

All participants/teams, each round, 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**

## THE TOURNAMENT FORMAT

- Tournaments will be either Single or Double Elimination, pending the number of participants
- Each match will be the Best-of-3 Games

## 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.

## CHARACTER SELECTION

- The winning player, of the preceding match, will choose their character first, for the upcoming round
- The losing player, of the preceding match, will choose their character last, for the upcoming round

## IN-GAME SETTING

- Game Timer: 90 seconds
- Tournament Mode Default Options
- Arena Select: Off
- Interactable: On
- Variations: Tournament Mode Variations

## 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, they will forfeit that round. 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.
- **Exception**: If someone disconnects and both players agree that round can be restarted. This is encouraged, please don't be mean.

## 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 TOURNAMENT**