



*Official
Rulebook*



Version 1.0.3

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1. DEFINITIONS

- 1.1. Player:
Any individual participant who is eligible to compete.
- 1.2. Captain:
The team captain is a player on a team whose role is to communicate with the opposing team's captain to set up a game lobby, as well as check in their team and lock in their roster. A team must have at least one (1) team captain. Team captains may edit the roster. Alternatively, a team may have a team manager for the purposes of communication who is not a player.
- 1.3. Manager:
Someone (usually school administration) who is responsible for creating and managing the teams under their organization. This includes inviting players to their organization.
- 1.4. Coach:
Someone who oversees the development of individual players and the team. It is recommended that teams have a coach, however, teams will not be required to have a staffed coach to compete in the ECAC Esports Championship.
- 1.5. Team:
A group of players competing in any title.
- 1.6. Organization:
A team or group of teams under one entity (usually a school).
- 1.7. Title:
The name of a specific video game.
- 1.8. Game:
One (1) in game victory or defeat.
- 1.9. Match:
A series of games played to determine a winner and loser.
- 1.10. Series - best of (x) games:
 - If x is odd, then x is the maximum number of games that can be played, with $X/2$ rounded up to the nearest whole number is the number of games that must be won to be considered the winner.
 - If x is even, then x is the number of games that will be played, and a tiebreaker will be required if the result is even.



2. PLAYER ELIGIBILITY

- 2.1. Players must be currently enrolled and in academic good standing as determined by their institution. That is, players must be eligible to participate in school sanctioned club or competitive sports, as defined by the respective school.
- 2.2. Players must play on their main accounts, as “smurfing” is not allowed. Any player caught using a smurf account will result in their team forfeiting all suspect games to their opponents, and the player will be subject to disciplinary action. ECAC Esports has the final decision whether an account will be considered a smurf or not.
- 2.3. Players must play on their own accounts. Any player caught using another player’s account will forfeit the games in which account sharing was proven, and the player will be subject to disciplinary action.
- 2.4. All players on any active roster will be required to have their Discord username as well as relevant game handle(s) on their LeagueSpot user profile.

3. TEAM ELIGIBILITY

- 3.1. Teams must appoint a captain for the purpose of communication between teams, and communication with league administration.
 - 3.1.1. For one versus one (1v1) titles, the single player will automatically be considered the captain.
- 3.2. Schools are allowed to have as many teams as they like.
- 3.3. Rosters will be listed on the LeagueSpot website.
- 3.4. Substitutions
 - 3.4.1. [See TITLE-SPECIFIC RULES.](#)
 - 3.4.2. Substitute players do not need to be checked into LeagueSpot, only your starting players need to be checked in.
- 3.5. Team Name
 - 3.5.1. Team names must be in the following format <School Name> <Game Title> - <Optional Identifier> for team games, and <School Name> <Game Title> - <Player Handle> for solo games.
 - 3.5.2. The school name may exist in the following forms:
 - 3.5.2.1. Fully abbreviated
 - 3.5.2.2. Fully written out
 - 3.5.2.3. Partially written out and excluding “Community”, “Technical”, or “College”
 - 3.5.2.4. Mascot name



3.5.3. The video game title may be written out or abbreviated

Examples of what is allowed - Central Valley College - Blue Bears

(Rocket League)

Blue Bears RL - A

Blue Bears RL - B

CVC RL - 1

CVC RL - 2

Central Valley College RL - Blue

Central Valley College RL - Maize

(Super Smash Bros. Ultimate)

CVC Smash - Abarn279

CVC Smash - Hippogriff

(Madden NFL 19)

Central Valley Madden - Abarn279

Central Valley Madden - Hippogriff

3.6. After week two of the regular season, rosters will be locked and no players may move between teams or be added to a team.

4. PLAYER CONDUCT

- 4.1. Players may NOT attack any other player through any form of communication (including in-person) based off of race, religion, ethnic origin, national origin, gender, disability, sexual orientation, or gender identity.
- 4.2. Any form of collusion (i.e. *a secretive agreement between teams to allow one team to win*) between teams is strictly forbidden.
- 4.3. Usernames
 - 4.3.1. Usernames may NOT explicitly or implicitly reference anything sexual, gang-related, drug-related, offensive, or anything slanderous to ECAC Esports or Legacy Esports.
 - 4.3.2. Players may not have any type of “barcode” username. This involves using a series of “l”s, “L”s, and “1”s to make a name look like a barcode.
 - 4.3.3. Format on LeagueSpot
 - 4.3.3.1. Discord usernames must be in the format <Example#1234>.
 - 4.3.3.2. Nintendo Switch usernames must be posted in the format <SW-1234-5678-9012>.



