All participants/teams, each match, 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.

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.

TEAM SELECTION
- Players can use any team they want (star level does not have to match)
  - Players can use the same team
  - All-Star teams, Legends Teams and Ultimate teams are PROHIBITED
    - National teams are ALLOWED to be chosen

IN-GAME SETTING
- Team Size: 1v1
- Game mode: Friendly Season / Kickoff
- Classic Match
- Difficulty: Professional
- Match Length: 8 minutes halves
- Everything Else: Default
- Game Speed: Normal

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.

MERCY RULE
- There is no mercy rule. Please play all matches to their conclusion.

EXTRA TIME
- If a game is tied at the end of Regulation, please play Extra Time, until there is a winner for that game using Golden Goal.

DISCONNECTS
- **Example**: If a player disconnects in the 50th minute and the score was 2-1. Upon return, the game will resume in the 1st half with an implied score of 2-1. The implied half will be the 2nd. The competitors will play until halftime to determine the winner.
- 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