Game-Specific Rules:

FIFA 20
NBA 2K20
Madden 20
NHL 20
Rocket League

**FIFA 20 Rules**

1. All Games will be played using FIFA 20
2. The competitor with the most points after the end of the regulation wins the game.
3. Game settings:
   - Games will consist of two 6 minute halves.
   - Controls set to any
   - The game speed will be set to normal
   - Squad types should be set to Online
   - Teams may not choose an “All-Star” team unless both players agree beforehand
4. Jersey colors must be contrasting to ensure adequate visibility for both players
5. Upon completion of the game both captains must complete the following steps:
   - Self-Report their own game score on RSconnect.
   - Complete the Game-Report and all information required.
   - The day and time that the match is scheduled on RSconnect is when the scores are due.

**Failure to complete either step above may result in one or both teams forfeiting the match**
6. When it’s a tie, there will be a new match started with Golden Goal deciding the winner. (The first team that scores, wins the match)

**NBA 2K20 Rules**

1. All Games will be played using NBA 2K20
2. The competitor with the most points after the end of the regulation wins the game.
3. Game settings:
   - Games will consist of Default 5-minute quarters.
   - Controls set to any
   - All Settings and Camera Angles will be the Default Settings and Skill Level set to All-Star
   - Squad types should be set to Online
   - Only current NBA teams are allowed. Retro, Fantasy and/or All-Star Teams are prohibited. Please take note that the tournament is played with the latest NBA 2K20 update.
   - If two competing players want to play with the same team, then this is allowed.
4. Jersey colors must be contrasting to ensure adequate visibility for both players
5. Upon completion of the game both captains must complete the following steps:
   - Self-Report their own game score on RSconnect.
   - Complete the Game-Report and all information required.
   - The day and time that the match is scheduled on RSconnect is when the scores are due.

Failure to complete either step above may result in one or both teams forfeiting the match

6. When it’s a tie, there will be a new match started with Golden Goal deciding the winner. (The first team that scores, wins the match)

**Madden 20 Rules**

1. All Games will be played using Madden 20
2. The competitor with the most points after the end of the regulation wins the game.
3. Game settings:
   - Games will consist of 6-minute quarters.
   - Controls set to any
   - All Game Settings are Default and Game Skill is All-Pro
○ Only current NFL teams are allowed. Retro, Fantasy and/or All-Star Teams are prohibited. Please take note that the tournament is played with the latest Madden 20 update.
○ If two competing players want to play with the same team, then this is allowed.

4. Jersey colors must be contrasting to ensure adequate visibility for both players

5. Upon completion of the game both captains must complete the following steps:
   ○ Self-Report their own game score on RSconnect.
   ○ Complete the Game-Report and all information required.
   ○ The day and time that the match is scheduled on RSconnect is when the scores are due.

Failure to complete either step above may result in one or both teams forfeiting the match

6. If a Tie exists, both players will follow Default overtime settings.

NHL 20 Rules

1. All Games will be played using NHL 20
2. The competitor with the most points after the end of the regulation wins the game.
3. Game settings:
   ○ Games will consist of 5-minute periods.
   ○ Controls set to any
   ○ All Game Settings are Default and should not be changed
   ○ Only current NHL teams are allowed. Retro, Fantasy and/or All-Star Teams are prohibited. Please take note that the tournament is played with the latest NHL 20 update.
   ○ If two competing players want to play with the same team, then this is allowed.

4. Jersey colors must be contrasting to ensure adequate visibility for both players

5. Upon completion of the game both captains must complete the following steps:
   ○ Self-Report their own game score on RSconnect.
   ○ Complete the Game-Report and all information required.
   ○ The day and time that the match is scheduled on RSconnect is when the scores are due.

Failure to complete either step above may result in one or both teams forfeiting the match
6. If a Tie exists, both players will follow Default overtime settings.

**Rocket League Rules**

1. The competitor with the most points after the end of the regulation wins the game.
2. Number of players should match the division that both teams are registered in
   ○ 1v1, 2v2, or 3v3
3. Game settings:
   ○ All Game Settings are Default and should not be changed
4. Upon completion of the game both captains must complete the following steps:
   ○ Self-Report their own game score on RSconnect.
   ○ Complete the Game-Report and all information required.
   ○ The day and time that the match is scheduled on RSconnect is when the scores are due.

Failure to complete either step above may result in one or both teams forfeiting the match

5. If a Tie exists, both players will follow Default overtime settings.