



Recreational Sports

Student Affairs

UNIVERSITY OF GEORGIA

Esports Rules

General Rules for All Games:

1. Registration
 - a. Team registration will take place on IMLeagues.com
 - b. Your team name must be your gamer tag**
2. Eligibility
 - a. Only UGA students, faculty/staff, and spouses/domestic partners of these groups with an active membership to Ramsey are allowed to participate
3. 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
4. Glitches
 - a. No player shall intentionally use any glitches to gain an advantage.
5. 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
6. No Gambling
 - a. Players shall not bet on the outcome of games
7. 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
8. 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
9. Equipment
 - a. Each player is responsible for having their own equipment
10. 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
11. 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.
12. If teams cannot come agree on a time to play their match, please email us at compsports@uga.edu.

FIFA 20

1. Matches will be played a best 3 of 5 games

Game Settings

1. Game Mode: Friendly Season / Kick Off
2. Difficulty: World Class
3. Half Length: 6 min
4. Injuries: On
5. Offside: On
6. Bookings: On
7. Handballs: Off
8. Match Conditions: Clear & Sunny
9. Game Speed: Normal
10. Overtime: 3 minutes golden goal then penalty kicks

5v5 League of Legends

1. Games will be played best of 1 game winner according to standard League of Legends rules until:
 - a. Completion of the final objective (destruction of a nexus)
 - b. Team Surrender
 - c. Team Forfeit
2. Game settings are outlined below. However additional information can be found in the rules linked [HERE](#)

Game Settings

1. Game Type: Tournament Draft
2. Team Size: 5
3. Map: Summoner's Rift
4. Allow Spectators: Lobby Only
5. Start of Pick/Ban Process will proceed through the Tournament Draft feature. Starters for each team cannot be substituted after the start of the draft. Game play will start immediately following the draft

Madden NFL 20

Game Settings

1. Head to Head matchup
2. Skill Level: All-Madden
3. Quarter Length: 5 min
4. Accelerated Clock: On
5. Weather: Clear
6. Injuries: On
7. Fatigue: On
8. Camera Setting: Standard
9. Game Speed: Normal
10. Sliders: Default
11. Excessive Offside
 1. Neither offense nor defense should purposefully go offside with the intent of delaying the game nor exhibiting unsportsmanlike conduct.
12. Onside Kicks
 1. 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

MLB the Show

Game Settings

1. Mode: Diamond Dynasty
2. Game Mode: Stats Tracked
3. Innings: 9
4. Hitting Difficulty: Hall of Fame
5. Pitching difficulty: Hall of Fame
6. Guess Pitch: Off
7. Quick Counts: Off
8. Strike Zone: On
9. Hot Zone: Off
10. Balks: Off
11. Umpire Accuracy: Perfect
12. Umpire close plays: On
13. Ejections: On
14. Injuries: Off
15. Presentation Mode: Fast play

NBA 2K20

Game Settings

1. Head to head matchup
2. Skill Level: Hall of Fame
3. Quarter Length: 6 minutes
4. Overtime: 3 minutes
5. Injuries: On
6. Player Fatigue: On

NHL 20

1. All game settings are outlined below. However additional information can be found in the rules linked [HERE](#)

Game Settings

1. Game Mode: HUT
2. Difficulty: All-Star
3. Period length: 4 minutes
4. Game Type: Competitive
5. Rules: NHL
6. Fighting: On
7. Penalties: On
8. Injuries: On
9. Offsides: Delayed
10. Icing: Hybrid Icing
11. Tie break: Continuous overtime
12. Position Lock: Off
13. Music and Announcers: Off

3v3 Rocket League

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

Game Settings

1. Game settings should be the defaults
2. Game mode: soccer
3. Team size: 3v3
4. Bot difficulty: none
5. Arena: Loser's Pick
6. Match length: 5 minutes
7. Series length: 5 games
8. Respawn time: 3 seconds
9. Everything else: default

