



Participants in this league will supply their own consoles (PS4 or Xbox)

GAME SCHEDULE

- The NHL 2020 schedule will consist of a three-week Ladder League (Regular Season).
- Games will be posted on [FitRec Connect](#) under *Intramural Sports > My Teams*.
 - Players will have 48 hours to submit their own score and sportsmanship once a game is posted. See 'SCORE & SPORTSMANSHIP SUBMISSIONS' for more information.
 - **All participants must communicate with one another through [Discord](#) and set-up the best day/time when you are able to complete your match. *No exceptions.***
- The top Ladder League participant will receive a prize at the end of the season.

MATCH HOST

The match host must be agreed upon by all the participants involved in each match. It is encouraged that the host has the best internet connection available. We want to limit the lag/ping rates if possible.

TEAM SELECTION

Players can use any team they want (star level does not have to match)

- Players can use the same team
- All-Star teams, Legends Teams and Ultimate teams are **PROHIBITED**
 - National teams are **ALLOWED** to be chosen

GAME SETTINGS

- Team Size: 1v1
- Game mode: Friendly Season / Kickoff
- Classic Match
- Difficulty: Professional
- Match Length: 10 minutes halves
- Everything Else: Default
- Game Speed: Normal

All Settings Used Will Be the Default Settings, Unless Otherwise Noted

LEAVING GAMES EARLY

- We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout the tournament. We want this to be a fun experience for everyone and if you commit to participating in the tournament, the expectation is for you to finish all your matches to their conclusion.
- Each match will have the results submitted at their conclusion and we will note those individuals who quit early. If this becomes a theme, we will penalize you and not allow you to participate in future tournaments.

MERCY RULE

There is no mercy rule. Please play all matches to their conclusion.

EXTRA TIME

If a game is tied at the end of Regulation, please play Extra Time, until there is a winner for that game using **Golden Goal**.

DISCONNECTS

- In the event that someone disconnects during a game, they will have five minutes to return to the game. If you disconnect, please reach out to your opponent right away to explain the situation.
- If the disconnects continue, you will forfeit that game. Therefore, it is encouraged to ensure you have a strong internet connection during the matches.

SPORTSMANSHIP POLICY

- Having good sportsmanship is **REQUIRED** during competition.
- All participants are required to submit their scores and sportsmanship at the end of the match via the Fusion IM software.
 - If someone is exhibiting poor sportsmanship during a match, please take a screenshot of it and submit it with your end of match submission.
 - If poor sportsmanship has been reported, the player will be required to either stream or the Intramural Staff to spectate all your future matches.
 - If sportsmanship continues to be an issue, the player will be removed from competition.
- If removed from competition, this will be treated as an ejection from an Intramural Sports activity.

SCORE & SPORTSMANSHIP SUBMISSIONS

- Participants must submit their individual score and sportsmanship within one hour following the competition.
- If the score is not submitted by this deadline, the competition will be counted as a loss.
- To submit your score and sportsmanship, follow the steps below.
 1. Login into your FitRec Connect account using your MyBelmont credentials.
 2. Click the three bars in the top right corner and select Intramural Sports.
 3. Scroll to and select the “My Teams” tab and select the corresponding game.
 4. Select the “Submit Score” button and enter your score and sportsmanship; sign as needed and hit submit.
- Participants are highly encouraged to double check their submission.

*****The Department of Fitness & Recreation has the right to intervene & remove participants during any competition*****