Game-Specific Rules:

FIFA 20
NBA 2K20
Madden 20
NHL 20
Rocket League
Super Smash Bros Ultimate
MLB The Show 20

**FIFA 20 Rules**

1. All Games will be played using FIFA 20
2. Games shall be played 1v1
   - Under special circumstances where a team has 2 individuals, both teams must agree to allow both Team A members to play in the game. If this is not agreed upon, only one member of Team A may participate.
3. The competitor with the most points after the end of the regulation wins the game.
4. 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
5. Jersey colors must be contrasting to ensure adequate visibility for both players
6. 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.
Failure to complete either step above may result in one or both teams forfeiting the match

7. 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. Games shall be played 1v1
   ○ Under special circumstances where a team has 2 individuals, both teams must agree to allow both Team A members to play in the game. If this is not agreed upon, only one member of Team A may participate.
3. The competitor with the most points after the end of the regulation wins the game.
4. 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.
5. Jersey colors must be contrasting to ensure adequate visibility for both players
6. 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.

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

7. 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. Games shall be played 1v1
   ○ Under special circumstances where a team has 2 individuals, both teams must agree to allow both Team A members to play in the game. If this is not agreed upon, only one member of Team A may participate.

3. The competitor with the most points after the end of the regulation wins the game.

4. 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.

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

6. 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.

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

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

**NHL 20 Rules**

1. All Games will be played using NHL 20

2. Games shall be played 1v1
   ○ Under special circumstances where a team has 2 individuals, both teams must agree to allow both Team A members to play in the game. If this is not agreed upon, only one member of Team A may participate.

3. The competitor with the most points after the end of the regulation wins the game.

4. 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.

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

6. 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.

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

7. 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. Games will be 5 minutes, and will be played the best 3 out of 5.

5. Upon completion of the game both captains must complete the following steps:
   - Self-Report their own game score on RSconnect.
     - Ex: Team A wins 3 out of 5 games over Team B.
     - Team A reported score = 3. Team B Reported score = (however many games won)
   - Complete the Game-Report and all information required.

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.

### Super Smash Bros Ultimate

1. Games will be played the best 2 out of 3
   a. Playoffs will be best 3 out of 5

2. Game Settings:
   - Stock: 3
   - Timer: 7:00
- Handicap: Off
- Team Attack: On
- Launch Rate: 1.0x
- Items: Off and None
- FS Meter: Off
- Damage Handicap: Off
- Custom Balance: Off
- Spirits: Off
- Pause: Off
- Stage Selection: Loser's Pick
- Stage Hazards: Off
- Stage Morph: Off
- Underdog Boost: Off
- Score Display: Off
- Show Damage: Yes 9.2.
- Radar: Small
- Echo Fighters: Separate
- Custom Balance: Off
- Mii Fighters are permitted with any combination of specials.
- Language: English

3. Starter Stages
   - Battlefield
   - Final Destination*
   - Smashville
   - Pokemon Stadium 2
   - Town & City

4. Counterpick Stages
   - Kalos Pokemon League
   - Lylat Cruise 18
   - Yoshi’s Story

**MLB The Show 20**

1. All Games will be played using MLB The Show 20
2. Games shall be played 1v1
3. The competitor with the most points after the end of the regulation wins the game.
4. Game settings:
   - Games will consist of 5 innings.
   - Controls set to any
   - All Game Settings are Default
   - Hitting and Pitching Difficulty set to All-Star
Only current MLB teams are allowed. Retro, Fantasy and/or All-Star Teams are prohibited. Please take note that the tournament is played with the latest MLB The Show 20 update.

If two competing players want to play with the same team, then this is allowed.

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

6. 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.

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

7. If a Tie exists, both players will play to extra innings until a winner is decided

8. Playoffs: Team with the higher seed is the home team