

Esports Tournament Rules

1. All games are played 1 v 1 – no teams
2. Max 48 entries for each tournament
3. All matchups consist of a best-of-three games format. Scores will be reported as 2-0 or 2-1. *FIFA20* will be single matchup elimination, *NBA 2k20* and *NHL20* will be double matchup elimination.
4. Scores will be reported by email by the winner; any disputes will be investigated and resolved on a case by case basis. Participants are encouraged to take screen captures or pictures of every result, protest and/or dispute. Please email your results (Include gamer tag, tournament name game result and sportsmanship score 1 low, 5 high) to Leagues@carleton.ca immediately following your matchup.
5. Each participant is free to choose any team to play with in the game except for All-Star Teams, All-Time Teams, International Teams and History Teams. No HUT (NHL), FUT (FIFA) or My Teams (NBA2K20) are allowed. Only Current Club Teams are allowed. Players may not pick the same team as their opponent. (No mirror matches) *Higher seed (lower number) chooses first team first, Lower seed chooses team second. Seeds will be determined at random.
6. Participants must be over 18 years of age. If they are under 18, they must be a Carleton student.

How to sign-up:

1. Sign-In or Create account at <https://rec.carleton.ca/>. Students please use you MC1 credentials. Community members please use “local login”.
2. Navigate to <https://rec.carleton.ca/DivisionRegistration> and select the tournament you wish to join. Create a team with your Gamer ID/Tag as your team name. **This is mandatory as it will be how opponents find each other in the game.**
3. You may register for more than one tournament but not twice for the same tournament.

Tournament Progression:

1. Double elimination tournament brackets will be created and posted online following the close of the registration period.
2. Each round of the tournament must be completed by the specified date and time to ensure the tournament moves on in an orderly fashion and finishes on time.

3. Participants may play their matches at the bracket time or at any mutually convenient time provided matches are completed before the date and time required.
4. Standardized rules of game play are found below:
 - a. FIFA 20 page 6
 - b. NHL 20 page 7
 - c. NBA 2k20 page 8

Tournament Rules:

1. Game Lobbies
 - a. The team with the higher seed (lower number) will be the hosting team. The hosting team will be responsible for setting up the game lobby with the correct settings and inviting the opposing team. The hosting team will also have the "Home Team" in the match. Players should always screenshot the head to head screen to provide evidence of both players screen names and team selections and give a timestamp of when the match began.
2. No-Shows
 - a. Each player has **15 minutes** to show up to a match. (bracket or mutually agreed upon time +15 minutes). Not showing up within 15 minutes results in a forfeit. The player that is waiting must notify league organizers and provide a screen capture.
3. Disconnection
 - a. In the event of a player disconnect It will be the responsibility of the disconnected player to reconnect to his opponent within 5 minutes. Failure to reconnect will result in a forfeit. The player that is waiting for reconnection must notify league organizers and provide screen captures.
 - b. In the case that a player disconnects and reconnects before a minute has elapsed on the game clock, or the first point, whichever occurs first, the game will be immediately remade with the same settings and teams and home/away status. If the disconnect happens after this point, a screen capture should be taken, and players will be required to work together to reach a "resume" point and play out the time remaining in the original game. Players should make their best possible effort to restore the second game to an accurate setting of the first game. This should include score, timeouts remaining, and possession of the ball.
4. Pauses
 - a. No pauses are allowed outside of available timeouts. If a player uses the pause button, they must also use a timeout. If no timeouts are available, the player will receive a warning. Multiple pauses without a timeout available will result in a match loss. If your opponent is in violation of this rule include screenshots as proof in a protest.
5. Results
 - a. Win or lose you must always confirm the match results after your series is complete. You must do this within 10 minutes of your matches finishing. Failure to confirm your results will result in a warning. You should always take

screenshots for evidence after the game has been completed. You should screenshot the head to head screen before the match begins, the final score, and any other disputable situations.

6. Match Disputes and Protests

- a. If any issues are encountered in a match, it's the players responsibility to create a dispute by contacting the admin team by email at Leagues@carleton.ca
- b. Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays. You should screenshot the head to head screen before the match begins, the final score, and the reasons for your dispute.
- c. The protesting player has 10 minutes to protest the reported result. Match protests must include match media evidence clearly showing the results of the match/series and the reason for the protest. Teams are responsible for providing proof of match results in case of disputes.
- d. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.

