UNIVERSITY OF TORONTO INTRAMURALS

E-SPORTS LEAGUE RULES AND REGULATIONS

Each registration shall represent one fee paying student at the University of Toronto.

DEFAULTS
Games will be scheduled by weekly matchups, and matches must be played by Sunday Evening. Scores must be reported before Monday at 9am. In the event the score is not submitted before the designated time the game will be declared a double default.

A player who defaults their first league game, or defaults two games later in the season, will be withdrawn from the league.

THE METHOD OF PLAY
All games will be played on the designated system for the league – Playstation 4 or Xbox One. Games will be best of 3 matches.

PREPARATION FOR GAMES
Games will be played under standard default rules and settings. No alterations may be made for league competitions. The designated "home" team will be responsible for setting up the match and inviting the visiting team.

TEAM SELECTIONS
All matches must be played with current standard roster settings from the highest level of competition available in game. Players may select any team they wish, but may not make alterations to the roster aside from editing lineups from existing rosters. Both players, if they choose, may select the same team where the game allows. In the instance that teams cannot be the same, the team designated as the "visiting team" on the schedule shall have first selection. Players may switch teams between matches if they choose, following the same guidelines.

Teams may be selected from the following leagues:
NHL 20 - NHL
NBA 2K 20 - NBA
FIFA 20 - International
Madden NFL 20 - NFL

COMMUNICATION
Where possible, players are encouraged to activate game chat functions to communicate with their opponent, in the spirit of sportsmanship and community. Foul or abusive language will not be tolerated, and any reported conduct will be thoroughly investigated.

REPORTING SCORES

As this league is being administered completely online, players will be responsible for recording the match scores into IMLeagues by Monday at 9am for all regular season matches. Players are to report and confirm that the score is accurate before the weekly deadline. If a score is not inputted, the game will be considered a double default. If the score is inputted but not confirmed, the inputted score will be considered final. Any requested change to the score must have both players agree to its validity.

ABORTED MATCHES/DISCONNECTIONS

Understanding that this league is being administered online, the potential for connection issues exists. To maintain the integrity of competition, any match that is aborted or disconnected prior to completion will be considered a default, unless photos of a legitimate disconnection or error are provided. In the instance that a player is able to return in the same match session, the match may be restarted. This only applies to a match that is less than 50% completed. If more than 50% of the match has been completed, the score shall stand at the time of the disconnection, or may be rescheduled at the request of the player who did not disconnect.

As an example: If you are winning and you disconnect 70% of the way through a match, it will be recorded as a win, or your opponent can request a reschedule. If you are losing and disconnect, it will be recorded as a win for your opponent, or your opponent may request a reschedule.

BREAKS

At any point in the match, players may request to take one break/pause. This may be no longer than 5 minutes. If a player has not returned after 5 minutes and indicated via the game communication function that they are ready to resume, the game will be considered aborted as above.

TIE BREAKING

Ties in regular season matches will stand. During playoffs, if a game is tied at the end of 3 standard matches (for example, 1 win each and a tie) the following tie-break procedure will occur, according to the rules within the game:

NHL 20 - Standard 3v3 overtime, golden goal
NBA 2K 20 - Standard overtime period, continuous if still tied
FIFA 20 - Two overtime periods, followed by penalty kicks if necessary
Madden NFL 20 - Standard overtime, first touchdown or first points after initial possessions

For league standings, the standard tiebreaking procedure as outlined in the Intramural Handbook will be used.