1 The simulation of the Cups format tournament involves 16 teams, which are selected from the list of teams participating in the real tournament (see Appendix 2), using a random number generator.

4.2 The simulation of the Cup tournaments is conducted in several stages: the group stage and the playoffs.

4.3 The 16 teams are divided into 4 groups (A, B, C, D), with each group containing 4 teams. This division is done using a random number generator. From each group, the top 2 teams with the highest points advance to the playoff stage.

4.4 The Playoff grid is formed by matching group winners with the second-place teams. In this case, the pair cannot hold members of the same quartet.

4.5 The play-off grid starts from the quarter-finals. The participating teams play one match, during which the winner is determined.

5. DECIDING THE WINNER OF THE CUP TOURNAMENTS

5.1 Each team plays two matches against each other team in its group (one home and one away).

5.2 The team is awarded points based on the results of the match:

a) victory — 3 points.

b) draw — 1 point.

c) defeat — 0 points.

5.3 If, due to force majeure (section 6), it is impossible to hold or complete the match, the participants are granted 0 points each.

5.4 If two teams have scored the same number of points in the group stage, the places in the standings are distributed as follows, applying the criteria in the following order:

a) by the difference between goals scored and goals conceded in all matches played in the group stage of the current tournament;

b) by the number of goals scored in all matches played in the group stage of the current tournament;

c) by the difference of goals scored and conceded in all head-to-head matches held within the group stage of the current tournament;

d) by the overall team win rate in all tournament seasons

5.5 To determine the team that will continue to move up the playoff grid, the total score of the two matches will be taken into account. Each match in this stage is played until a victory is achieved. If a winner is not determined within the regular time, a penalty shootout simulation will be conducted to decide the winner of the pair.

5.6 The results of all matches are recorded in the official tournament statistics and are continuously updated on the website: nextgensportsai.org/uk/sportyfai-data-livescore

6. FORCE MAJEURE CIRCUMSTANCES

6.1 If a scheduled match cannot be played at a scheduled time due to technical difficulties, the tournament is considered canceled

6.2 If a scheduled match cannot be played due to technical difficulties, the match is considered canceled.

6.3 If a match that has already started cannot be completed due to technical issues, it is considered interrupted.

6.4 The results of an interrupted match will not be recorded in the standings, will not impact team statistics, and will not be considered in determining the tournament winner.

6.5 Interrupted matches will not be rescheduled and will maintain the status of "Interrupted".

6.6 The match may be resumed in the cases described below, provided that the error was detected before the opening of the score and/or the end of the first half:

a) if the match was not started according to the schedule.

b) if the team was selected incorrectly.

c) if the team line-up was determined incorrectly.

d) if the home/away side has been selected incorrectly.

In other cases, the match will be considered canceled.

6.7. Cancelled matches are not rescheduled and remain in the "Cancelled" status.

6.8 If due to technical problems there were no winners in the majority of the quarter-final series during the play-off stage, the tournament is declared interrupted and will not be continued.

6.9 If a series cannot be played due to technical difficulties, none of the teams proceed further.

6.10 If, due to technical difficulties, a team does not receive an opponent in the series, it automatically moves on in the playoffs.

6.11 If, due to technical difficulties, less than two groups were played, the tournament is considered interrupted and will not be continued.

6.12 If only two groups were played due to technical difficulties, the 4 teams that left the groups are allocated to each of the quarter-final play-off series.

6.13 If, due to technical difficulties, one of the series was not played in the play-off semi-finals, the winner of the semi-final series is the team that won the tournament. The team that lost the series takes the third place, and the second place is not awarded to anyone.

6.14 If, due to technical difficulties, it is impossible to hold the final series, the tournament is considered interrupted and will not be continued.

6.15 If, due to technical difficulties, it is not possible to hold the third-place match, the third place in the tournament is not awarded to anyone.

6.16 If, due to technical difficulties, one of the play-off stages cannot be conducted, except for the third-place match, the tournament is considered interrupted and will not be continued.

6.17 The group stage is considered to be played if at least one match has been played. The participants of this match will qualify for the play-off stage.

6.18 If at least one round has been played in the League tournament, the tournament is considered played.

6.19 A round of the League tournament is considered played if at least one match has been played.

APPENDIX 1. POJECT PLAN FOR CONDUCTING SIMULATIONS OF SPORTS COMPETITIONS WITHIN THE «SPORTYFAI» FRAMEWORK

Tournament name	Approximate start/end dates	Approximate duration in days	Approximate number of events	Approximate number of involved lab technicians
AI CONMEBOL Libertadores	01.02.24/31.12.24	365	60	12
AI Copa Sudamericana	01.02.24/31.12.24	365	60	12
AI Copa America	01.02.24/31.12.24	365	60	12
AI Brazil Cup (Copa do Brasil)	01.02.24/31.12.24	365	60	12
AI Argentina Cup (Copa Argentina)	01.02.24/31.12.24	365	60	12
AI Chile Cup (Copa Chile)	01.02.24/31.12.24	365	60	12
AI Colombia Cup (Copa Colombia)	01.02.24/31.12.24	365	60	12
AI Mexican Liga MX	01.02.24/31.12.24	365	60	12
AI Ecuador Primera Division	01.02.24/31.12.24	365	60	12
AI Peruvian Primera Division	01.02.24/31.12.24	365	60	12
AI European Championship	01.02.24/31.12.24	365	60	12
AI English Premier League	01.02.24/31.12.24	365	60	12
AI La Liga (Spain)	01.02.24/31.12.24	365	60	12
AI Primeira Liga (Portugal)	01.02.24/31.12.24	365	60	12
AI World Cup	01.02.24/31.12.24	365	60	12