4.3.4. Steam profiles must be linked to your Discord profile.

These rules include in-game usernames, Discord usernames, names used on LeagueSpot, and any other username that players will use to interact with each other during the course of the season.

4.4. Players will need to keep their user account in good standing with the developer of the title they are competing in. Any sort of ban or suspension will be grounds for ineligibility. If a player believes the ban or suspension placed on their account was unjust, they may contact the league administration to make an appeal.

4.5. No player may partake, either directly or indirectly, in betting or gambling on any results of ECAC Esports matches.

5. TECHNICAL DIFFICULTIES

5.1. Players are responsible for the integrity of their own video game consoles, PCs, and internet connections. Schools will be responsible for the integrity of video game consoles, PCs, and internet connections that are provided by them.

5.2. Lagging will not be tolerated as a reason to delay, pause, or remake any game.

5.3. If a team encounters any sort of technical difficulty that cannot be fixed in a timely manner, they will forfeit the match to their opponents.

6. BROADCASTING AND SPECTATING

6.1. Players and teams will be allowed to stream with the following exceptions:

6.1.1. Overwatch and Fortnite streams must have a 3 minute delay.

6.1.2. Hearthstone players are not allowed to stream their matches. They may still post VODs after the match has concluded.

6.1.3. The rest of the games may be streamed in real time, although it is recommended to put a delay on some titles such as Madden, where knowing a play could provide a slight competitive advantage.

6.2. In-game spectators are allowed if both teams agree to allow it. The team asking to allow spectators will be responsible for proving that the other team's captain has given consent.

6.3. Recording a game for personal/team use is allowed and encouraged.

6.4. While streaming, players must follow the rules set in the player conduct section of this rulebook, the streaming platform's code of conduct, as well as the code of conduct set by the ECAC.



7. SWISS SYSTEM RANKING METHODOLOGY

- 7.1. How rank will be decided to determine the top X amount of teams, in order:
 - 7.1.1. Number of wins and byes.
 - 7.1.2. If teams are still tied, then a point system will be used to score the tied teams:
 - 7.1.2.1. Each team will have a point value based on their record. Each victory will count as a point, and each victory via forfeit and bye will count as half a point.
 - 7.1.2.2. To determine a team's rank against teams with the same record, the point values for each team defeated will be added up to give a cumulative score. This score will be the number that is compared to decide which team has had a more difficult schedule.
 - 7.1.2.3. When comparing a team's score to a team who has won a game via forfeit or has had a bye, the team who has not had a win via forfeit or bye will have their median point value removed to compare. If it is removing a median value from a team that has an even amount of wins, the middle two numbers will be averaged and one of them will be removed. This will occur for each instance of a win via forfeit or bye.
 - 7.1.3. If teams have the same cumulative score, then the median Buchholz method will be used.
 - 7.1.4. If teams are still tied then a median Buchholz 2 method will be used (if it does not reduce the number of cumulative points to less than four).
 - 7.1.5. If teams are still tied, then the record against each other will be used.
 - 7.1.6. If there is still a tie among two or multiple teams, then a match or matches will be used to break the ties.

8. CHEATING

- 8.1. Software
 - 8.1.1. Third party software that actively interacts directly with the game and its file system is NOT allowed.
 - 8.1.2. Software created by peripheral manufacturers (Razer Synapse, Logitech Gaming Software, etc) are allowed, as long as players do not use any macros that may give them an unfair advantage. Players may not use any other software that modifies inputs and thus creates an unfair advantage.
 - 8.1.3. Any questions about whether specific software may or may not be used can be directed to the league administration.
 - 8.1.4. League administration reserves the right to have the final say as to what software is or isn't allowed.
- 8.2. Use of third party scouting tools to gather information before a game is allowed and encouraged.



