Esports Policy and Procedures

The following is a summary of Policies and Procedures for Esports Leagues. A complete list of Esports offerings and Game-Specific Rules can be found on the RecSports Website. Questions not covered below can be directed to Intramural Sports and Sport Club Office during normal business hours at 352-273-2438 or at jgriffin@ufsa.ufl.edu. Email is the preferred method of contact and will have a quicker response time.

Registration for all Esports Leagues ends on April 1st at 5:00pm, see below for Registration instructions!

All University of Florida students, faculty and staff are eligible to participate. See Participants Guide for more details.

League Offerings

Xbox One and Playstation 4 Divisions
- FIFA 20
- NBA 2K20
- Madden 20
- NHL 20

Cross-Platform
- Rocket League
  - 1v1, 2v2, and 3v3 Divisions Offered

Registration Instructions
Follow this link for instructions on registering for Esports! All registrations will be done on RSconnect.

Registration will open on March 26th at 8:00am and will end on April 1st at 5:00pm.

Regular Season Scheduling

Week 1: April 2nd to April 5th
Score must be reported by April 5th

Week 2: April 6th to April 9th
Score must be reported by April 9th

Week 3: April 10th to April 12th
Score must be reported by April 12th

Example: Team A vs Team B is scheduled on RSconnect for a match on April 2nd at 6pm. Said match score must be reported by April 5th. This match does not have to be played on April 2nd, however it must be played by April 5th. Failure to do so may result in both Team A and Team B forfeiting the match.

Players are responsible for setting up match times and reporting their scores within the above time frames for each “Week” of the regular season. Failure to report a score will result in both teams forfeiting their match that week. See below for more details regarding the Esports Forfeit Policy.

Esports Forfeit Form

Completing the Esports Forfeit form is appropriate in the following situations:
  - Opponent was unresponsive in attempted communication to schedule a match.
  - An agreed upon match time that was missed by one of the players.

If you feel either of these scenarios apply to you, complete the Esports Forfeit Form found here. Screenshots and documentation are required for the Intramural Sports Office to make any rulings on forfeits.

Forfeit Limit

Teams are allowed one (1) forfeit during the regular season. If a team forfeits two (2) or more matches during the regular season, they are ineligible for Playoffs.

Playoff Scheduling
Playoffs: **Beginning April 13th**

The tournament will be structured as a single elimination bracket. Players are responsible for setting up match times and reporting their scores. Each round of the tournament will have a 2-day window to complete the game. See Esports Forfeit Form section of this document for further detail on potential forfeits during the playoffs. Captains should keep an eye on their email and in the Discord chat as we approach Playoffs.

**Disconnected Game**

Please examine the following situations regarding procedure for when a game isDisconnected.

1. If one player and one player only is disconnected, that player is awarded a loss for the game, regardless of when the disconnection occurs.
   a. Exception: If both players agree to replay this game, that is permitted. However, if one party disagrees, the disconnected party is awarded a loss.

2. If both players are Disconnected from the game simultaneously, the game is to be restarted from the beginning, regardless of when the disconnection occurs.

**Sportsmanship**

All players are expected to have exceptional sportsmanship throughout the tournament. Offensive language including but not limited to profanity, racial or ethnic slurs, or other intimidating actions directed towards other players and administrators will **not** be tolerated and are grounds for removal from competition, and further disciplinary action.

If you experience any unsportsmanlike behavior, please report to the Intramural Sports office [here](#).