



Each player must meet one of the following conditions to sign-in: 1) Present their own, valid WildCard before each contest to be eligible to participate.

OR

2) Present a government-issued photo ID and community member pass to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the student health center before participating in Intramural Sports.

1. League and Tournament Play

1.1 1v1 format will be played completely online.

1.2 The format of this tournament will be dependent on the number of registrants.

1.2.1 Contests will be best of 3.

1.2.2 Semifinals and Finals are best of 5.

1.3 Platform: Nintendo Switch

2. Game Setup

2.1 Standard 1v1 Format

2.2 Best of 3 matches

2.2.1 First map is random. Players can mutually agree to play a different map. Winner bans 2 maps, then Loser chooses the next map.

2.3 3 Stock - 8 Minutes - Everything else Default

3. Rules

3.1 Disconnecting in the middle of a match forfeits the current match, or the opponent can consent to rehost.

3.2 Hacking, cheating or use of exploits is strictly prohibited and will result in

3.3 Match restart is permitted if there are issues with the server. Both players must consent to the rehost.

4. Scheduling

4.1 All matches will be played at an agreed upon time set by both players

4.1.1 The team listed first on the schedule is responsible for setting up the room for the matches at the agreed upon time.

4.1.2 Reschedules must be made prior to the default match time.

4.1.3 Both players must consent to a reschedule.



4.2 If a player does not show within 10 minutes of the scheduled match time it is an automatic forfeit.

5. Submitting Scores

5.1 Winner of the match must report the score to the Competitive Sports representative.

5.2 Screenshots must be taken of wins in case of a dispute.

5.3 It is strongly recommended that at least one player participating in a match save a replay for any arbitration of disputes by the Competitive Sports representative.