- 8.3. Modded keyboards, mice, and controllers that have hardware macros or turbo buttons are not allowed.
- 8.4. Any form of Denial of Service (DoS) attack is STRICTLY forbidden. Any team caught using DoS attacks will be subject to penalties.
- 8.5. Tampering with any tournament equipment (LAN events) is strictly forbidden. This includes:
 - 8.5.1. Changing default keyboard/mouse bindings on provided peripherals
 - 8.5.2. Tampering with or changing Windows system files
 - 8.5.3. Tampering with game files
 - 8.5.4. Any sort of USB storage device is not allowed unless inspected and cleared by league administration
 - 8.5.5. Intentionally destroying/damaging provided equipment

9. MATCH PROCEDURE

- 9.1. Check in begins at the initial scheduled time, and the team captain must check their team in within 15 minutes of the scheduled time.
- 9.2. After each game, the captain of the winning team will need to report the results BEFORE the next game. They will need to provide:
 - 9.2.1. The score of the game, and
 - 9.2.2. A screenshot of the victory screen. The screenshot will need to be legible, and include all of the participants on both teams.
- 9.3. Teams may take a break of up to 5 minutes in between each game.
- 9.4. If the wrong scores are reported, as the winning OR losing team, the team captain will need to mark the match as disputed, and contact a league administrator through Discord immediately. If they do not do so within 24 hours of the scheduled time, the match results will stand. This responsibility falls upon each team and their captain to ensure everything is reported correctly.
- 9.5. Matches must be reported by Sunday at 5PM EST or they will result in double forfeits.

10. RESCHEDULING

- 10.1. The normal schedule is located in the [Guidebook](#).
- 10.2. Matches may be rescheduled if the following terms are met:
 - 10.2.1. The rescheduled date occurs before Sunday of the following week at 5PM ET
 - 10.2.2. One of the designated captains, coaches, or managers of BOTH teams have agreed to another date



10.2.2.1. There needs to be an agreement visible to league administration on the appropriate schedule channel on the ECAC Esports Discord. No other forms of proof will be accepted.

10.3. Once a match has been officially rescheduled, then both teams accept responsibility for showing up.

11. NO SHOWS

11.1. If a team cannot be fully present to any scheduled or rescheduled match, then they need to reach out to league administration at least 24 hours before the match time. Any failure to do so may result in penalties.

11.2. In the case of both teams not showing up within 15 minutes after the originally scheduled time, a double forfeit will take place. A double forfeit results in both teams being given a defeat.

11.3. After forfeiting two (2) games in one season, players will be disqualified and removed from the bracket and possibly any remaining matches. This will disqualify them from any postseason or finals brackets. Players who have been disqualified in this manner will still be allowed to compete in future seasons.

12. DISCONNECTS

12.1. If a player disconnects from the game, it is up to the captain of the team who didn't disconnect to either:

12.1.1. Prove that the opponent disconnected via screenshot and force the opponent to forfeit that game, or

12.1.2. Elect to restart the game from the beginning.

12.2. Some games have pause features, see the title specific rules for details.

12.3. If the player chooses to force the opponent to forfeit, they will report the game as normal, reporting themselves as the winner of that game, and (if applicable) move onto the next game in the series.

13. ADMINISTRATION

13.1. League administration reserves the right to change the rules on a per-game basis, if, to their best judgment, there is no malicious intent. An example of when this rule may be needed: *a player's account has been unjustly suspended or banned, and the player can prove that they have done their due diligence by contacting the developers to try and get the issue resolved.*

13.2. ECAC Esports retains full discretion to penalize any infringement upon the rules listed herein. This includes: match overturns, disqualification, player suspension,



team suspension, and organization suspension. Penalization will occur on a case-by-case basis, and any or all of these penalties may be issued.

- 13.3. Rules are subject to change.



14. Overwatch

- 14.1. 6v6 format
 - 14.1.1. Six (6) player minimum roster size
- 14.2. Matches: best of five (5) games
- 14.3. Game settings:
 - 14.3.1. Preset: Competitive
 - 14.3.2. Modes > All: Kill cam disabled
 - 14.3.3. Modes > All: Skins disabled
 - 14.3.4. Pause on disconnect: Off
- 14.4. Profiles
 - 14.4.1. Players must be ranked to be considered eligible.
 - 14.4.2. Players must have ranked profiles open to the public.
- 14.5. Substitutions
 - 14.5.1. Substitutions are allowed in between games in a match.
 - 14.5.2. Players may not be swapped in during an ongoing game.
 - 14.5.3. Substitutions may only come from the roster listed on LeagueSpot.
- 14.6. Map selection procedure
 - 14.6.1. Maps will occur in the following order: Control > Escort > Assault > Hybrid > Control
 - 14.6.2. Home team will select the first map, and the away team will choose the starting side. The subsequent loser of a game will select the next map, and the winner will choose the starting side.
 - 14.6.2.1. Home team is listed first on LeagueSpot.
 - 14.6.3. If the result is a tie, then the losing team will select the next map. If the match is tied, the away team will select the next map.
- 14.7. Map pool (current competitive pool):
 - 14.7.1. Control
 - 14.7.1.1. Busan
 - 14.7.1.2. Ilios
 - 14.7.1.3. Oasis
 - 14.7.2. Escort
 - 14.7.2.1. Dorado
 - 14.7.2.2. Havana
 - 14.7.2.3. Rialto
 - 14.7.3. Assault
 - 14.7.3.1. Hanamura
 - 14.7.3.2. Temple of Anubis
 - 14.7.3.3. Volskaya



