

Tekken Rules

Platform and Version: (PlayStation5, Xbox Series X-S and PC) Tekken 8

Game Day: Tuesday 5pm - 6pm

Game Settings: These settings are a must. 60 seconds per round and first to three rounds per match. Each stage must be randomly selected. If these rules aren't followed and a ticket is made before you guys start the second game it will result in a forfeit for the side that is not following the rules.

Character Selection: Each round of matches must be played using only one character. Once you have selected your character for the first game that is the character you will remain on. When playing in another game you can then change your character.

Match Format: Matches are best-of-three rounds and best of 3 games in all round robin pool play. These games are played in the lobby game mode.

Post Match Results: The winner and loser will be posting their match results using the LPL platform. Failure to do so 24hrs after your game will result in a forfeit or your points gained that round even if you post them after the 24hrs.

Scoring: if you win 2 - 0 you will get two points and the loser will get 0. If it goes 1 - 1 and either player wins the second game the winner will get 2 points and the loser will get 1. These scores are added into a leaderboard and the top 16 will then compete in a bracket. The finals bracket will be 1 vs 16, 2 vs 15 etc...

Button Checks: All competitors are expected to be ready prior to going into their match. No button checks are allowed in online matches as we have a schedule for all games that needs to be met.

Timer Scamming: Deliberate stalling to run out the clock may result in penalties, such as loss of the round or game. If you are wanting to put in a ticket for this type of game play please send in evidence from a screen record so admins can judge if this rule has been broken on purpose or the player just couldn't finish the round.

Disconnects: If a player disconnects during a match due to technical issues, the round may be replayed or forfeited. If the player who disconnects is below 10% Health and their opponent is above 50% it will be considered a forfeit. If it is the player who is above 50% health it is a rematch of the round with a round spread. If health bars are above 31% - 50% for both fighters it is a rematch with a round spread. If health bars are below 30% and someone disconnects that will be considered a forfeit. A round spread is where if a player has won 1 or 2 rounds he will only need to win 1 or 2 rounds to win the game. If a player has won no rounds they will need to win 3 rounds to win. If a player disconnects more than 3 times in one series the game will be forfeited and the disconnecting player will receive 0 points with the winner receiving 2 points regardless of how many games have been won or lost.

Lobby Times: All players must be in the lobby and ready on the scheduled time of their game. If a player is 5 minutes late to their game they will be forfeited with 0 points and the opponent receiving 2 points.

Forfeits: If any match is forfeited it will result in the forfeited player receiving 0 points and the opponent receiving 2 points regardless of rounds or games played. If scores aren't submitted from either side it results in 0 points gained in that round

Tickets: Tickets are to be made either before a match starts if a player doesn't turn up on the 5 minute mark after the scheduled time or after all rounds have been played. The tickets need to be detailed with game play, screen shots and time stamps depending on the rule broken.

Rocket League Rules

Game Format: Games are to be played at a Best out of 3 format. Shown in the “**Scoring**” rule set, if you win 2 - 0 you will get two points and the loser will get 0. If it goes 1 - 1 and either player wins the second game the winner will get 2 points and the loser will get 1.

Game Day: Wednesday 5pm - 6pm

Match Time: Game lengths are to be played at 5 minutes per game. With overtime being a golden point.

Team Size: Teams are allowed a 5 man roster with the game format being 3v3.

Arena: Standard arenas with no mutators are to be used at all times.

Gameplay Rules:

No intentional own goals or disruptions of gameplay.

No use of glitches or exploits.

No intentional disconnects or leaving the match before its conclusion.

Fair and respectful behavior towards opponents..

Game Modifications: All game modifications are prohibited. The use of any mods or third-party software that provides players with an unfair advantage.

Substitutions: Teams are allowed to substitute players between games in a series.

Tournament Administration:

Tournament officials have the final say on any rule interpretations or disputes.

Penalties may be applied for rule violations, including warnings, game forfeits, or disqualification from the tournament. If players have a dispute they will need to make a ticket. Rules provided in the “**Tickets**” Ruleset

Post Match Results: The winner and loser will be posting their match results using the LPL platform. Failure to do so 24hrs after your game will result in a forfeit or your points gained that round even if you post them after the 24hrs.

Scoring: if you win the BO3 2 - 0 you will get two points and the loser will get 0. If it goes 1 - 1 and either player wins the second game the winner will get 2 points and the loser will get 1. These scores are added into a leaderboard and the top 16 will then compete in a bracket. The finals bracket will be 1 vs 16, 2 vs 15 etc...

Lobby Times: All players must be in the lobby and ready on the scheduled time of their game. If a player is 5 minutes late to their game they will be forfeited with 0 points and the opponent if ready receiving 2 points. If both teams are late they will receive 0 points.

