Intramural Esports Handbook

I. Equipment
❖ Participants will use their own gaming system and games to compete in the Intramural Esports program
❖ Participants are encouraged to use headsets during gameplay for communication, but are not required to do so
❖ Leagues will be formatted to include both the PlayStation 4 system and Xbox One system *(Rocket League is cross-platform)*

II. Schedule
❖ Leagues will take place over a 6-week period, with one matchup being scheduled for each week (leagues with an odd number of participants will include bye weeks)
❖ Matchups will be posted on the IMLeagues site for Mondays (however, that date/time is not the required game time *see bullet point below)
❖ Participants are responsible for scheduling a time to play during that week that works for both sides
  ➢ Participants can connect through IMLeagues messaging, Pitt email, or by gamertag/username
  ➢ Participants are required to make their IMLeagues team name the gamertag/username that they use on their respective gaming platform (participants with inappropriate gamertags will not be permitted to participate in the Intramural Esports programming)
❖ If no game is played, or if a score is not reported by the end of the week, both sides will receive a forfeit
  ➢ If one participant reached out to schedule a time to play, but didn’t hear back from their competitor, then the participant who made an effort will get the victory via a forfeit score submission (look at individual game rule pages to see what score should be submitted for a forfeit)
  ➢ Participants with multiple forfeits will be removed from playoff contention
III. **Playoffs**

- To advance to the playoff bracket, participants must place in the top 16 of their league division
- The playoff bracket will be single elimination, with rankings being based on the regular season standings
- Playoff bracket schedule will be created by the Intramural staff

IV. **Score Submissions**

- The winner of the match-up will be responsible for submitting the final score on IMLeagues (can be done in the match-up tab)
  - Make sure scores are being inputted in the final score box
- Weekly score submissions are due by Sunday at midnight
- Participants are encouraged to take a picture of the final score on their mobile device in case of score dispute
- Steps to submit scores: 1) Log-in to IMLeagues 2) Go to the match-up that you are submitting a score for 3) Click the “Report Scores” button 4) Input the score into the “final score” boxes 4) Click “Report”

V. **Sportsmanship**

- Participants are expected to show good sportsmanship
  - If a participant receives 2 complaints of poor sportsmanship, that participant will be removed from the league and suspended from intramural participation
  - Sportsmanship includes language/communication during gameplay and any form of cheating, including but not limited to; excessive pausing of the game, pausing during important moments, using incorrect settings, using non-permitted teams, etc.
I. **League Description**
   - Systems: Xbox One, PlayStation 4
   - League: Individual
   - Permitted teams: All current teams, classic teams
     - All-time teams are not permitted
     - Custom rosters not permitted
     - Participants are permitted to use the same teams

II. **Gameplay Settings**
   - Game mode: Play with Friends Online - Private Match
   - Match Length: 5 minutes per quarter
   - Difficulty: Superstar
     - Sliders: Default
     - Injuries: On
     - Player Fatigue: On
     - Game Style: Simulation
     - Rules: All fouls on
     - Overtime: Default
     - No pausing during gameplay – teams may use timeouts

III. **Score Submission Rules**
   - Submit the score for each team in the final score boxes (IMLeagues will automatically report who won the game based on the score)
   - For a forfeit, select which team forfeited the match, and report a score of 25 points for the winner, and zero for the loser
**Madden 2020**

I. **League Description**
- Systems: Xbox One, PlayStation 4
- League: Individual
- Permitted teams: All current teams
  - Custom rosters not permitted
  - Participants are permitted to use the same teams

II. **Gameplay Settings**
- Game mode: Exhibition - Head to Head matchup
- Match Length: 5 minutes per quarter
  - Accelerated clock: On
  - Play clock: On
    - Minimum play clock time: 20 seconds
- Difficulty: All-Pro
  - Sliders: Default
  - Injuries: On
  - Player fatigue: On
  - Game Speed: Normal
  - Rules: All penalties on
  - Weather: Clear and Sunny
  - Overtime: Default
  - Camera settings: Standard
  - Pauses: Participants can only pause the game to call a timeout

III. **Score Submission Rules**
- Submit the score for each team in the final score boxes (IMLeagues will automatically report who won the game based on the score)
- For a forfeit, select which team forfeited the match, and report a score of 21 points for the winner, and zero for the loser
I. **League Description**
   - Systems: Xbox One, PlayStation 4
   - League: Individual
   - Permitted teams: All current teams
     - Custom rosters, All-Star teams, All-Decade teams, Retro teams, All-Time teams are not permitted
     - Participants are permitted to use the same teams

II. **Gameplay Settings**
   - Game mode: Online Versus - Competitive
   - Match Length: 5 minutes per period
   - Difficulty: Competitive
     - Sliders: Default
     - Injuries: On
     - Player Fatigue: On
     - Game Speed: Normal
     - Rules: All penalties on
     - Overtime: Default
     - No pausing during gameplay – teams may use timeouts

III. **Score Submission Rules**
   - Submit the score for each team in the final score boxes (IMLeagues will automatically report who won the game based on the score)
   - For a forfeit, select which team forfeited the match, and report a score of 3 points for the winner, and zero for the loser
I. League Description
   ❖ Systems: Xbox One, PlayStation 4
   ❖ League: Individual
   ❖ Permitted teams: All current club teams, and National teams
     ➢ Custom rosters not permitted
     ➢ Participants are permitted to use the same teams

II. Gameplay Settings
   ❖ Game mode: Online Friendlies
   ❖ Match Length: 7 minutes per half
   ❖ Difficulty: World Class
     ➢ Sliders: Default
     ➢ Injuries: On
     ➢ Player Fatigue: On
     ➢ Game Speed: Normal
     ➢ Overtime: Golden Goal – if there is no winner after GG, the match will be decided with penalty kicks
     ➢ Rules: All fouls on
     ➢ No pausing during gameplay

III. Score Submission Rules
   ❖ Submit the score for each team in the final score boxes (IMLeagues will automatically report who won the game based on the score)
   ❖ For a forfeit, select which team forfeited the match, and report a score of 3 points for the winner, and zero for the loser
Rocket League

I. **League Description**
   - Systems: Cross Platform (Xbox One, PlayStation 4, PC, Mobile)
   - League: 3v3, Res Life 3v3

II. **Gameplay Settings**
   - Game mode: Soccar
   - Match Length: 5 minutes
     - Bots: None
     - Arena: DFH Stadium
     - Series Length: Best of 5
     - Respawn time: 3 seconds
     - Other Settings: Default

III. **Score Submission Rules**
   - Submit the score (total matches won) for each team in the final score boxes (IMLeagues will automatically report who won the game based on the score)
   - For a forfeit, select which team forfeited the match, and report a score of 3 points for the winner, and zero for the loser