eSports FIFA 21 Rules

FORMAT OF PLAY

- Two weeks of regular season play with two games per week for a total of four (4) regular season games, followed by single elimination post-season tournament.
- Players must have at least 1 win and played in 50% of their scheduled games in order to qualify for playoffs.
- **Captains are responsible for contacting each other via phone call, text, email, etc. to schedule game times each week.**
- Rules for each individual game will be posted on IMLeagues and communicated to participants before the season starts.

REPORTING SCORES

- Winning captain of the matchup must self-report final score on IMLeagues
- If there are any questions about reporting scores, please **refer to the Self-Reporting Scores Guide on IMLeagues** or reach out to the Intramural Sports Coordinator via email dewhirst@ou.edu.

GAME PLAY

- **Game Lobby**
  - Be respectful of other participants
  - No profanity
  - Any player who receives multiple complaints against them will be removed from the league.
  - Have fun and enjoy the game
- **Equipment**
  - Each player is responsible for having their own equipment
- **Players**
  - Individual League
- **Glitches**
  - No player shall intentionally use any glitches to gain an advantage.
- **Conceding**
  - Players may concede a game at any time and the current score shall stand
  - The player that concedes the game shall be given the loss
- **No Gambling**
  - Players shall not bet on the outcome of games
- **Pauses**
  - Each player may pause the game up to three times
  - Players can only pause the game when the ball is out of play or they have clear possession
  - If a player pauses the game, they must make a tactical change to their team
    - Substitution
    - Tactical Adjustment

GAME RULES

- **FIFA 21**
  - The home team will determine which person will serve as the host
  - Players can use any team they want (star level do not have to match)
  - Players can use the same team
  - **No customized rosters**
  - **Game settings should be the defaults**
    - Game mode: Friendly season / Kickoff
    - Classic match
    - No over time for regular season games
    - Team size: 1v1, head-to-head matchup
    - Difficulty: Professional
    - Match length: 6-minute halves
    - Everything else: Default
    - Game speed: Normal