SUNY Esports Chancellor Challenge

Official Rulebook

Version 1.0.0

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TITLE-SPECIFIC RULES

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 SUNY Esports event.

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. League administration 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 limited to two teams per game. Additional teams may be added to a waitlist should additional slots become available.

3.3.   Rosters will be listed on the LeagueSpot website.

3.4.   Substitutions
   3.4.1.   Substitutions - changing players in between games in a match - are allowed for any team game. See specifics under each title.
   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

(Fortnite)
Central Valley Fortnite - Abarn279
Central Valley Fortnite - 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 on 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 SUNY Esports or LeagueSpot.
4.3.2. Players may not have any type of "barcode" username. This involves using a series of "I"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 the official 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. Fortnite streams must have a 3 minute delay.

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 State University of New York.

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 immediately after they have been played.

10. NO SHOWS

10.1. If a team cannot be fully present to any scheduled 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.

10.2. 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.

10.3. After forfeiting two (2) games in one tournament, 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 tournaments.

11. DISCONNECTS

11.1. If a player disconnects from the game, it is up to the captain of the team who didn't disconnect to either:
   11.1.1. Prove that the opponent disconnected via screenshot and force the opponent to forfeit that game, or
   11.1.2. Elect to restart the game from the beginning.

11.2. Some titles have pause features, see the title specific rules for details.

11.3. 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. League Administration 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.

15. Rocket League

15.1.   Platform: PC, PS4, Xbox One (crossplay)

15.2.   3v3 format
  15.2.1.   Three (3) player minimum roster size

15.3.   Matches: best of five (5) games

15.4.   Game settings:
  15.4.1.   Game Mode: Soccar
  15.4.2.   Arena: DFH Stadium
  15.4.3.   Team Size: 3v3
  15.4.4.   Bot Difficulty: No bots
  15.4.5.   Team Settings:
    15.4.5.1.   The team listed first on the website will be the team responsible for hosting the match.
    15.4.5.2.   The team listed first on the website will be blue team.
    15.4.5.3.   Primary and accent color are to be left as default.
  15.4.6.   Mutators: None
  15.4.7.   Region: US-East
    15.4.7.1.   If both teams agree upon it, US-West may be used.
  15.4.8.   Joinable by: Name/Password

15.5.   Team colors
  15.5.1.   Players may use any of the blue/green or orange/red/yellow color combinations for their respective side.
  15.5.2.   Players who wish to see the default colors will be responsible for enabling that setting in the menus. (Options > Interface > Force Default Team Colors)

15.6.   Substitutions
  15.6.1.   Substitutions are allowed in between games in a match.
  15.6.2.   Players may not be swapped in during an ongoing game.
  15.6.3.   Substitutions may only come from the roster listed on LeagueSpot.

15.7.   Hosting team must create a name and password, and give it to their opponent.

16. Super Smash Bros. Ultimate

16.1.   1v1 format

16.2.   Matches: best of five (5) games

16.3.   Game settings:
    16.3.1.   Stock: 3
    16.3.2.   Time: 7 minutes
    16.3.3.   FS Meter: Off
    16.3.4.   Damage Handicap: Off
    16.3.5.   Team Attack: On
    16.3.6.   Damage Ratio: 1.0x
    16.3.7.   Items: Off and none
    16.3.8.   Pause: Off
    16.3.9.   Hazard toggle: Off
    16.3.10.   Score Display: On
    16.3.11.   Show Damage: Yes
    16.3.12.   Custom Stages: Off

16.4.   Character selection
    16.4.1.   Double blind: once both players have shown their character in the arena, they may not change to a different character.
    16.4.2.   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.

16.5.   Stage selection:
    16.5.1.   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.
    16.5.2.   Stage striking
        16.5.2.1.   Person who is listed first on the match page will decide whether to strike first or second.
        16.5.2.2.   Stage striking is locked into a P1>P2>P2>P1> order.
        16.5.2.3.   All subsequent stage selection will be decided by the loser of the previous game, with the winner of the previous game striking two stages.
        16.5.2.4.   Players will communicate stage strikes with each other through Discord.

16.6.   Starter stages:
    16.6.1.   Battlefield and any battlefield variant except those listed in the next sub-section
    16.6.2.   Final Destination and any omega variant except those listed in the next sub-section

16.6.3.   Pokémon Stadium 2
16.6.4.   Smashville
16.6.5.   Town & City

16.7.   Counter-pick stages:
   16.7.1.   Kalos Pokémon League
   16.7.2.   Lylat Cruise
   16.7.3.   Yoshi's Island (Brawl)
   16.7.4.   Yoshi's Story

16.8.   Illegal Stages (including Omega and Battlefield variants)
   16.8.1.   Dream Land GB
   16.8.2.   Flatzone X
   16.8.3.   Hanebow
   16.8.4.   Mario Maker
   16.8.5.   Mute City SNES
   16.8.6.   Pac-Land
   16.8.7.   Duck Hunt

16.9.   Mii Fighters
   16.9.1.   All Mii fighter moveset combinations are legal
   16.9.2.   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)
   16.9.3.   Players must inform their opponent of the Mii fighter's moveset before the game begins if the opponent requests.

16.10.   DLC
   16.10.1.   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.

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

17. Fortnite

17.1. Platform: PC, PS4, Xbox One (crossplay)

17.2. 2v2 Format
    17.2.1. Two (2) player minimum roster size

17.3. Matches: best of five (5) games

17.4. Substitutions
    17.4.1. Substitutions are allowed in between games in a match.
    17.4.2. Substitutions may only come from the roster listed on LeagueSpot.

17.5. Players are to queue into the Battle Royale mode as a squad, with their duo partner and opponent duo.

17.6. Achieving in-game victory
    17.6.1. The winning team will be determined by the team with the largest number of total kills achieved over the match.
    17.6.2. In the case of a tied number of kills, another game will be played in the tied games' place.
        17.6.2.1. In the case of an additional tie, the winning team will be the team that has the final player standing.
            17.6.2.1.1. Downed players will not be considered as standing.

17.7. 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.
    17.7.1. This Includes:
        17.7.1.1. Breaking or Weakening opponents built or non-built structures or cover by any means.
        17.7.1.2. Boogie Bombing your opponent.
        17.7.1.3. Causing Fall Damage.
        17.7.1.4. Sabotaging Structures.
        17.7.1.5. Or any other negative interference in your opponent's gameplay.

17.8. Players are expected to screenshot their end game screens with the game time to ensure validity.