eSports FIFA 20 Rules

FORMAT OF PLAY

• Four weeks of regular season play with one game per week for a total of four (4) regular season games, followed by single elimination post-season tournament.
• Players must have at least 1 win and played in 50% of their scheduled games in order to qualify for playoffs.
• Captains are responsible for contacting each other to schedule game times each week.
• Rules for each individual game will be posted on IMLeagues and communicated to participants before the season starts.

REPORTING SCORES

• Winning captain must self-report final score on IMLeagues
• If there are any questions about reporting scores, please refer to the Self-Reporting Scores Guide on IMLeagues or reach out to the Intramural Sports Coordinator and Intramural Sports GAs via email.
  o Intramural Sports Coordinator: dewhirst@ou.edu
  o Intramural Sports GAs: higgy@ou.edu, lanceboehm5@ou.edu

GAME PLAY

• Game Lobby
  o Be respectful of other participants
  o No profanity
  o Any player who receives multiple complaints against them will be removed from the league.
  o Have fun and enjoy the game
• Equipment
  o Each player is responsible for having their own equipment
• Players
  o Individual League
• Glitches
  o No player shall intentionally use any glitches to gain an advantage.
• Conceding
  o Players may concede a game at any time and the current score shall stand
  o The player that concedes the game shall be given the loss
• No Gambling
  o Players shall not bet on the outcome of games
• Pauses
  o Each player may pause the game up to three times
  o Players can only pause the game when the ball is out of play or they have clear possession
  o If a player pauses the game, they must make a tactical change to their team
    ▪ Substitution
    ▪ Tactical Adjustment

GAME RULES

• FIFA 20
  o The home team will determine which person will serve as the host
  o Players can use any team they want (star level do not have to match)
  o Players can use the same team
  o No customized rosters
  o Game settings should be the defaults
    ▪ Game mode: Friendly season / Kickoff
    ▪ Classic match
    ▪ No over time for regular season games
    ▪ Team size: 1v1, head-to-head matchup
    ▪ Difficulty: Professional
    ▪ Match length: 6-minute halves
    ▪ Everything else: Default
    ▪ Game speed: Normal