APPENDIX 2. LIST OF TEAMS PARTICIPATING IN THE TOURNAMENTS

AI CONMEBOL (South America)

AI CONMEBOL Libertadores:

- Boca juniors
- Colon
- Estudiantes
- Talleres
- Velez sarsfield
- Barracas central
- Central cordoba
- Defensa
- Huracan
- Independiente
- Lanus
- Racing club
- Rosario central
- San lorenzo
- Tigre
- Union

AI Copa Sudamericana:

- Alianza lima
- Athletico-pr
- Atl. Nacional
- Atletico mineiro
- Barcelona sc
- Boca juniors
- Colo-colo
- Corinthians
- Fluminense
- Idv
- Indep. Medellin
- Internacional
- Olimpia
- Palmeiras
- Racing club
- River plate

AI Copa America:

- Argentina
- Uruguay
- Chile
- Brazil
- Peru
- Ecuador
- Paraguay
- Colombia
- Venezuela
- Bolivia
- Panama
- USA
- Jamaica
- Mexico
- Canada
- Costa Rica

AI National Cups in South America

AI Brazil Cup (Copa do Brasil):

- Athletico-PR
- Atletico Mineiro
- Bahia
- Botafogo
- Corinthians
- Coritiba
- Flamengo
- Fluminense
- Fortaleza
- Gremio
- Internacional
- Palmeiras
- Rb Bragantino
- Santos
- Sao Paulo
- Vasco Da Gama

AI Argentina Cup (Copa Argentina):

- Boca Juniors
- Belgrano
- Central Cordoba
- Colon
- Defensa
- Estudiantes
- Independiente
- Instituto
- Lanus
- Racing Club
- River Plate
- Rosario Central
- San Lorenzo
- Talleres
- Union
- Velez Sarsfield

AI Chile Cup (Copa Chile):

- Audax Italiano
- Cobresal
- Colo-colo
- Copiapo
- Coquimbo Inido
- Curico Unido
- Everton De Vina
- Huachipato
- Magallanes
- Nublense
- O'higgins
- Palestino
- Uni. Catolica
- Uni. De Chile
- Union Espanola
- Union La Calera

AI Colombia Cup (Copa Colombia):

- America De Cali
- Atl. Nacional
- Atl. Huila
- Deportes Tolima
- Deportivo Cali
- Deportivo Pasto
- Envigado
- Indep. Medellin
- Jaguares
- Junior
- La Equidad
- Millonarios
- Once Caldas
- Pereira
- Rionegro Aguilas
- Santa Fe

AI National Leagues in Latin America

AI Mexican Liga MX:

- Atlas
- Atl. San Luis
- Club America
- Cruz Azul
- Guadalajara
- Leon
- Mazatlan
- Monterrey
- Pachuca
- Puebla
- U.N.A.M.- Pumas
- Queretaro
- Santos Laguna
- U.A.N.L.- Tigres
- Tijuana
- Toluca

AI Ecuador Primera Division:

- Aucas
- Barcelona SC
- Emelec
- Cumbaya
- Delfin
- Dep. Cuenca
- El Nacional
- Gualaceo
- Guayaquil City
- Ind. del Valle
- LDU Quito
- Libertad
- Mushuc Runa
- Orense
- Techino
- U. Catolica

AI Peruvian Primera Division:

- AD Cantolao
- ADT Tarma
- Alianza Atletico
- Alianza Lima
- Atletico Grau
- Binacional
- C.A. Mannucci
- Cienciano
- Cusco FC
- D. Garcilaso
- FBC Melgar
- Sport Boys
- Sporting Cristal
- UCV
- Union Comercio
- Universitario

AI Europe

AI European Championship:

- Austria
- Belgium
- Croatia
- Czech Republic
- Denmark
- England
- France
- Germany
- Hungary
- Italy
- Netherlands
- Poland
- Portugal
- Spain
- Sweden
- Switzerland

AI Top European National Leagues

AI English Premier League:

- Arsenal London
- Aston Villa
- Chelsea
- Crystal Palace
- Everton
- Fulham
- Leeds
- Leicester City
- Liverpool
- Manchester City
- Manchester United
- Newcastle United
- Southampton
- Tottenham Hotspur
- West Ham United
- Wolverhampton

AI La Liga (Іспанія):

- Athletic Club
- Atlético Madrid
- Ca Osasuna
- Fc Barcelona
- Getafe CF
- Girona FC
- Real Valladolid
- Rayo Vallecano
- RC Celta
- RCD Espanyol
- RCD Mallorca
- Real Betis
- Real Madrid
- Real Sociedad
- Sevilla FC
- Villarreal CF

AI Primeira Liga (Португалія):

- Arouca
- Boavista
- Casa Pia
- Estoril
- Famalicao
- FC Porto
- Chaves
- Gil Vicente
- Maritimo
- Portimonense
- Rio Ave
- Santa Clara
- Braga
- Benfica
- Sporting CP
- Vitoria Guimaraes

AI FIFA

AI World Cup:

- Argentina
- Austria
- Belgium
- Croatia
- Czech Republic
- Denmark
- England
- France
- Germany
- Ghana
- Netherlands
- Portugal
- Senegal
- Spain
- Sweden
- Uruguay