FORMAL OF PLAY
- Games will be 16 minutes in length (8 minutes per half)
- All scores from each match as self-reported, see the reporting section for details
- Should the opponent not respond to your friend request or schedule a time to play within 48 hours of the scheduled game, a loss will be assigned to the participant for not responding.
  - Be sure that you are giving your opponent enough time to respond
  - Participants must submit proof of trying to contact/invite opponent to the game
  - This screenshot/photo must also include the time & date

GAME PLAY
- All games are 1 versus 1, meaning that only one player may participate in the match on either side
- All participants are responsible for using their own equipment – game console, game and controller
- All mic’s must be inactive/muted during matches
- Players are able to use the same team in a game
- **No custom rosters can be used**
- Any players who receive multiple complaints against them will meet with the UTM Intramurals Staff and may result in removal of the league.
- Games can be conceded at anytime during the game. The player that concedes the game will be given the loss. No rematch will be played if a player concedes the game.
- Be respectful to all participants! No profanity or inappropriate language should be used between opponents
- Prior to the start of the schedule match, player may search their opponents using their opponents Gamer ID/Tag
- The Home Team listed in IM Leagues, will determine which person will serve as the host
- Each player can pause the up to 2 times for 1 minute in each game
- For FIFA20, **current club teams only** can be used. No FUT teams or International teams.
  - Should a player use these teams, the match will result in a default
GAME LOBBY

➢ Prior to the start of the schedule match, participants may search their opponents using their opponents Gamer ID/Tag
➢ Add your scheduled opponent to your friends list to discuss a playing time.
➢ Matches will be scheduled for a day but **not** a time
➢ It's up to the players to connect and make sure their match is played within the allotted 48 hours otherwise forfeits will be assigned to players that don't show up for their match.

  ○ **For Example:** *If your game is scheduled on a Monday you need to played and submit the scores to the UTM Intramurals Administration Staff by Wednesday*

➢ The Home Team listed in IM Leagues, will determine which person will serve as the host
➢ Each player can pause the up to 2 times for 1 minute in each game
➢ Participants must use the following game settings set out below:

<table>
<thead>
<tr>
<th><strong>Xbox One – FIFA20</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Game Mode:</strong> Head to Head (1on1)</td>
</tr>
<tr>
<td><strong>Match Duration:</strong> 16min Games (8min. per half)</td>
</tr>
<tr>
<td><strong>Difficulty:</strong> World Class</td>
</tr>
<tr>
<td><strong>Game Speed:</strong> Normal</td>
</tr>
<tr>
<td><strong>Match Conditions:</strong> Clear &amp; Sunny</td>
</tr>
<tr>
<td><strong>Injuries:</strong> On</td>
</tr>
<tr>
<td><strong>Offsides:</strong> On</td>
</tr>
<tr>
<td><strong>Bookings:</strong> On</td>
</tr>
<tr>
<td><strong>Handballs:</strong> On</td>
</tr>
<tr>
<td><strong>Overtime Setting:</strong> Golden Goal Match</td>
</tr>
</tbody>
</table>

OVERTIME DETAILS

➢ All FIFA20 games that finish tied at the end of regulation time (regular season & playoffs) must play Golden Goal until a team scores.

REPORTING SCORES

➢ Regardless of the result of the game, both participants must take screen captures/photos of the game once it is completed and send it to the utm.intramurals@utoronto.ca
  ○ The photo must include:
    • GamerID/Tag at the beginning of the match of both players
    • Final score of the Match
    • The Game mode
➢ Failure to submit the screen captures/photo for proof of the final scores 48 hours after the scheduled date, both players will be assigned a default loss
➢ If a participant is not responding to the game invitation or friend request, screen capture/photo must be taken and submitted to the UTM Intramurals Administration Staff.
➢ A 2-0 default loss will be assigned to the participant for not responding to their opponent
DISCONNECTION

➢ We understand that connection and internet issues may occur when playing virtually. We ask that all participants be as fair and respectful to their opponent.

➢ Should a participant disconnect from their match, it will be the responsibility of the player that disconnected, to connect/communicate with their opponent within 10 minutes of disconnection.

   o For Example: If player 1 is winning and disconnects from the game, they must take a screen shot/capture and contact their opponent immediately to restart a game. Player 2 must wait the 10 minutes for reconnection, screen shot/capture the match summary and must notify the UTM Intramurals Administration Staff.

   o Both players must take a screen capture/photo of the messaging that is displayed on your screen when this occurs and submit it to the UTM Intramurals Administration Staff.

   o The player that does not disconnect from the game, will go to the match summary and screen capture/take a photo of the results.

➢ Failure to reconnect within 10 minutes will result in a loss of 3-0 for the individual who disconnected.

➢ If the disconnected player connects with their opponent within the 10 minutes, a new game can be played with the score added (goal aggregate) from the previous disconnect game awarded to the player who was winning.

   o For Example: If player 1 is winning 5-2 and disconnects from the game but is able to connect with Player 2 within the 10 minutes, a new game can begin with a +3 aggregate awarded to Player 1.

   o NOTE: Should this situation occur, players must include screen captures/photos from both games along with an explanation of what happened. Both participants must submit this via email to the UTM Intramurals Administration Staff.

   o If no screen captures/photos are not submitted or the opponent doesn’t confirm the score with the UTM Intramurals Administration Staff, no goal aggregate will be awarded to the player.

➢ Participants will only be allowed one game replay should they disconnect occur.

➢ Should a player lose connection for the second time for one scheduled game, they player that disconnects twice will receive an automatic loss of 3-0.

   o Screen captures/photos must be taken and submitted by individual who did not disconnect to the UTM Intramurals Administration Staff.

   o Visit the Match Summary session to get this information and submit via email.