All participants/teams, each round, must communicate with each other and set-up the best day/time when you are able to complete your match. *No exceptions.*

**All Settings Used Will Be the Default Settings, Unless Otherwise Noted**

**LEAGUE FORMAT**
- League Play will begin with pool play. Based off the final pool play standings, the Top 2 in each pool will advance to the Championship Bracket and the remaining teams will advance to the Consolation Bracket. Both Brackets will be single elimination.
- Each match will be the Best-of-3 Games
  - Teams must win 6 rounds to win a Game
- All Games will be 2v2
- All matches will be played under the following multiplayer game type:
  - Gunfight

**MATCH HOST**
- The match host must be agreed upon by all the participants involved in each match. It is encouraged that the host has the best internet connection available. We want to limit the lag/ping rates if possible.

**MAP**
- The Away team of the match will choose the first map. Future round's maps will be chosen by the loser of the previous round. If the match goes to a 3rd and deciding game, the map will be *Stack.*
- Maps that have been previously selected in the match cannot be chosen again. Only maps on this list are available:
  - Docks
  - Gulag Showers
  - Hill
  - King
  - Pine
  - Speedball

**RULES**
- All options will be Default, except for the options below:
  - GAME
    - Time Limit: 40 Seconds
    - Round Win Limit: 6 Rounds
  - ADVANCED
    - Time to Capture Zone: 3 Seconds
    - Change Loadout: Every 2 Rounds
  - PLAYER
    - Number of Lives: 1 Life

**LEAVING GAMES EARLY**
- We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout League Play. We want this to be a fun experience for everyone and if you commit to participating, the expectation is for you to finish all your matches to their conclusion.
- Each match will have the results submitted at their conclusion and we will note those individuals who quit early. If this becomes a theme, we will penalize you and not allow you to participate in future activities.

**DISCONNECTS**
- In the event that someone disconnects during a round, their teammates will have the option to continue without them or forfeit the round. If the person can reconnect fast enough and re-join that game, they are welcome to continue. Forfeiting one round does not constitute forfeiting the whole game/match.
- Resume the match when that player returns.
- It is encouraged that you have a strong internet connection during the matches.
SPORTSMANSHIP POLICY

- Like if we were in-person, having good sportsmanship is expected during competition.
- All participants and/or teams will be required to submit their results at the end of each match. This will include sportsmanship during that match.
  1. If someone is exhibiting poor sportsmanship during a match, please take a screenshot of it and submit it with your end of match submission.
- We take sportsmanship seriously and if it has been reported that it has been an issue, you or your team will be required to either stream or allow one of the Competitive Sports Staff to spectate all your future matches.
- If sportsmanship continues to be an issue, you and your team will be removed from competition.
- If you or your team is removed from competition, this will be treated as an ejection from an Intramural Sports activity.

THE COMPETITIVE SPORTS STAFF HAS THE RIGHT TO FORFEIT A PARTICIPANT/TEAM FROM THE EVENT