



Fall 2020 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 to the Esports League Coordinator. Email is the preferred method of contact and will have a quicker response time.

Registration for all Esports Leagues opens **October 19th at 8:00am**, and ends on **October 26th at 12:00pm**.

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League Coordinators

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Eligibility

All University of Florida students, faculty and staff are eligible to participate. See [Participants Guide](#) for more details on eligibility.

League Offerings

Playstation 4 Divisions

- **FIFA 21**
 - 1v1

Cross-Platform

- **Rocket League**
 - 1v1
 - 2v2
 - 3v3

Registration Instructions

Follow this [link](#) for instructions on registering for Esports! All registrations will be done on RScconnect.

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Regular Season Scheduling

All scores not reported by their respective deadline will be ruled as a loss for the team that failed to report their score.

Example: You have a week prior to that due date to get into contact with your opponent to schedule and play that game. Week 1 game is scheduled on November 3rd at 12 am. You will have to play and upload your score and your opponent's sportsmanship rating. 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: **Season 2- November 10th, 2020**

Disconnected Game

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

1. If one or both players are disconnected, it is expected that both players start a new game, and only play the remainder of the game.
 - a. **Example:** FIFA 21, Team A is up 1-0 and the game disconnects at the 65 minute mark. Players should re-start the game, and only play until the 25 minute mark with no extra time. Keep track of the score, and add any additional goals to the 1-0 preexisting score.
 - b. **Exception:** If the player who is disconnected is unable to reconnect in a timely fashion, and players are unable to find another time to play in the given time frame, the disconnected player is awarded a loss for that game of the season.
 - c. **Exception:** If the disconnection is due to a server issue, and players are unable to play their game, they may be allowed to extend the score-reporting window. Please communicate with your league coordinator if this 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](#).