



# 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 Discord name**
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](mailto:compsports@uga.edu).
12. If teams cannot come agree on a time to play their match, please email us at [compsports@uga.edu](mailto:compsports@uga.edu).

## **FIFA 21**

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

## **Madden NFL 21**

### 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 4<sup>th</sup> quarter

## **MLB the Show 21**

### 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 2K21**

### 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

## **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 or 2v2 (depends on the league)
4. Bot difficulty: none
5. Arena: Loser's Pick
6. Match length: 5minutes
7. Series length: 5 games
8. Respawn time: 3 seconds
9. Everything else: default

## **Street Fighter 5**

1. All rounds will be played in best 2 out of 3

### Game Settings

1. Mode: Battle Lounge
2. Rounds: 3
3. Timer: 99 seconds
4. Victory Setting: first to 2
5. Number of players: 2
6. Character Select: On
7. Hardware settings: No preference
8. Private slots: On
9. Map: Random

## 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