



ESports RULES

General Rules For All Games (FIFA, MADDEN, NBA2K, Rocket League, and Call of Duty):

1. Rosters
 - a. Players shall use the latest up to date rosters
 - b. If the game will not update rosters, players shall play with the most updated roster available
2. Glitches
 - a. No player shall intentionally use any glitches to gain an advantage.
3. Conceding
 - a. Players may concede a game at any time and the current score shall stand
 - b. The player that concedes the game shall be given the loss
4. No Gambling
 - a. Players shall not bet on the outcome of games
5. Pauses
 - a. Each player may pause the game up to three times
 - b. Players can only pause the game when the ball is out of play or they have clear possession
 - c. If a player pauses the game, they must make a tactical change to their team
 - i. Substitution
 - ii. Tactical Adjustment
6. Game Lobby
 - a. Be respectful of other participants
 - b. No profanity
 - c. Any player who receives multiple complaints against them will be removed from the league.
 - d. Have fun and enjoy the game
7. Equipment
 - a. Each player is responsible for having their own equipment
8. Play
 - a. The home team will determine which person will serve as the host
 - b. Players can use any team they want (star levels do not have to match)
 - c. Players can use the same team
 - d. **No customized rosters**
 - e. Game settings are listed in each games section
9. At the completion of all games, both teams should take a picture of the screen and submit the photo and the scores through email to compsports@uga.edu.
10. If teams cannot come agree on a time to play their match, please email us at compsports@uga.edu.

FIFA

Game Settings

- a. Game Mode: Friendly Season / Kick Off
- b. Difficulty: World Class
- c. Half Length: 6 min
- d. Injuries: On
- e. Offside: On
- f. Bookings: On
- g. Handballs: Off
- h. Match Conditions: Clear & Sunny
- i. Game Speed: Normal
- j. Overtime: Play "Classic Mode"

NBA 2K

Game Settings

- a. Head to Head matchup
- b. Skill Level: Hall of Fame
- c. Quarter Length: 6 min
- d. Overtime: 3 min
- e. Injuries: On
- f. Player Fatigue: On

Madden

Game Settings

- a. Head to Head matchup
- b. Skill Level: All-Madden
- c. Quarter Length: 5 min
- d. Accelerated Clock: On
- e. Weather: Clear
- f. Injuries: On
- g. Fatigue: On
- h. Camera Setting: Standard
- i. Game Speed: Normal
- j. Sliders: Default
- k. Excessive Offside
 - a. Neither offense nor defense should purposefully go offside with the intent of delaying the game nor exhibiting unsportsmanlike conduct.
- l. Onside Kicks
 - a. Onside kicks are only permitted if a team is down by 21+ points OR if a team is tied or losing in the 4th quarter

Rocket League

- a. All matches will be played on a best 3 of 5 rounds.
- b. The home team will determine which person will serve as the host

Game Settings

- a. All matches will be played on a best 3 of 5 rounds.
- b. The home team will determine which person will serve as the host
- c. Game settings should be the defaults
- d. Game mode: soccer
- e. Team size: 3v3
- f. Bot difficulty: none
- g. Arena : DFH stadium
- h. Match length : 5minutes
- i. Series length: 5 games
- j. Respawn time: 3 seconds
- k. Everything else: default

Call Of Duty Modern Warfare League

- a. All games will be played the best 3 out of 5 games.
- b. Game Modes per game of 5 if necessary:
 - a. Game 1 = Search & Destroy
 - a. Map choice selected by the home team
 - b. Game 2 = Domination
 - a. Map choice selected by the visiting team

- c. Game 3 = Hard Point
 - a. Map choice selected by the home team
- d. Game 4 = Choice of visiting team
 - a. Map choice selected by the home team
- e. Game 5 = Choice of home team
 - a. Map choice selected by the visiting team
- c. All game modes and maps per section are listed below

Search & Destroy

Maps

- Arklov Peak
- Gun Runner
- Piccadilly
- Rammaza
- St. Petrograd

Settings

• Game Settings:

- Round Time Limit: 2 M : 00 S
- Round Win Limit: 6 Rounds
- Win By Two Rule: Disabled
- Win By Two Max Rounds: N/A
- Round Switch: Every Round
- Match Start Time: 15 Seconds
- Round Start Time: 10 Seconds
- Skip Infil: Enabled
- Practice Round: Disabled
- Codcaster: Enabled

