

SAMFORD

CAMPUS RECREATION

Intramural E-Gaming Rules

Home Facility

The home facility for E-Gaming is the Seibert Hall in the Esports facility. All reschedules, defaults, forfeits and additions/deletions must be made at the Campus REC office. All participants must abide by all EGaming area policies, in addition to Intramural Sports.

Questions

Please feel free to contact Campus REC office with any questions or concerns that you may have. The Campus REC Office is 326 Seibert Hall at 726-2194

General Information

- 1) All participants must have their current valid SUID card with them
- 2) All participants must arrive prior to the start time of the in-person tournament
- 3) Single Elimination Tournament Style

Eligibility Requirements

Intramurals are open to current Samford students, faculty, and staff with SUID. There are no restrictions as far as club sport players and varsity team players participating in E-Gaming within their same respective sport played.

Equipment

- 1) Brackets will be created for each console that has at least 4 participants register.
- 2) Participants must provide their own equipment if it is a remote E-Gaming play. All equipment will be provided if the game play is in person format.

Team Selection

- 1) Players are permitted to use any of the normal teams from the current season.
- 2) No special or all time/star teams may be used.
- 3) Participants are allowed to change teams game to game.

Gameplay (NBA 2K)

Participants may play with any current NBA Team.

- a. No All-Star, Legend or Modified Teams may be used.

The following settings will be applied throughout each contest:

- a. Quarter Length: 3 minutes
- b. Skill Level: All-Star
- c. Arena: Home Team
- d. Game sliders cannot be altered
- e. Player fatigue and injuries will be set to on
- f. All other settings will remain default

Plays may rock-paper-scissors for who will be the 'home' team.

Gameplay (FIFA/EA)

Participants may play with any current FIFA Team.

- a. Any club throughout the country, and also International teams are available.

The following settings will be applied throughout each contest

- a. Game Mode: Kick Off
- b. Type: Friendly Season / Kick-off
- c. Format: 1v1
- d. Game Mode: Classic Match
- e. Half Length: 6 minutes
- f. Game Speed: Normal
- g. Difficulty: Professional
- h. All Other Settings: Default
- i. Overtime: Overtime should be played. Players will move into Penalty Kicks after if still tied.

Madden

Participants may play with any current NFL Team.

- a. Quarter length: 4 minutes
- b. Skill level will be set to All-Pro
- c. Play call Style: Conventional
- d. Event Type: Exhibition
- e. Accelerated Clock: 20 seconds
- f. Player fatigue and injuries will be set to on

Plays may rock-paper-scissors for who will be the 'home' team.

NCAA Football

Participants may play with any current College Team

- a. Quarter Length: 5-minutes
- b. Skill level will be set to All-American
- c. Accelerated Clock: 20 seconds
- d. Game sliders can't be altered
- e. Player fatigue and injuries will be set to On

Plays may rock-paper-scissors for who will be the "home team."

Additional Rules

- 1) If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams).
- 2) Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game.
 - a. This includes throwing the controller, excessively pausing and starting the game, etc.
- 3) For championship matches, time periods may be altered to extend the game IF agreed upon by all participants and IM Staff
- 4) Intramural Sports recommends team selection is determined as follows: Select 3 random teams and pick one of the three teams it selected, or, selected a 4th random team and use whatever team it gives you (team 'suicide' selection)

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident.