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 1.
       1.2.2 Finals are best of 3.
   1.3 Platform: PS4

2. Game Mode
   2.1 Private Match
   2.2 Exhaustion: On
   2.3 Difficulty: Pro
   2.4 Game Style: Standard
   2.5 Time Limit: 5 Minutes per quarter
   2.6 Control: All
   2.7 Game speed: Normal
   2.8 All-Star Teams, All-Time Teams, and History Teams are not allowed. Only Current Teams are allowed. Mirror matches are allowed

3. Rules
   3.1 If a player disconnects from a match before the game has completed the game must be remade immediately with all the same settings. Both players will have to work together to establish a resume point in the match and continue normally. At the end of the game you will add the points from the game before the disconnect and the game after. In total 4 quarters should be played at 5 minutes each.
   3.2 Hacking, cheating or use of exploits is strictly prohibited and will result in the removal from the league.
   3.3 Pauses are not permitted. Timeouts must be used when a pause is called for.
4. Scheduling
   4.1 All matches will be played at an agreed upon time set by both players.
      4.1.1 The player 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.
      4.1.4 If one player is unable to make the default match time and a reschedule cannot be made, that player must forfeit.
      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.