• Advanced Settings:

- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Silent Plant: Enabled
- Reset Plant/Defuse Progress: Enabled

• Player Settings:

- Number of Lives: 1 Life
- Max Health: 100 (Normal)
- Health Regeneration: Normal
- Tactical Sprint: Enabled
- Allow Revives: Disabled
- Show Enemy Death Location: Disabled
- Downed Health: N/A
- Downed Revive Health: N/A
- Downed Bleedout Timer: N/A
- Downed Revive Time: N/A
- Downed Give Up Time: N/A
- Weapon Mounting: Disabled

• Team:

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Final Killcam: Final Kill
- Enable Mini Map: Yes
- Radar Always On: Disabled

- Weapon Pings on Minimap: Enabled
- Weapon Pings on Compass: Enabled
- Enemy on Compass: Enabled
- Respawn Delay: None
- Wave Spawn Delay: None
- Suicide Spawn Delay: None
- Force Respawn: Enabled
- Team Assignment: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

- **Gameplay:**

- Spawn Camera: Disabled
- Hardcore Mode: Disabled
- Spawn Ammo Mags: 3 (Normal)
- Realism Mode: Disabled
- Headshots Only: Disabled
- Health Steal: Disabled
- Perks: Enabled
- Killstreaks: Enabled
- Round Retain Streaks: Enabled
- Retain Streaks on Death: Enabled
- Equipment Delay: Disabled
- Equipment Protection: 7.5 seconds
- Battle Chatter: Disabled
- Announcer Dialogue: Enabled

Domination

Maps

- Gun Runner
- Hackney Yard
- St. Petrograd

Settings

- **Game Settings:**

- Round Limit: 2 Rounds
- Round Switch: Every Round
- Round Time Limit: 6 Minutes
- Round Score Limit: Unlimited
- Match Start Time: 15 Seconds
- Round Start Time: 10 Seconds
- Skip Infil: Enabled
- Input Swap Allowed: Disabled
- Codcaster: Enabled

- **Advanced Settings:**

- Points Per Kill: 0 Points
- Points Per Death: 0 Points
- Headshot Bonus Points: 0 Points
- Killstreak Kill Bonus Points: 0 Points
- Time to Capture Zone: 10 Seconds
- Zones Required to Score: 1 Zone
- Points Per Zone: 1 Point
- Objective Scaler: x4
- Flags Enable Kill Scoring: Disabled
- Starting Flags Captured: Disabled

- **Player Settings:**

- Number of Lives: Unlimited

- Max Health: 100 (Normal)
- Health Regeneration: Normal
- Tactical Sprint: Enabled
- Allow Revives: Disabled
- Show Enemy Death Location: Disabled
- Downed Health: N/A
- Downed Revive Health: N/A
- Downed Bleedout Timer: N/A
- Downed Revive Time: N/A
- Downed Give Up Time: N/A
- Weapon Mounting: Disabled

- Team Settings:

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Final Killcam: PotG
- Enable Mini Map: Yes
- Radar Always On: Disabled
- Weapon Pings on Minimap: Enabled
- Weapon Pings on Compass: Enabled
- Enemy on Compass: Disabled
- Respawn Delay: 5 Seconds
- Wave Spawn Delay: None
- Suicide Spawn Delay: None
- Force Respawn: Enabled
- Team Assignment: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

- Gameplay:

- Spawn Camera: Disabled
- Hardcore Mode: Disabled
- Spawn Ammo Mags: 3 (Normal)
- Realism Mode: Disabled
- Headshots Only: Disabled
- Health Steal: Disabled
- Perks: Enabled
- Killstreaks: Enabled
- Round Retain Streaks: Enabled
- Retain Streaks on Death: Enabled
- Equipment Delay: Disabled
- Equipment Protection: 7.5 seconds
- Battle Chatter: Disabled
- Announcer Dialogue: Enabled

