Summary

This section contains a brief summary of the rules. This is in no way the full rules, and is simply an overview. Players are expected to know and are responsible for knowing and understanding the complete rules. Ignorance of the rules is an unacceptable excuse. If you have questions, please feel free to ask any Official in a professional manner. Failure to comply with these rules may result in you being asked to leave or being removed from the intramural for the semester.

RIT Rules:

- All current RIT students, faculty, staff, and alumni may participate, and must show a valid RIT ID upon signing in at a game. Alumni must have a current membership to the Student Life Center.
- Participants under the age of 18 must print a copy of the above Release Agreement, have it signed by a parent or guardian, and return the signed Release Agreement to the Intramural Office, Student Life Center Room 1217. If a signed Release Agreement is not on file in the Intramural Office, the player may not participate in any intramural sports.
- RIT alumni must have a current membership to the Student Life Center and must show a valid RIT Alumni ID upon signing in at a game.
- Registration is done online. If all available spots have been filled, any further entries will be placed on a waiting list, in the order that they are received. The captain of a team on the waiting list will be contacted only if there is a space available. This may occur at any time during the semester.
- Unless the opposing captain agrees to let the team play, a team that does not have the necessary number of players at the start of a scheduled contest will forfeit. This means that the team does not have the minimum number of players do not show up at all, or do not have an approved cancellation request from the IM Office. All cancellation requests must be submitted through IMLeagues, email, or phone at least one business day in advance (ex. a Sunday team must notify the IM Office no later than 4pm Thursday).
- There is no grace period. Teams must be present and ready to play at the scheduled time. If a player is not listed on the printed or electronic (IMLeagues) roster, they cannot play.
- All intramural team names will be reviewed by the Intramural Office and may be changed at the sole discretion of the Intramural Office.
- At no time will an intramural team enter into a sponsorship agreement with another entity, either on- or off-campus, as individuals or as a team without the written consent of the Intramural Office.
- If a team is entered into a league, it is expected that they will field enough players to participate each week.
- All intramural teams and team members represent RIT and the intramural program. Any team may be removed from participation at the sole discretion of the Intramural Office.
• Any individual or team that verbally or physically threatens an official or any Institute staff member in any way, student or otherwise, will receive a penalty, be removed from the premises, and suspended. The incident will be reported to Public Safety, and if necessary, outside authorities.
• Team captains are responsible for the conduct of their players as well as their fans.

IGM Lab Rules:

In the interest of providing a good environment for those playing in Intramural E-Sports, the following rules should be adhered to.

1. Drinks in closed containers, no food. Remove all containers to outside trashcans
2. The Lab(s) will be available for use for your team during the scheduled time only.
3. You may bring your own headphones, mice, keyboards for use, but we do not guarantee the workability of your personal items on the lab PCs. You must return the PC to fully functioning state when you are finished.
4. Any PC issues should be brought to the E-Sports Technical Persons attention (do not try to fix it yourself).
5. Headphones must be used and team chat software is provided.
6. Voices should be kept to a normal volume (i.e. no shouting).
7. You must have registered for the Intramural E-Sport to be allowed to play.

Schedule:

• Registration Open: Thursday, August 18, 2016
• Registration Close: Monday, September 12, 2016
• General match times: Monday, Wednesday, or Friday from 6-9pm, Orange Hall rooms 1370 and 1380

Team Size:

• Eligible teams consist of 5 players (one of whom acts as team captain) and each team may have 1 optional sub
Game Format:

- Matches shall consist of two teams competing in one best of three match.
  - Each game will use the ‘Custom’ game mode using ‘Standard’ lobby mode.
    - The first map for each match will be communicated on the bracket page or by tournament administrators.
  - To determine hero picks, one team captain must create a lobby on the website [http://heroesdraft.com](http://heroesdraft.com) using the ‘Random’ starting team option, and select ‘2’ for the numbers of bans. When the options are set, invite the opposing team captain to join.
  - After the first game of a match is played, the losing team will be allowed to choose from any of the remaining maps, or to have first hero pick.
    - The winning team will receive the alternative option that the losing team does not pick.
    - The losing team should create the next draft, incorporating the first pick and map decision.
  - Match will continue until one of the teams win two games, at which point that team with two wins will be considered the winner of the match.
    - Finals will be best of five and conclude when a team wins three games.
  - If a team drafts such that someone on their team does not have a hero, they can play then that game is considered a loss.
    - If this happens, then the team can still continue the best 2 out of 3.

- Matches will take place on Blizzard’s Americas Battle.net Server.
- Only maps available in the live map pool are allowed to be selected for the tournament.
  - Maps can only be picked ONCE per match.
- Tournament admins reserve to right to limit whether certain heroes or game maps may be used for tournament play.

Matches:

- Teams may not pause for more than 10 minutes during a game
  - Pausing longer may result in a warning, game loss, or match loss and is up to the discretion of the tournament admin
  - Should a player lose their connection and ‘drop’, we shall pause the game until the network issue is solved
    - If the network issue cannot be solved, admins will relocate the player to another machine and resume playing.
  - The usage of a player who is not registered as a player or substitute player on a team roster will result in penalties that could include loss of the match, disqualification, or a re-game
- Team captains are required to both report the match status at the end of every match
- If a team does not show up for a match, the team will be assigned a loss

**Equipment:**

- Players are allowed to bring and use the following
  - Headsets
  - Mice
  - Keyboard

**Cheating:**

- Any forms of cheating will result in a disqualification from the league. Cheating is defined as:
  - Scripting
  - Hacking
  - Screen Sniping
  - Intentionally selecting a different hero other than those that were selected to be played during the drafting phase.

**Issues with Heroes Draft:**

If you and your opponent are having difficulties getting HeroesDraft.com to work for your match, please instead manage picks and bans in the lobby chat. To do so simply have each team captain alternate between Picks and Bans in the order as follows:

~ Ban Phase ~

[Lobby] **Blue Team Captain:** “Ban: Hero”

[Lobby] **Red Team Captain:** “Ban: Hero”

~ Pick Phase ~

[Lobby] **Blue Team Captain:** “Pick: Hero”

[Lobby] **Red Team Captain:** “Pick: Hero”

[Lobby] **Red Team Captain:** “Pick: Hero”
[Lobby] Blue Team Captain: “Pick: Hero”

[Lobby] Blue Team Captain: “Pick: Hero”

~ Ban Phase ~

[Lobby] Red Team Captain: “Ban: Hero”

[Lobby] Blue Team Captain: “Ban: Hero”

~ Pick Phase ~

[Lobby] Red Team Captain: “Pick: Hero”

[Lobby] Red Team Captain: “Pick: Hero”

[Lobby] Blue Team Captain: “Pick: Hero”

[Lobby] Blue Team Captain: “Pick: Hero”

[Lobby] Red Team Captain: “Pick: Hero”

**THE ‘LIVE’ MAP POOL:**

The live map pool will consist of current maps from the game. These may change, but are likely to be the following:

- Battlefield of Eternity
- Blackheart’s Bay
- Cursed Hollow
- Dragon Shire
- Garden of Terror
- Infernal Shrines
- Sky Temple
- Tomb of the Spider Queen
- Towers of Doom