7. "Match Media"

- a. Match media are all uploads, including but not limited to screenshots and videos. Screenshots should always be taken of any disputable situation and should always include final scores and any disconnects.
- b. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

8. Tournament Administration

- a. All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final. Failing to cooperate with tournament administrators will result in disqualification. Misleading, misinforming, or inaccurately responding to tournament administrators or league inquiries at any time for any reason may result in disqualification.
- b. Any general disputes a person may have with the operation of the League should first be addressed by messaging League Organizers.

Code of Conduct

The below Code of Conduct applies to all Players at all levels of the competition. The tournament organizer reserves the right to levy penalties, sanction or disqualify any player at its discretion. Any conduct not outlined below is captured in the [Leagues & Intramurals Code of Conduct](#).

PLAYER BEHAVIOR

Competitor must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to other players and tournament administrators. These requirements apply to both offline and online, including with respect to social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship.

Players are always expected to behave at their best. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behavior will be addressed with a heavy hand by administrators. The tournament administration maintains the sole judgement for violations of these rules.

Players may not use obscene gestures, profanity and/or discriminator comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and League channels.

DURING THE TOURNAMENT:

- Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other
- Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are always expected to adhere to the standards of good sportsmanship.
- Players will refrain from using vulgar or offensive language.
- Abusive behavior, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any player, spectator, official or any other person is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely disconnecting or abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.
- All Players must not disclose any confidential information provided by the tournament organizer or any of its affiliates to any other people or groups of people, including via social media.

COLLUSION POLICY

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the tournament organizer at any phase of the FIFA20CS to be engaging in Collusion will be removed from the competition.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason.
- Playing on behalf of another competitor, including using a secondary account, to aid them.
- Any form of match-fixing.

PENALTIES

Violation of any part of these Official Rules will, at the Tournament organizer's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organizer's directions. All decisions and rulings of the tournament organizer are final and binding. The Tournament organizer reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no order, the following:

- Warning
- Reprimand
- Forfeiture of single match
- Forfeiture of all matches
- Loss of awards (including prize money and other paid expenses)
- Disqualification from the FIFA20CS

FIFA 20 Rules

The following setting shall be used for all games. To the extent any game settings are not mentioned in the list below, they shall be left at the default setting. If incorrect settings are used and organizers determine that it affected the outcome of any game, a Player may be disqualified.

Game mode: Head to Head 1on1 (not FUT)

Match duration: 14 minutes (7 minutes per half)

Controls: Any

Game Speed: Normal

Squad Type: Online

In case of draw: Golden goal match

Teams: Only Current Club Teams are allowed. All-Star Teams, All-Time Teams, International Teams and History Teams are not allowed. No FUT teams are allowed. Players may not pick the same team as their opponent. (No mirror matches) *Higher seed chooses team first, Lower seed chooses team second

NHL 20 Rules

The following setting shall be used for all games. To the extent any game settings are not mentioned in the list below, they shall be left at the default setting. If incorrect settings are used and organizers determine that it affected the outcome of any game, a Player may be disqualified.

Game Mode: Head to Head 1 on 1 (Not HUT)

Difficulty: All-Star

Period Length: 5 Minutes

Game Type: Competitive

Rules: NHL

Fighting: On

Penalties: On

Injuries: On (Online Open Play)

Offsides: Delayed

Icing: Hybrid Icing

Tie Break: Continuous Overtime

Position Lock: Off

Music and Announcers: Turned Off

Teams: Only Current Club Teams are allowed. All-Star Teams, All-Time Teams, International Teams and History Teams are not allowed. No HUT teams are allowed. . Players may not pick the same team as their opponent. (No mirror matches) *Higher seed chooses team first, Lower seed chooses team second

NBA 2K20 Rules

The following setting shall be used for all games. To the extent any game settings are not mentioned in the list below, they shall be left at the default setting. If incorrect settings are used and organizers determine that it affected the outcome of any game, a Player may be disqualified.

Exhaustion: On

Difficulty: Pro

Game Style: Standard

Time Limit: 4 Minutes per Quarter

Control: All

Game Speed: Normal

Teams: Only Current Club Teams are allowed. All-Star Teams, All-Time Teams, International Teams and History Teams are not allowed. No “My Teams” are allowed. Players may not pick the same team as their opponent. (No mirror matches) Higher seed chooses team first, Lower seed chooses team second