

SPRING SEASON

FLASH TOURNAMENTS

Cross Platform
CIV V

XBox One & PlayStation 4

Madden 21
Madden 20
NBA 2K21
NBA 2K20
NHL 21
NHL 21



LEAGUES

Nintendo Switch
Super Smash Bros

Cross Platform
Rocket League

XBox One & PlayStation 4

FIFA 20
FIFA 21

ALL Registration Opens January 11, 2021 @ 8 AM
League Registration Closes January 22, 2021 @ 12 PM
League Games Begin January 25, 2021

Register on RSCconnect or go to bit.ly/UFEsports for more info

recsports.ufl.edu



Game-Specific Rules

[Rocket League](#)

[Super Smash Bros Ultimate](#)

[FIFA 21](#)

Rocket League Rules

1. Number of players should match the division that both teams are registered in
 - o 1v1, 2v2, or 3v3
2. The team leading at the end of each individual game will win that game. If the score is tied at the end of regulation time (5 minutes), follow the default overtime settings (golden goal- next team to score wins that game)
3. All league games will be played best 3 out of 5. Playoff games will also be played best 3 out of 5 unless otherwise indicated (latter stages may be best 4 out of 7)
4. Game settings:
 - o Unless otherwise indicated, all game settings are Default and should not be changed
 - o Set the series length to 5 (or 7 if in latter playoff stages)
 - o Put each teams' name as the team names instead of Team Blue and Team Orange

- **Take screenshots** of the result of each game, and in particular the last game where it indicates 'Series Winner' above the winning team's name
 - You will not need to upload these and you can delete them later, but they are used in case there is a discrepancy between the scores reported by each team captain.
5. Lag/Connectivity Issues:
- If 1 or more players are lagging or disconnect from the server, play should be paused immediately to allow the player to rejoin. Note the score and time remaining when the issue(s) arise, in case you have to restart the game or find a new server.
 - If the issue is resolved relatively quickly, you should resume the current game.
 - If it takes longer and you have to start a new game or find a new server, you should let the clock run down and score the appropriate goal(s) during that time to recreate the previous game before issues arose. Then, resume normal play at the appropriate time.
 - If the issues cannot be resolved in a timely manner, then teams should try and reschedule the game for when the issues do not occur.
6. Upon completion of the game, both captains must complete the following steps:
- Self report their own game score on [RSconnect](#)
 - Ex: In a best of 5 series, Team A wins 3 games and Team B wins 1 game
 - Team A reported score = 3. Team B Reported score = 1
 - Indicate a Sportsmanship score for the opposing team on a scale from 1-10, with 10 being excellent and no issues.
7. Game Extensions
- If for some reason both teams are unable to play their game in the indicated time frame, or something arises last minute (emergency, connectivity issues, etc.), you may submit [this form](#) for a 48 hour extension to complete your game and submit your score to RSconnect. This form must be completed BEFORE the original deadline to submit your game report.

Failure to report your score or complete a Game Extensions Form by the deadline may result in one or both teams forfeiting the match

8. There may be Extra Game Modes (Rumble, Snow Day, Hoops, Dropshot) offered as Flash Tournaments throughout the semester. If so, the adjusted rules will be posted then.

Super Smash Bros. Ultimate

1. Games will be played the best 2 out of 3.
 - 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
 - Show Damage: Yes
 - Custom Balance: Off
 - Mii Fighters are permitted with any combination of specials.
3. Starter Stages
 - Battlefield
 - Final Destination
 - Smashville
 - Pokemon Stadium 2
 - Town & City
4. Counterpick Stages
 - Kalos Pokemon League
 - Yoshi's Story
 - Lylat Cruise
5. The winner of the previous game may ban two stages they do not want their opponent to pick.
6. In the event of a timeout (when the timer hits 0), the person with the higher stock count, or lower percent if stocks are tied, wins the game.
7. Upon completion of the game, both captains must complete the following steps:
 - Self report their own game score on [RSconnect](#)

- i. Ex: In a best of 5 series, Player A wins 3 games and Player B wins 1 game
- ii. Player A will report a score of 3. Player B will report a score of 1.
- iii. Indicate a Sportsmanship score for the opposing team on a scale from 1-10, with 10 being excellent and no issues.

8. Game Extensions

- If for some reason both teams are unable to play their game in the indicated time frame, or something arises last minute (emergency, connectivity issues, etc.), you may submit [this form](#) for a 48 hour extension to complete your game and submit your score to RSconnect. This form must be completed BEFORE the original deadline to submit your game report.

Failure to report your score or complete a Game Extensions Form by the deadline may result in one or both teams forfeiting the match

FIFA 21 Rules

1. All Games will be played using FIFA 21
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 goals after the end of the regulation time (90 minutes) 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. When there is a tie, there will be a new match started with Golden Goal deciding the winner. (The first team that scores, wins the match).
7. Upon completion of the game both captains must complete the following steps:
 - Self-Report their own game score on RSconnect.
 - i. If player A scores 4 goals and player B scores 2 goals, player A will report 4 and player B will report 2.
8. Game Extensions
 - If for some reason both teams are unable to play their game in the indicated time frame, or something arises last minute (emergency, connectivity issues, etc.), you may submit [this form](#) for a 48 hour extension to complete your game and submit your score to RSconnect. This form must be completed BEFORE the original deadline to submit your game report.

Failure to report your score or complete a Game Extensions Form by the deadline may result in one or both teams forfeiting the match.