ESPORTS Rules (Revised 9/11/2020)

Game Title: FIFA 21, NBA 2k20, Madden 21

Console: PS4 and Xbox One

All rules and decisions henceforth, whether outlined below or not, will be within the discretion of the University of Kentucky Intramural Sports Program. Although being played remotely, all competition must comply with the University of Kentucky Student Code of Conduct.

GENERAL INFORMATION

1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz
4. Qualifications:
   a. Professional gamers are ineligible from this competition.
   b. This includes gamers who’ve received compensation (monetary prizes or are paid in any way) to play a video game. Is recognized by the governing body as professional.
   c. If it is reported and discovered that a professional gamer is participating, that player will be disqualified from the competition.
   d. All eligibility protests must be emailed by noon the following day to the Intramural Director, Natosha Harris at neharris1@uky.edu

GAMEPLAY

- Rosters:
  - Players shall use the latest up-to-date rosters.
  - If the game will not update rosters, players shall play with the most updated roster available.

- Conceding:
  - Players may concede a game at any time and the current score shall stand.
  - The player that concedes the game shall be given the loss.

- Gambling:
  - Players shall not gamble on the outcome of games.

- Pauses:
  - Each player may pause the game up to three times.
  - Players can only pause the game when the ball is out of play or they have clear possession of the ball.

- General:
  - A player can only create one account.
GAMEPLAY

- General:
  - Gamers who participate are required to play with the Gamer ID (PSN/XBOX Account) they specified on IMLeagues. The University of Kentucky Intramural Sports Department reserves the right to change your Gamertag on IMLeagues.
  - FIFA Settings
    - Standard Settings: Game Mode: Kick Off
    - Match Duration: 12 minutes (6 minutes per half)
    - Game Speed: Normal
    - Bookings: On
    - Injuries: On
    - Handballs: Off
    - Match Conditions: Clear; Sunny
    - Game Difficulty: Semi-Pro or World Class
    - Teams: Club- and national teams
    - Extra Time: Classic Mode
  - Madden Settings
    - Head to Head matchup
    - Quarter Length: 5 minutes
    - Game Difficulty: All-Pro
    - Accelerated Clock: On
    - Weather: Clear
    - Injuries: On
    - Fatigue: On
    - Camera Setting: Standard
    - Game Speed: Normal
    - Overtime: Default
    - Sliders: Default
  - NBA 2k Settings
    - Head to Head matchup
    - Quarter Length: 6 minutes
    - Game Difficulty: Superstar
    - Injuries: On
    - Fatigue: On
    - Teams: Current NBA or WNBA teams and rosters only (no all-star teams)
    - Overtime: 3 minutes

EA SPORTS SERVER AND CONNECTIVITY ISSUES

- If the EA servers are going down during a match, and all the participants of the tournament are getting kicked out of the match, the specific match of that round will be played again.
- When the game connection is lost, the gamer with the poor connection will receive a loss.
- In the case of a connectivity issue, a screenshot of the EA Sports server error message must be uploaded to the Qualtrics form below.
The decision to essentially replay the game or forfeit the game ultimately rests with the University of Kentucky Intramural Sports Program.

GAME SCHEDULING

- Games will be scheduled randomly in imleagues.
- Teams will need to set up and complete games with each other within two days of the game date listed on imleagues.com.
- To set up a game, players will need to message each other, messaging can be done through email. A list of gamertags/ID's and emails will be provided before pool play.
  - This will be done to prove if a player is not able to set up a match, can help determine who is forfeiting.

REPORTING SCORES

- Reporting scores will be done through this Qualtrics Form.
- Both players must report the score by noon the day after the playing window ends.
  - Example: If you play in the Monday or Tuesday division, scores must be posted by noon on Wednesday.
- When the score of the game does not match, the players are to upload a picture or screenshot of the score. The decision about what score is awarded ultimately rests with the University of Kentucky Intramural Sports Program.
- If both players do not report the score, the University of Kentucky Intramural Sports Program will determine the outcome of the match.
- When only one of the two participants report the score (or when proof of the score is necessary), that player will be designated the winner of the contest.
- The form must be filled out accurately and completely for a match to count.

BEHAVIOR & CONDUCT  (READ IN ITS ENTIRETY)

- Participants need to maintain a 3 sportsmanship, on a 1-4 scale, with 4 being good sportsmanship, in order to be named the league champion.
- Sportsmanship Rating Guidelines (1-4 scale, with 4 being good sportsmanship):
  - A four (4) is considered - Good, positive communication; No incidents of poor conduct; Respectful of opponents and Intramural Sports staff
  - A three (3) is considered - Minor incidents occur including, but not limited to excessive fouling and rough play, foul language or gestures
  - A two (2) is considered - Multiple incidents of unsportsmanlike behavior; Multiple uses of inappropriate/abusive language or gestures
  - A one (1) is considered - Threats of abuse towards other players; Abusive language; Offensive, hurtful, and/or racist comments; Blatant disregard to behavior rules outlined in the attached document
- All participants must treat each other and the organization respectfully.
- A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use this type of language on social media or during any public facing events.
- A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
• No verbal or physical threats of violence to other tournament participants. This will result in your immediate disqualification from the tournament.
• No Player may take part, either directly or indirectly, in betting or gambling on any results
• Narcotic use of any kind on camera is not permitted and will result in disqualification
• Players are prohibited from soliciting any service or selling any goods during this event
• In the event of an extreme scenario that has a big impact on the game like outage of power, accidental unplugging or some other event not in either player's control that would not allow the participants to finish the game, the game will be completely restarted.
• Although being played remotely, all competition must comply with the University of Kentucky Student Code of Conduct.