Forfeits: If any match is forfeited it will result in the forfeited player receiving 0 points regardless of rounds or games played. If scores aren't submitted from either side it results in 0 points gained in that round

Tickets: Tickets are to be made either before a match starts if a player doesn't turn up on the 5 minute mark after the scheduled time or after all rounds have been played. The tickets need to be detailed with game play, screen shots and time stamps depending on the rule broken.

NBA 2K24 Basic Rule Set

Platform and Version: Players are able to use both Xbox Series X/S and Playstation 5. All games must be played on NBA 2K24 (Next Gen).

Game Day: Wednesday 5pm - 6pm

Team and Player Selection: Players may be restricted in their choice of teams or players. For the (5v5) Pro am game mode, teams are restricted to a 8 player roster. Teams are able to change players per game as only 5 players per team are allowed on the court at a time. For the (3v3) Pro am game mode, teams are restricted to a 5 man roster. Teams are able to change players per game as only 3 players per team are allowed on the court at a time.

Bans and Restrictions: If a player on the team has been "lagged out" 3 times this will result in a forfeit. Resulting in the player that has been forfeited receiving 0 points and the opponent 2 points.

Sportsmanship and Conduct:

- Treat everyone with respect, this is a community run league and all players come in at different skill levels but are all here to compete.
- No glitched MyPlayers. (eg. jumpshot, dribble moves)
- No flopping, time wasting, hanging on the rim or running off the court intentionally.
- Any teams and/or players found to not be following any of the listed rules can result in a forfeit of the league games and/or series (ITournament management discretion).

Match Results: The winner and loser will be posting their match results using the LPL platform. Failure to do so 24hrs after your game will result in a forfeit or your points gained that round even if you post them after the 24hrs.

Scoring: if you win 2 - 0 you will get two points and the loser will get 0. If it goes 1 - 1 and either player wins the second game the winner will get 2 points and the loser will get 1. These scores are added into a leaderboard and the top 16 in 3v3 and 5v5 will then compete in a bracket. The finals bracket will be 1 vs 16, 2 vs 15 etc...

Official Rulings and Tickets : using the discord app teams and/or players may create a ticket to our admins for any questions or enquiries about their game. Tickets are to be made

either before a match starts if a player is late or in between rounds if a player has broken the rules. The tickets need to be detailed with gameplay.

Player Fouls: 6 fouls; after a player receives their 6th foul, they will be removed from the game and replaced with an AI player.

Pre Match Forfeits: All players must be in the arena ready on the scheduled time of their game. If a player is 5 minutes late to their game they will be forfeited with 0 points and the opponent receiving 2 points.

Forfeits: If any match is forfeited it will result in the forfeited team receiving 0 points and the opponent receiving 2 points regardless of the amount of games played.

Disconnections:

if a player disconnects games will be counted as a spread.

Spreads are all done by quarters, points and game time. A spread is if the score is 22 - 20 and a player disconnects from either side they will reset the game and start the quarter from 22 - 20 and add that to their in game scores.

If they disconnect in the 1st quarter before 1 minute they will reset the whole game with no spread. From 1:01 to 2 minutes they will take a point spread but the game will fully reset with a point spread.

If a team disconnects in the second quarter before 2 minutes they will reset that quarter and play 3 quarters of a new game with a point spread. If it is a draw they will play the remaining quarters left and over time if needed.

If a team disconnects in the third quarter before 2 minutes of game time has been played they will reset and play 2 quarters of a new game with a point spread. If it is a draw they will play the remaining quarters left and over time if needed.

If a team disconnects in the fourth quarter before 2 minutes of game time has been played they will play 1 quarter of a new game with a point spread. If it is a draw they will play the remaining quarters left and over time if needed.

If a team disconnects after 2 minutes of gameplay they will have a point spread and in your new game you will consider that quarter to be over.

eg. player 1 disconnects 1 before 2 minutes into either quarter the quarter will be reset but teams will keep track of their score when they are starting a new game. That is what a point spread is. E.g

That rule applies for the 1st, 2nd and 3rd quarter if you are in the 3rd and player 1 disconnects then you will play the remaining 2 quarters. But if player 1 disconnects with 1 minute left in the 4th there will be no spread and the team with the most points will win that game. If the disconnect happens before the minute mark

Overwatch Rule Set

Game Day: 5pm - 6pm Tuesday

Map Pool: Map pools will consist of the available maps within the competitive game mode. Randomized maps will happen before every game, giving diversity to our competitors.

Hero Pool: Players are given the whole selection of heroes in the latest patch update, no restrictions are applied to players.

Match Format: Matches are a Best out of 1 where points are given per win. (Eg. Team 1 wins both games 2-0 Team 1 will be awarded 2 points and the opposing team will get 0 points)

Hero Selection: Players are given the whole selection of heroes in the latest patch update, no restrictions are applied to players.

Substitutions: Teams are allowed to make substitutions between maps or during breaks in play. There may be restrictions on the number of substitutions allowed per match.

