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 3v3 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 3.
   **1.2.2** Semifinals and Finals are best of 5.
   **1.3** Platform: PS4, Xbox One, PC, and Nintendo Switch (Crossplay available).
   **1.4** At least 2 members of the team must be students at Weber State University

2. Game Mode
   **2.1** Standard 3v3 format
   **2.2** Best of 3 matches with 5-minute match time.
   **2.3** Default Arena: DFH Stadium.
   **2.3.1** Both players may mutually agree to play a different map.

3. Rules
   **3.1** Disconnecting in the middle of a match forfeits the current match. **3.2** Hacking, cheating or use of exploits is strictly prohibited and will result in the removal from the league.
   **3.3** Match restart is permitted if there are issues within the first 30 seconds of a match and no goals have been scored.

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 a player is unable to attend a match, a substitution is permitted if the opponents approve of the substitute choice.
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.