UTM INTRAMURALS – Esports League
MADDEN20 for XBOX ONE

RULES AND REGULATIONS
All ESport league rules are set out as follows:

FORMAT OF PLAY
➢ Games will be 16 minutes in length (4 minutes per quarter)
➢ 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
   o Participants must submit proof of trying to contact/invite opponent to the game
   o This screen shot/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 for all matches
➢ Players are able to use the same team in a game
➢ No custom rosters can be used
➢ Any players who receives multiple complaints against them will be removed from the league
➢ Games can be conceded at anytime during the game. The player that concedes the game will be given the loss
➢ 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 GamerID/Tag
➢ The Home Team listed in IMLeagues, 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 MADDEN20, current NFL teams only can be used. No Pro Bowl or Classic teams
   o Should a player use either an Classic or Pro Bowl team, 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
  o 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 IMLeagues, 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>XBOX ONE – MADDEN20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Mode: Head to Head (1on1)</td>
</tr>
<tr>
<td>Match Duration: 16min Games (4min. per quarter)</td>
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<tr>
<td>Game Speed: Normal</td>
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<tr>
<td>Difficulty: Pro Bowl</td>
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<tr>
<td>Weather: Clear</td>
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<tr>
<td>Skill Level: All Madden</td>
</tr>
<tr>
<td>Play Clock: 30 seconds</td>
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<tr>
<td>Injuries: On</td>
</tr>
<tr>
<td>Offsides: On</td>
</tr>
<tr>
<td>Penalties: On</td>
</tr>
<tr>
<td>Accelerated Clock: Off</td>
</tr>
<tr>
<td>Overtime Setting: Standard Overtime – 1st point wins</td>
</tr>
</tbody>
</table>

OVERTIME DETAILS

➢ Should a MADDEN20 game finish tied at the end of regulation time, the team must play a standard overtime which consist first touchdown or first point after the initial possessions

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
  o The photo must include:
    • Gamer ID/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 14-0 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 14-0 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 21-7 and disconnects from the game but is able to connect with Player 2 within the 10 minutes, a new game can begin with a +14 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 discount 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 14-0.
  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.