- 14.7.4. Hybrid
 - 14.7.4.1. Eichenwalde
 - 14.7.4.2. King's Row
 - 14.7.4.3. Numbani

- 14.8. Tiebreak pool:
 - 14.8.1. Lijiang Tower
 - 14.8.2. Nepal

- 14.9. Tie procedures
 - 14.9.1. If five (5) games have been played and the series is tied, then a tiebreaker game will take place. The tiebreak game will be chosen by the team who is down on overall match points, and if both teams are tied, then the away team will select the map and the home team will select side.

- 14.10. Pausing procedures
 - 14.10.1. Pausing is only allowed if a player has disconnected, or if a player's hardware has malfunctioned. Lag is not an acceptable reason to pause.
 - 14.10.2. To initiate a pause, a team must cease all combat, and request a pause. Once both teams have agreed to a pause, the lobby host must pause the game.
 - 14.10.3. Lobby host (home team captain) **MUST** know how to pause the match. [Shift] + [Ctrl] + [=] is the default keybinding.
 - 14.10.4. Each team will have a total of three (3) pauses.
 - 14.10.5. Each pause must last no longer than five (5) minutes.
 - 14.10.6. If a pause goes over the five (5) minute limit, then another pause will be used. If this occurs and a team has no more remaining pauses, the team will be subject to forfeiture.



15. Hearthstone

- 15.1. Platform: PC
- 15.2. 3v3 conquest format
 - 15.2.1. Three (3) player minimum roster size
- 15.3. Matches: best of five (5) games conquest
- 15.4. Deck format: Standard
- 15.5. Conquest format
 - 15.5.1. Teams will select four (4) decks for four (4) unique classes before the match begins.
 - 15.5.2. Each team will message each other their decklists for the four classes before the match begins. If any team fails to respond quickly with their decklist and delays the start of the match, they will be subject to penalty.
 - 15.5.3. Each team will then ban one of their opponent's decks, and communicate that ban to their opponent.
 - 15.5.4. Starting and subsequent deck choices will be double blind.
 - 15.5.5. A team must win one (1) game on each deck to win the match. Once a player has won a game with a deck, they may not use that deck again.
 - 15.5.6. If a team has lost on a deck, they may still use that deck or switch to another deck.
- 15.6. Since only one match will be played, and there will be three players per team, teams may use decks on multiple accounts. They must still be selected beforehand, but you may have a deck on one user profile and two on another, for example.



16. Rocket League

- 16.1. Platform: PC, PS4, Xbox One (crossplay)
- 16.2. 3v3 format
 - 16.2.1. Three (3) player minimum roster size
- 16.3. Matches: best of five (5) games
- 16.4. Game settings:
 - 16.4.1. Game Mode: Soccer
 - 16.4.2. Arena: DFH Stadium
 - 16.4.3. Team Size: 3v3
 - 16.4.4. Bot Difficulty: No bots
 - 16.4.5. Team Settings:
 - 16.4.5.1. The team listed first on the website will be the team responsible for hosting the match.
 - 16.4.5.2. The team listed first on the website will be blue team.
 - 16.4.5.3. Primary and accent color are to be left as default.
 - 16.4.6. Mutators: None
 - 16.4.7. Region: US-East
 - 16.4.7.1. If both teams agree upon it, US-West may be used.
 - 16.4.8. Joinable by: Name/Password
- 16.5. Team colors
 - 16.5.1. Players may use any of the blue/green or orange/red/yellow color combinations for their respective side.
 - 16.5.2. Players who wish to see the default colors will be responsible for enabling that setting in the menus. (Options > Interface > Force Default Team Colors)
- 16.6. Substitutions
 - 16.6.1. Substitutions are allowed in between games in a match.
 - 16.6.2. Players may not be swapped in during an ongoing game.
 - 16.6.3. Substitutions may only come from the roster listed on LeagueSpot.
- 16.7. Hosting team must create a name and password, and give it to their opponent.



