# eSports MLB the Show 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 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 <u>dewhirst@ou.edu</u>.

#### **GAME PLAY**

- Game Lobby
  - o 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

o 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

o 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**

#### MLB the SHOW 21

- Mode: Diamond Dynasty
- Game Mode: Stats Tracked
- o Innings: 9
- Hitting Difficulty: Hall of Fame
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- o Guess Pitch: OFF
- o Quick Counts: OFF
- o Strike Zone: ON
- o Hot Zone: OFF
- o Balks: OFF
- Umpire Accuracy: Perfect
- Umpire close plays: ON
- o Ejections: ON
- o Injuries: OFF
- Presentation Mode: Fast play