All participants/teams, each contest, 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
- All Games will be 2v2 (In a 50v50 Battle Royale)
- Both teams will party up together and join a 50v50 Battle Royale. This way you can see total eliminations by each player in the party and you cannot eliminate each other during the contest.

**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.
- You are required to use a North America Server

**RULES**
- Players will setup a party and invite their opponent(s) to join
- The objective of each Battle Royale will be total eliminations by your Duo; getting as many as you can in the game
  - Participants will play a 50v50 Battle Royale
  - Example: *Battle Royale 1 - Team A has 24 combined eliminations and Team B has 20 combined eliminations, Team A will win Game 1*
  - The first team to win two games, wins the match
    - If there is a tie in any game, another game will be played to replace it. This will continue until there is a winner
- Participants will drop into the same match as their opponent, but they are not required to play with them.
  - You can go to different sides of the map, it’s up to you!

**SABOTAGE**
- Teaming is allowed. Though, participants cannot directly cause the death of their opponents
  - Examples:
    - Breaking or weakening an opponent built or non-built structure or cover, by any means
    - Causing opponents to miss shots or miss opportunities for advancing their scores
    - Building in-front of your opponent

**LEAVING GAMES EARLY**
- We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout the tournament. We want this to be a fun experience for everyone and if you commit to participating in the tournament, 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 tournaments.

**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 match. Therefore, it is encouraged to ensure you have a strong internet connection during the matches.
- If both teams agree, you may replay a round, if someone disconnects. *This is the most encouraged method to use.*
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