17. Madden NFL 20

- 17.1. Platform: PC
- 17.2. 3v3 format
 - 17.2.1. Three (3) player minimum roster size
- 17.3. Matches: best of five (5) games elimination
- 17.4. Games are to be played in the online lobby. It is up to the home player to host the lobby and invite the opponent. The home player will be the player who is listed first on the website (left hand side on desktop, on top on mobile devices).
- 17.5. Game settings:
 - 17.5.1. Game Mode: Head to Head
 - 17.5.2. Quarter Length: 5 minutes
 - 17.5.3. Play Clock: 40 seconds (default)
 - 17.5.4. Skill Level: All Madden
 - 17.5.5. Weather: Clear
 - 17.5.6. Injuries: Off
 - 17.5.7. Fatigue: On
 - 17.5.8. Accelerated Clock: Off
 - 17.5.9. Game Speed: Normal
 - 17.5.10. Game Style: Competitive
 - 17.5.11. Event Type: Quick Preseason
 - 17.5.12. Auto Sprint: Default On
 - 17.5.13. Auto Strafe: Default On
 - 17.5.14. Heat Seeker: Default On
 - 17.5.15. Ball Hawk: Default On
 - 17.5.16. Switch Assist: Default Off
 - 17.5.17. Auto Play Flip: Off
 - 17.5.18. Camera Settings: Standard
- 17.6. Only current NFL teams will be allowed (no Madden Elites or Madden Legends)
- 17.7. Pausing Procedures
 - 17.7.1. Players may only pause the match in order to issue a challenge against a call. For reasons other than challenging a call, players may not at any point use the pause feature during gameplay. Each team is afforded a certain number of timeouts during the match.
- 17.8. A match can be reset if a player disconnects from a match as long as the following criteria are met:
 - 17.8.1. The disconnection happens in the first three (3) minutes of the first quarter.
 - 17.8.2. Neither player has scored
 - 17.8.3. The player has not disconnected previously during the match.



17.9. In the case of a draw:

17.9.1. A second match will take place (with the same settings), and the player to score the first point will be considered victorious.

17.10. Elimination format

17.10.1. Both teams will select a player from their roster to play their opponent for each game of the best of five (5) match. This will be a double blind process. This process will repeat after each game. Once a player has lost a game, they may not play any other games in the match. This continues until all of a team's players have been eliminated.



18. FIFA 20

- 18.1. Platform: PC
- 18.2. 3v3 format
 - 18.2.1. Three (3) player minimum roster size
- 18.3. Matches: best of five (5) games elimination
- 18.4. Game settings:
 - 18.4.1. Half Length: 6 minutes
 - 18.4.2. Injuries: Off
 - 18.4.3. Offsides: On
 - 18.4.4. Bookings: On
 - 18.4.5. Handball: Off
 - 18.4.6. Golden Goal Tiebreaker
- 18.5. No Club Restrictions
- 18.6. Elimination format
 - 18.6.1. Both teams will select a player from their roster to play their opponent for each game of the best of five (5) match. This will be a double blind process. This process will repeat after each game. Once a player has lost a game, they may not play any other games in the match. This continues until all of a team's players have been eliminated.



19. Super Smash Bros. Ultimate

- 19.1. 3v3 9-Stock Crew Battle format
 - 19.1.1. Three (3) player minimum roster size
- 19.2. Matches: best of five (5) crew battles
- 19.3. Game settings:
 - 19.3.1. Stock: 3
 - 19.3.2. Time: No limit
 - 19.3.3. FS Meter: Off
 - 19.3.4. Damage Handicap: Off
 - 19.3.5. Team Attack: On
 - 19.3.6. Damage Ratio: 1.0x
 - 19.3.7. Items: Off and none
 - 19.3.8. Pause: Off
 - 19.3.9. Hazard toggle: Off
 - 19.3.10. Score Display: On
 - 19.3.11. Show Damage: Yes
 - 19.3.12. Custom Stages: Off
- 19.4. Crew battle format
 - 19.4.1. Each player will have three (3) stocks.
 - 19.4.2. After a player has lost a game, they will be eliminated.
 - 19.4.3. Elimination of an opponent player counts as a point. First team to three points wins.
 - 19.4.4. Any stock(s) a player has lost must be relinquished at the beginning of the next game. They must do so by jumping off the edge of the map. The game will officially start when the player is at the correct amount of stocks, jumps off the spawning platform, and both players are reset to neutral and initial invincibility has fully worn off. Attacking while invincible (after relinquishing stocks to the correct amount) will require violating player to sacrifice a stock. If the violating player fails to do so, then they will forfeit that game.
- 19.5. Substitutions
 - 19.5.1. Substitutions are allowed in between crew battles.
 - 19.5.2. Substitutions may only come from the roster listed on LeagueSpot.
- 19.6. Character selection
 - 19.6.1. Double blind: once both players have shown their character in the arena, they may not change to a different character.
 - 1.1.1. Lobby host must give adequate time in between games to allow the opponent to possibly switch characters. They may not immediately start the next game upon re-entering the arena.