Game Settings: Matches are to be played on the

Gameplay Conduct: Players are expected to adhere to a code of conduct, which includes rules against cheating, exploiting bugs, unsportsmanlike behavior, and other forms of misconduct. Penalties for violating these rules can range from warnings or disqualification.

Pre Match Forfeits: All players must be in the arena ready on the scheduled time of their game. If a player is 5 minutes late to their game they will be forfeited with 0 points and the opponent receiving 2 points.

Forfeits: If any match is forfeited it will result in the forfeited team receiving 0 points and the opponent receiving 2 points regardless of the amount of games played.

Post Match Results: The winner and loser will be posting their match results using the LPL platform. Failure to do so 24hrs after your game will result in a forfeit or your points gained that round even if you post them after the 24hrs.

Disconnections: If a player on either team disconnects before 1 minute into the start of a game players are allowed to reset the lobby. If a game has gone on longer than 1 minute they will have to continue the game with a player down.

Fortnite Rules

Platform and Version: (PlayStation5, Xbox Series X-S and PC) Fortnite

Game Day: 5pm - 6pm Thursday

Game Settings: Settings are default battle royale rules.

Match Format: Two games a week will be played in the solo battle royale game mode consisting of 80 players per lobby. Once players have qualified for the finals the game mode will change to zone wars consisting of the top 80 players throughout the weeks competing in the final.

Post Match Results: Scores are calculated by the tournament admin and put into a leaderboard. Players do not need to do their scoring as we will be calculating all the data. The top 80 players will compete in a final in the last week consisting of 3 games.

Scoring: Players will gain points on placing and kills. Scores will be calculated at the end of each round. There are 2 games per week.

Disconnects: If you are to disconnect during the game your score will be taken from the moment you disconnect. If you disconnect and have eliminated people or placed in the top 40 you will receive points toward the leaderboard. If you have no stats and no high placing you will receive nothing.

Gameplay Conduct: Players are expected to adhere to a code of conduct, which includes rules against cheating, exploiting bugs, unsportsmanlike behavior, and other forms of misconduct. Penalties for violating these rules can range from warnings or disqualification.

Pre Match Forfeits: All players must be in the arena ready on the scheduled time of their game. A countdown will be given in discord. If players don't get into the lobby with the lobby code that will not be our problem. We will not be restarting the match if a few players miss the lobby countdown and catch up matches may be played if a considerable amount haven't played their games.

Tickets: Tickets can be made at pre, during and post game. You will have to be very clear about the problem you are having with video, screen shots and a description. There are many problems you could encounter with fortnite so we want you to be as specific as you can.

eFootball Rule Set

Platform and Version: (PlayStation5, Xbox Series X-S and PC)

Game Day: 5pm - 6pm

Game Settings: These settings are a must. Standard rules 90 minute game timer with game length 12 minutes, game speed normal, Extra time on, penalties on, number of subs 5, number sub intervals 3. Two overtimes and penalty goals for draws after 90 minutes.

Team Selection: You are free to pick any team and mirror teams are allowed.

Match Format: Matches are best of 1 in all round robin pool play. These games are played in the private matchmaking lobby. .

Post Match Results: The winner and loser will be posting their match results using the LPL platform. Failure to do so 24hrs after your game will result in a forfeit or your points gained that round even if you post them after the 24hrs.

Scoring: Wins are +2 points. All points are calculated and for any draws in the standings it will be based on your plus and minus of goals scored.

Button Checks: All competitors are expected to be ready prior to going into their match. No button checks are allowed in online matches as we have a schedule for all games that needs to be met.

Disconnects: If a player disconnects during a match due to technical issues, the round may be replayed or forfeited. If player 1 disconnects at the start of the 2nd Half and is down 1-0 There will be a point spread and players reset the match and play until the 2nd half, counting as a full 90 minute game. However if player 1 is down by any more than 1 point with 10 minutes to spare and has technical issues the game will be forfeited and the opposing player (Player 2) will be awarded +2 points and (Player 1) 0 points. If a player has technical issues during 45 - 79 minutes of game timer the game will be reset and you will play another game with the last remaining time on the clock. You will need to have screenshots if there are any disputes. The match will end the moment the clock strikes the allocated time. If you disconnect at 50 minutes of game timer you will play for 40 minutes etc...

Lobby Times: All players must be in the lobby and ready on the scheduled time of their game. If a player is 5 minutes late to their game they will be forfeited with 0 points and the opponent if ready receiving 2 points.

Forfeits: If any match is forfeited it will result in the forfeited player receiving 0 points and the opponent receiving 2 points regardless of rounds or games played. If scores aren't submitted from either side it results in 0 points gained in that round.

Tickets: Tickets are to be made either before a match starts if a player doesn't turn up on the 5 minute mark after the scheduled time or after all rounds have been played. The tickets need to be detailed with game play, screen shots and time stamps depending on the rule broken.