



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 for support and adjudication.



E-Sport Rules

Rocket League

Game Format & Lobby

- The competitor with the most points after the end of the regulation wins the game.
- 1v1 format
- Games settings will be default, and should not be changed.
- Games will be 5minutes long each.
- Games will be best of 5 (winner wins 3of5)

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](#)
- 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. All participants are required to take photos/screenshots of each game results screen for documentation in case it is required for review.
- In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format as stated in UC Santa Cruz Intramural Super Smash Brothers Ultimate rules with the following modifications:
 - Stock: 1
 - Stock & Time: 3 minutes

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 on IMLeagues.com.
- To report your match score, please fill out the [E-Sports Competition Form](#) within 48hours of competition.



E-Sport Rules

- The winner of each game of the match will receive a “1”. The loser of each game will receive a “0”. The “Final” column must be the sum of all 5 games played.
- Each score reporter must ensure all boxes in the Score Report are completed prior to clicking the blue “Report” button.
- Both participants of each match are required to report game and match scoring. If discrepancies arise, please contact intramurals@stmarys-ca.edu. All participants are encouraged to take photos of each game results screen for documentation in case it is required for review.