Hardpoint

Maps

- Azhir Cave
- Gun Runner
- Hackney Yard
- Rammaza
- St. Petrograd

Settings

<ul style="list-style-type: none"> • Game Settings 	<ul style="list-style-type: none"> ○ Time Limit: 5 Minutes ○ Score Limit: 250 Points ○ March Start Time: 15 Seconds ○ Skip Infil: Enabled ○ Skip Infil: Disabled ○ Codcaster: Enabled
<ul style="list-style-type: none"> • Advanced Settings: 	<ul style="list-style-type: none"> ○ Points Per Kill: 0 Points ○ Points Per Death: 0 Points ○ Headshot Bonus Points: 0 Points ○ Killstreak Kill Bonus Points: 0 Points ○ Time to Capture Zone: Instant ○ Zone Lifetime: 1 Point ○ Initial Activation Delay Time: 15 Seconds ○ Activation Delay Time: Disabled ○ Location Order: Linear ○ Scoring: Constant ○ Pause Time: Enabled ○ Capture Team Spawn Delay: Disabled
<ul style="list-style-type: none"> • Player Settings: 	<ul style="list-style-type: none"> ○ Number of Lives: Unlimited ○ Max Health: 100 (Normal) ○ Health Regeneration: Normal ○ Tactical Sprint: Enabled ○ Allow Revives: Disabled ○ Show Enemy Death Location: Disabled ○ Downed Health: N/A ○ Downed Revive Health: N/A ○ Downed Bleedout Timer: N/A ○ Downed Revive Time: N/A ○ Downed Give Up Time: N/A ○ Weapon Mounting: Disabled
<ul style="list-style-type: none"> • Team Settings: 	<ul style="list-style-type: none"> ○ Spectating: Team Only ○ 3rd Person Spectating: Disabled ○ Killcam: Enabled ○ Final Killcam: PotG ○ Enable Mini Map: Yes ○ Radar Always On: Disabled ○ Weapon Pings on Minimap: Enabled ○ Weapon Pings on Compass: Enabled ○ Respawn Delay: 2.5 Seconds ○ Wave Spawn Delay: None ○ Suicide Spawn Delay: None ○ Force Respawn: Enabled ○ Team Assignment: Enabled ○ Friendly Fire: Enabled ○ Team Kill Punish Limit: Disabled
<ul style="list-style-type: none"> • Gameplay: 	<ul style="list-style-type: none"> ○ Spawn Camera: Disabled ○ Hardcore Mode: Disabled ○ Spawn Ammo Mags: 3 (Normal) ○ Realism Mode: Disabled ○ Headshots Only: Disabled ○ Health Steal: Disabled ○ Cranked Timer: Disabled ○ Perks: Enabled ○ Killstreaks: Enabled ○ Round Retain Streaks: Enabled ○ Retain Streaks on Death: Enabled

- Equipment Delay: Disabled
- Equipment Protection: 7.5 seconds
- Battle Chatter: Disabled
- Announcer Dialogue: Enabled

Restricted Items

Primary Weapons

- FAL
- M91
- PKM
- MG34
- L86A2
- Model 680
- R9-0 Shotgun
- 725 Origin
- 12 Shotgun
- Riot Shield
- EBR-14
- MK2 Carbine
- Kar98k

Secondary Weapons

- RPG-7
- PILA
- JOKR
- Strela-P

Attachments

- M203 40mm Concussive (Underbarrel)
- M203 40mm Smokescreen (Underbarrel)
- M203 40mm Recon (Underbarrel)
- M203 40mm High-Explosive (Underbarrel)
- M203 40mm Flash (Underbarrel)
- M203 40mm Incendiary (Underbarrel)
- 12 Gauge Deputy (Underbarrel)
- Frangible - Wounding (Perk)
- Frangible - Disabling (Perk)
- 1mW Laser
- 5mW Laser
- Tac Laser

Kill Streaks

- Personal Radar
- Shield Turret
- Counter UAV
- UAV
- Care Package
- IAV

- Sentry
- Wheelson
- Emergency Airdrop
- White Phosphorous
- Advanced UAV
- Juggernaut

Perks

- Quick Fix
- Overkill
- High Alert
- Kill Chain
- Restock
- Shrapnel
- Tracker
- Hardline
- Specialist (Temporary)

Equipment

- Claymore
- C4
- Molotov Cocktail
- Proximity Mine
- Heartbeat Sensor
- Gas Grenade
- Snapshot Grenade
- Stim
- Decoy Grenade

Field Upgrades

- Recon Drone
- Stopping Power
- Weapon Drop
- Tactical Insertion
- Deployable Cover