Super Smash Bros Ultimate

1. All matches will be played on best 3 of 5 rounds
2. VGBC Rule Set will be used for all games. Full set of rules are linked [HERE](#)

Game Settings

1. Type: Host preference
2. Visibility: Friends
3. Format: 1v1
4. Rules:
 - a. Style: Stock
 - b. Stock: 3
 - c. Time Limit: 8 minutes
 - d. FS Meter: Off
 - a. Damage Handicap: Off
 - b. Items: Off and None
 - c. Stage Hazards: Off
 - e. Launch Rate: 1.0x
 - f. Score Display: Off
 - g. Show Damage: Yes
5. Rotation: Host preference
1. Max Players: 2
2. Stage: Loser's Pick
3. Spirits: Off
6. Voice Chat: Off

4v4 Call of Duty: Modern Warfare

1. All games will be played the best 3 out of 5 games
2. The home team will determine which person will serve as the host
3. Game Modes per game of 5, if necessary:
 - a. Game 1 = Search & Destroy
 - i. Map choice selected by the home team
 - b. Game 2 = Domination
 - i. Map choice selected by the visiting team
 - c. Game 3 = Hard Point
 - i. Map choice selected by the home team
 - d. Game 4 = Choice of the visiting team
 - i. Map choice selected by the home team
 - e. Game 5 = Choice of the home team
5. All game modes and maps per section are listed blow
6. All rules are outlined in the sections below however additional information can be found in rules linked [HERE](#)

Search & Destroy Maps

1. Arklov Peak
2. Gun Runner
3. Piccadilly
4. Rammaza
5. St. Petrograd

Game Settings:

1. Round Time Limit: 1M : 30S
2. Round Win Limit: 6 Rounds
3. Win By Two Rule: Disabled
4. Win By Two Max Rounds: N/A
5. Round Switch: Every Round
6. Match Start Time: 15 Seconds
7. Round Start Time: 10 Seconds
8. Skip Infil: Enabled
9. Practice Round: Disabled
10. Codcaster: Enabled

Advanced Settings:

1. Bomb Timer: 45 Seconds
2. Plant Time: 5 Seconds
3. Defuse Time: 7.5 Seconds
4. Multi Bomb: Disabled
5. Silent Plant: Enabled
6. Reset Plant/Defuse Progress: Enabled

Player Settings:

1. Number of Lives: 1 Life
2. Max Health: 100 (Normal)

3. Health Regeneration: Normal
4. Tactical Sprint: Enabled
5. Allow Revives: Disabled
6. Show Enemy Death Location: Disabled
7. Downed Health: N/A
8. Downed Revive Health: N/A
9. Downed Bleedout Timer: N/A
10. Downed Revive Time: N/A
11. Downed Give Up Time: N/A
12. Weapon Mounting: Disabled

Team Settings:

1. Spectating: Team Only
2. 3rd Person Spectating: Disabled
3. Killcam: Enabled
4. Final Killcam: Final Kill
5. Enable Mini Map: Yes
6. Radar Always On: Disabled
7. Weapon Pings on Minimap: Enabled
8. Weapon Pings on Compass: Enabled
9. Enemy on Compass: Disabled
10. Respawn Delay: None
11. Wave Spawn Delay: None
12. Suicide Spawn Delay: None

13. Force Respawn: Enabled
14. Team Assignment: Enabled
15. Friendly Fire: Enabled
16. Team Kill Punish Limit: Disabled

Gameplay:

1. Spawn Camera: Disabled
2. Hardcore Mode: Disabled
3. Spawn Ammo Mags: 3 (Normal)
4. Realism Mode: Disabled
5. Headshots Only: Disabled
6. Health Steal: Disabled
7. Cranked Timer: Disabled
8. Allow Field Upgrades: Enabled
9. Field Upgrade Charge Rate: Normal
10. Field Upgrade Score Modifier: Normal
11. Perks: Enabled
12. Killstreaks: Enabled
13. Round Retain Streaks: Enabled
14. Retain Streaks on Death: Enabled
15. Equipment Delay: Disabled
16. Equipment Protection: 7.5 Seconds
17. Battle Chatter: Disabled
18. Announcer Dialogue: Enabled