- 19.7. Stage selection:
 - 19.7.1. Players may choose to agree upon any legal stage. If players cannot agree upon a stage, then stage striking will determine which stage is played.
 - 19.7.2. Stage striking
 - 19.7.2.1. Person who is listed first on the match page or loser of the previous crew battle will decide whether to strike first or second.
 - 19.7.2.2. Stage striking is locked into a P1>P2>P2>P1>P1>P2 order, with the remaining stage being the stage that is played.
 - 19.7.2.3. All subsequent stage selection in the crew battle will be decided by the loser of the previous game after the winner bans two stages.
 - 19.7.2.4. Players will communicate stage strikes with each other through Discord.
- 19.8. Legal stages:
 - 19.8.1. Battlefield and any battlefield variant except those listed in the next sub-section
 - 19.8.2. Final Destination and any omega variant except those listed in the next sub-section
 - 19.8.3. Pokémon Stadium 2
 - 19.8.4. Smashville
 - 19.8.5. Kalos Pokémon League
 - 19.8.6. Town & City
 - 19.8.7. Yoshi's Island
- 19.9. Illegal Stages (including Omega and Battlefield variants)
 - 19.9.1. Dream Land GB
 - 19.9.2. Flatzone X
 - 19.9.3. Hanebow
 - 19.9.4. Mario Maker
 - 19.9.5. Mute City SNES
 - 19.9.6. Pac-Land
 - 19.9.7. Duck Hunt
- 19.10. Mii Fighters
 - 19.10.1. All Mii fighter moveset combinations are legal
 - 19.10.2. Once a player has played a Mii fighter in a match, they must stick with the same movesets for that specific Mii fighter style (Gunner, Brawler, and Swordfighter)
 - 19.10.3. Players must inform their opponent of the Mii fighter's moveset before the game begins if the opponent requests.



19.11. DLC

19.11.1. Characters provided in downloadable content will only be allowed after they have been out for at least two weeks after the week in which they are released.

19.12. It is highly recommended that players utilize an ethernet adapter for their Nintendo Switch.



20. Fortnite

- 20.1. Platform: PC, PS4, Xbox One (crossplay)
- 20.2. 2v2 Format
 - 20.2.1. Two (2) player minimum roster size
- 20.3. Matches: best of five (5) games
- 20.4. Substitutions
 - 20.4.1. Substitutions are allowed in between games in a match.
 - 20.4.2. Substitutions may only come from the roster listed on LeagueSpot.
- 20.5. Players are to queue into the Battle Royale mode as a squad, with their duo partner and opponent duo.
- 20.6. Achieving in-game victory
 - 20.6.1. The winning team will be determined by the team with the largest number of total kills achieved over the match.
 - 20.6.2. In the case of a tied number of kills, another game will be played in the tied games' place.
 - 20.6.2.1. In the case of an additional tie, the winning team will be the team that has the final player standing.
 - 20.6.2.1.1. Downed players will not be considered as standing.
- 20.7. You may not intentionally cause the death of your opponent or negatively impact your opponent's gameplay. Doing so will result in the forfeit of the game.
 - 20.7.1. This Includes:
 - 20.7.1.1. Breaking or Weakening opponents built or non-built structures or cover by any means.
 - 20.7.1.2. Boogie Bombing your opponent.
 - 20.7.1.3. Causing Fall Damage.
 - 20.7.1.4. Sabotaging Structures.
 - 20.7.1.5. Or any other negative interference in your opponent's gameplay.
- 20.8. Players are expected to screenshot their end game screens with the game time to ensure validity.