Department of Recreational Sports | Intramural Sports
2020-21 Esports Information Sheet

The Virginia Tech Intramural Sports Program is proud to offer a variety of quality sport-related activities to our community. Please consult the information below for sport-specific rules, policies, and procedures. If you have questions throughout the season, please contact us by email (imsports@vt.edu), phone (540.231.8297), or consult our intramural policies webpage. Good luck and we hope you have a fun and exciting season!

Rules of the Game

1. Registration
   a. Register to participate in individual Esports by selecting the link on the intramural sports schedule page. Registration is open only for a limited time.
   b. When registering, participants will need to choose the correct platform division (Xbox or PlayStation) for the esports that are not cross-platform.

2. Ladder Play Instructions
   a. Each participant will be responsible for challenging their opponents to matches.
   b. Participants may challenge Unlimited spots up/down.
   c. Each participant may decline Unlimited challenges.
   d. Two teams can play each other up to five times.
   e. You must complete two matches by October 9th.
   f. If the worse seeded opponent wins then they will take the better seeded opponent's place and the better seeded opponent will move down 1 spot, if the better seeded opponent wins then both opponents will remain in their current rankings.
   g. A round robin system will be utilized throughout the season.

3. Tiebreakers
   a. If there is no mechanism for a tie, it will be restarted with the same game situation if possible, and the first team to score wins.
   b. Games that have a tie mechanism (Rocket League, NBA 2K20, and FIFA 20) will follow the preset mechanism.

4. Submitting Scores
   a. Scores will be submitted by participants through IMLeagues. Scores may be submitted at your convenience, but each participant must play the required number of matches before the end of the season to be eligible for the playoff tournament.

5. Broadcasting
a. Participants will have the opportunity to have games broadcasted on a Twitch and Youtube Live stream.
   i. If it is an EA Sports game, the players will stream their game on Twitch, and Intramurals will re-stream it on Youtube Live
   ii. If it is a Rocket League game, Intramural Sports will stream the game.

b. Game of the week and championship games will be commentated on by broadcasters.
   i. Game of the week slots will be opened at a predetermined time for two teams to join.

6. Esport-specific rules
   a. Rocket League
      i. Game Mode: Standard
      ii. Team Size: 1v1, 2v2, 3v3
      iii. Bot Difficulty: None
      iv. Arena: DFH Stadium
      v. Match Length: 5 minutes
      vi. Series Length: 3 games
      vii. Respawn Time: 3 seconds
      viii. Everything else: default
   
   b. NBA 2K20
      i. Best of 1
      ii. Exhaustion: On
      iii. Difficulty: Superstar
      iv. Game Style: Standard
      v. Time Limit: 5 Minutes per Quarter
      vi. Control: All
      vii. Gamespeed: Normal
      viii. Teams: Only current NBA teams may be used. All-star, All-time, and history teams are not allowed.
      ix. Players may not pick the same team.
      x. The higher seed chooses their team first.
   
   c. FIFA 20
      i. Difficulty level: World Class
      ii. Injuries: On
      iii. Offside: On
      iv. Time/Score Display: On
      v. Camera: Tele
      vi. Game Time: 6 minute halves
      vii. Overtime: PKs