



## **E-Sport Rules**

### **Mission**

The Mission of Intramural Sports at Saint Mary's College, is to provide diverse informal recreational programming that is all inclusive, and is aligned with Lasallian values. Intramural Sports offers both in-person and electronic opportunities for all of Saint Mary's student body.

### **General**

- Be a current SMC student, faculty, or staff.
- Register as a team or player on [Fusion IM](#)
- All participants are required to use their own console (Xbox, PlayStation, Nintendo Switch), as well as have their own member account with that console, and equipment (controllers, headset, other compatible equipment and devices).
- All competitions will be played online via the internet.
- Prior to the match, players should add each other as friends on their respective league and divisions on defined consoles.
- Any game or competition interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) may be reset and replayed. All participants are encouraged to report these occurrences.
- If anything occurs within the game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), the gameplay shall continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform Intramural Sports staff.
- All competitions must be completed, with submission of the [E-Sports Competition Form](#) no later than a week following the scheduled competition. If a score, competition, or the competition form is not reported, then the competition will not be valid.

### **Violations**

- All participants are subject to Saint Mary's College Intramural Sports Policies and Procedures as well as the Saint Mary's College student code of conduct.
- Alternating - Any participant found using an alternate tag/tags and/or hiding their identity to manipulate league play playoff seeding, or any other part of competition will subject the participant to forfeiture of matches.
- Collusion - Any participant(s) suspected of colluding may be immediately forfeited out of the league or tournament. This includes intentionally throwing a game or any other form of standings and seeding manipulation.



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- If any issues arise that are unable to be resolved amongst the competitors, each involved individual is encouraged to take photos/screen shots of the issue in question and email [intramurals@stmarys-ca.edu](mailto:intramurals@stmarys-ca.edu) for support and adjudication.



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### **NBA 2K20**

#### **Game Format & Lobby**

- All regular season matches will be played as a Head to Head matchup.
- All playoff games will be played as Head to Head matchups & best-of-3 game series.
- Prior to the match, players should add each other as friends on their respective league defined consoles.
- Whoever is considered “Home” according to FusionIM is responsible for creating the lobby through the following screen selections:
  - “Online” -> “NBA 2k20” -> “PlayStation 4 OR Xbox One” -> “Create Team”.
  - If there is any uncertainty as to who is the “Home” player and “Away” player, please contact your opponent via message on IMLeagues to confirm your match time as well as who will take responsibility for the “Home” player.
  - The following settings are required for use in all UC Santa Cruz Intramural FIFA 20 matches:
    - Type: Head to Head
    - Format: 1v1
    - Quarter Length: 6 minutes
    - Game Speed: Normal
    - Skill Level: Hall of Fame
    - Sliders: Default
    - Injuries: On
    - Player Fatigue: On
    - Overtime: No overtime in regular season games
    - Playoffs - Overtime: 3 minutes
    - Voice Chat: Off
- In the event that an incorrect ruleset is used, the match should be stopped and reset with the correct ruleset. Previously played stages with incorrect format will not count towards the series.

#### **Score Reporting**

- All participants are responsible for scheduling, participating, and reporting results of each scheduled match with their opponent according to their FusionIM.
- All participants will have one week from the established game date to complete the assigned match with their assigned opponents and report their scores.
- To report your match score, please fill out the [E-Sports Competition Form](#)



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- The winner of each game of the match will receive a “1”. The loser of each game will receive a “0”. Scores should be reflected in the “Final” columns.
- Both participants of each match are required to report game and match scoring. If discrepancies arise, please contact [intramurals@stmarys-ca.edu](mailto:intramurals@stmarys-ca.edu). All participants are required to take photos of each game results screen for documentation in case it is required for review.