eSports MLB the Show 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.
  - Intramural Sports Coordinator: dewhirst@ou.edu
  - Intramural Sports GAs: higgy@ou.edu, lanceboehm5@ou.edu

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

GAME RULES
- MLB the SHOW 20
  - Mode: Diamond Dynasty
  - Game Mode: Stats Tracked
  - Innings: 9
  - Hitting Difficulty: Hall of Fame
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  - Guess Pitch: OFF
  - Quick Counts: OFF
  - Strike Zone: ON
  - Hot Zone: OFF
  - Balks: OFF
  - Umpire Accuracy: Perfect
  - Umpire close plays: ON
  - Ejections: ON
  - Injuries: OFF
  - Presentation Mode: Fast play