Domination Maps:

1. Gun Runner
2. Hackney Yard
3. St. Petrograd

Game Settings:

1. Round Limit: 2 Rounds
2. Round Switch: Every Round
3. Round Time Limit: 5 Minutes
4. Round Score Limit: Unlimited
5. Match Start Time: 15 Seconds
6. Round Start Time: 10 Seconds
7. Skip Infil: Enabled
8. Input Swap Allowed: Disabled
9. CDL Tuning: Enabled
10. Codcaster: Enabled

Advanced Settings:

1. Points Per Kill: 0 Points
2. Points Per Death: 0 Points
3. Headshot Bonus Points: 0 Points
4. Killstreak Kill Bonus Points: 0 Points
5. Time to Capture Zone: 10 Seconds
6. Zones Required to Score: 1 Zone
7. Points Per Zone: 1 Point
8. Objective Scaler: x4
9. Flags Enable Kill Scoring: Disabled

Hardpoint Maps

1. Azhir Cave
2. Gun Runner
3. Hackney Yard
4. Rammaza
5. St. Petrograd

Game Settings:

1. Time Limit: 5 Minutes
2. Score Limit: 250 Points
3. March Start Time: 15 Seconds
4. Skip Infil: Enabled

10. Starting Flags Captured: Disabled

Player Settings:

1. Number of Lives: Unlimited
2. Max Health: 100 (Normal)
3. Health Regeneration: Normal
4. Tactical Sprint: Enabled
5. Allow Revives: Disabled
6. Show Enemy Death Location: Disabled
7. Downed Health: N/A
8. Downed Revive Health: N/A
9. Downed Bleedout Timer: N/A
10. Downed Revive Time: N/A
11. Downed Give Up Time: N/A
12. Weapon Mounting: Disabled

Team Settings:

1. Spectating: Team Only
2. 3rd Person Spectating: Disabled
3. Killcam: Enabled
4. Final Killcam: PotG
5. Enable Mini Map: Yes
6. Radar Always On: Disabled
7. Weapon Pings on Minimap: Enabled
8. Weapon Pings on Compass: Enabled
9. Enemy on Compass: Disabled
10. Respawn Delay: 5 Seconds

Advanced Settings:

1. Points Per Kill: 0 Points
2. Points Per Death: 0 Points
3. Headshot Bonus Points: 0 Points
4. Killstreak Kill Bonus Points: 0 Points

11. Wave Spawn Delay: None
12. Suicide Spawn Delay: None

13. Force Respawn: Enabled
14. Team Assignment: Enabled
15. Friendly Fire: Enabled
16. Team Kill Punish Limit: Disabled

Gameplay:

1. Spawn Camera: Disabled
2. Hardcore Mode: Disabled
3. Spawn Ammo Mags: 3 (Normal)
4. Realism Mode: Disabled
5. Headshots Only: Disabled
6. Health Steal: Disabled
7. Cranked Timer: Disabled
8. Allow Field Upgrades: Enabled
9. Field Upgrade Charge Rate: Normal
10. Field Upgrade Score Modifier: Normal
11. Perks: Enabled
12. Killstreaks: Enabled
13. Round Retain Streaks: Enabled
14. Retain Streaks on Death: Enabled
15. Equipment Delay: Disabled
16. Equipment Protection: 7.5 Seconds
17. Battle Chatter: Disabled
18. Announcer Dialogue: Enabled

5. Time to Capture Zone: Instant
6. Zone Lifetime: 1 Minute
7. Initial Activation Delay Time: 15 Seconds
8. Activation Delay Time: Disabled
9. Location Order: Linear
10. Scoring: Constant
11. Pause Time: Enabled
12. Objective Team Spawn Delay: Disabled

13. Spawn Delay Timer: 2.5 Seconds

Player Settings:

1. Number of Lives: Unlimited
2. Max Health: 100 (Normal)
3. Health Regeneration: Normal
4. Tactical Sprint: Enabled
5. Allow Revives: Disabled
6. Show Enemy Death Location: Disabled
7. Downed Health: N/A
8. Downed Revive Health: N/A
9. Downed Bleedout Timer: N/A
10. Downed Revive Time: N/A
11. Downed Give Up Time: N/A
12. Weapon Mounting: Disabled

Team Settings:

1. Spectating: Team Only

2. 3rd Person Spectating: Disabled
3. Killcam: Enabled
4. Final Killcam: PotG
5. Enable Mini Map: Yes
6. Radar Always On: Disabled
7. Weapon Pings on Minimap: Enabled
8. Weapon Pings on Compass: Enabled
9. Respawn Delay: 2.5 Seconds
10. Wave Spawn Delay: None
11. Suicide Spawn Delay: None
12. Force Respawn: Enabled
13. Team Assignment: Enabled
14. Friendly Fire: Enabled
15. Team Kill Punish Limit: Disabled

Gameplay:

1. Spawn Camera: Disabled
2. Hardcore Mode: Disabled

3. Spawn Ammo Mags: 3 (Normal)
4. Realism Mode: Disabled
5. Headshots Only: Disabled
6. Health Steal: Disabled
7. Cranked Timer: Disabled
8. Allow Field Upgrades: Enabled
9. Field Upgrade Charge Rate: Normal
10. Field Upgrade Score modifier: Normal
11. Perks: Enabled
12. Killstreaks: Enabled
13. Round Retain Streaks: Enabled
14. Retain Streaks on Death: Enabled
15. Equipment Delay: Disabled
16. Equipment Protection: 7.5 Seconds
17. Battle Chatter: Disabled
18. Announcer Dialogue: Enabled

Restricted Items

Primary Weapons

1. LMG (All – SA87, M91, PKM, MG34, L86A2, Holger – 26)
2. FAL (Assault Rifle)
3. Shotgun (All – Model 680, R9-0, 725 Origin, Origin 12)
4. Melee (Riot Shield)
5. Marksman Rifles (All – EBR-14, MK2 Carbine, kar98k, Crossbow)

Secondary Weapons

1. RPG-7
2. PILA
3. JOKR
4. Strela-P

Attachments

1. Underbarrel (M203 40mm Concussive, M203 40mm Smokescreen, M203 40mm Recon, M203 40mm High-Explosive, M203 40mm Flash, M203

- 40mm Incendiary, 12 Gauge Deputy)
2. Perks (Frangible – Wounding, Frangible – Disabling)
3. Laser (1mW Laser, 5mW Laser, Tac Laser)
4. Ammunition (.357 Snake Shot)

Kill Streaks

1. 3 Kill (Personal Radar, Shield Turret)
2. 4 Kill (Counter UAV, UAV, Care Package)
3. 5 Kill (Cluster Strike, Cruise Missile, Precision Airstrike)
4. 7 Kill (IAV, Sentry, Wheelson)
5. 8 Kill (Emergency Airdrop, VTOL Jet)
6. 10 Kill (White Phosphorous, Chopper Gunner)
7. 11 Kill (Support Helo)

8. 12 Kill (Advanced UAV, Gunship)
9. 15 Kill (Juggernaut)

Perks

1. Perk 1 (Kill Chain, Quick Fix)
2. Perk 2 (Hardline, High Alert, Overkill, Restock)
3. Perk 3 (Shrapnel, Tracker)

Equipment

1. Lethal (Claymore, C4, Molotov Cocktail, Throwing Knife, Proximity Mine, Thermite)
2. Tactical (Decoy Grenade, Gas Grenade, Heartbeat Sensor, Snapshot Grenade, Stim)

Field Upgrades

1. Recon Drone
2. Stopping Power
3. Weapon Drop
4. Tactical Insertion
5. Deployable Cover