E-Intramurals Procedures and rules

• When registering your team, please use your gamer tag as your team name so others are able to find you before the time of your game.
• To contact your opponents about scheduling games we recommend using the messaging feature on IMLeagues.
• Once you have played the match, the winning player is responsible for sending the result to gtcompsports@gatech.edu. Copy your opponent on that email for verification.
• The Comp Sports office will update IMLeagues within 24 hours of scores being reported.
• All regular-season games and score submissions (division matchups) must be completed and submitted by Thursday (4/2/20) at midnight.
• Teams that complete all regular-season games will advance to the playoff bracket, which begin on Friday April 3, 2020.
• Teams will have 24 hours to play and submit scores for each playoff round. Once scores have been reported, the Comp Sports office will email teams saying their next match is ready to be played.
• All matches must be played using the official gameplay settings for each game.
• Like all intramural sports....Have Fun...Play to Win...Be Respectful.
Game Play Settings

**NBA 2K20**

**Series Lengths**
Matches are played as head-to-head (one game) for regular season, matches will be played the best of three in the playoffs and best of five for the championship match.
Prior to the match, players should add each other as friends on their Consoles. The team listed as the home team on IMLeagues is responsible for creating the lobby.

The following settings are to be used in official matches:
Connection: Play With Friends
Quarter Length: 5 Minutes
Game Mode: Private Match
Game Style: Simulation
Fatigue: On
Difficulty: Hall of Fame
Game Type: NBA Today
Madden 20
Series Lengths
Matches are played as head-to-head (one game) for regular season, matches will be played the best of three in the playoffs and best of five for the championship match.

Game Lobby
Prior to the match, players should add each other as friends on their Consoles. The team listed as the home team on IMLeagues is responsible for creating the lobby.

The following settings are to be used in official matches:
Game Mode: Head to Head
Quarter Length: 5 minutes
Play Clock: 40 second (default, cannot change)
Skill Level: All Madden
Weather: Clear
Injuries: 0
Fatigue: 50
Accelerated Clock: Off
Game Speed: Normal
Game Style: Competitive
Event Type: Quick Preseason
Auto Sprint: Default On
Auto Strafe: Default On
Heat Seeker: Default On
Ball Hawk: Default On
Switch Assist: Default Off
Auto Play Flip: Off
Camera Settings: Standard
FIFA 20
Series Lengths
Matches are played as head-to-head (one game) for regular season, matches will be played the best of three in the playoffs and best of five for the championship match.

Game Lobby
Prior to the match, players should add each other as friends on their Consoles. The team listed as the home team on IMLeagues is responsible for creating the lobby.

The following settings are to be used in official matches:
Mode: FIFA Ultimate Team Friendly Season
Difficulty: World Class
Half Length: 6min

Stadium Settings
Stadium FEWC Stadium
Season: Fall/Autumn
Time of Day: Night
Pitch Wear: None
HUD: Player Name & Indicator
Player Indicator: Player Name
Time/Score Display: On
Radar: 2D
Gamertag Indicator: Off
Scrolling Line Ups: Off
Commentary Volume: 0
Stadium Ambience: 8
Music Volume: 0
Super Smash Bros Ultimate
Series Lengths
Matches are played as head-to-head (best of three games) for regular season, matches will be played the best of five in the playoffs and for the championship match.

Game Lobby
Prior to the match, players should add each other as friends on their Switches. The team listed as the home team on IMLeagues is responsible for creating the lobby. ("Online" > "Smash" > "Battle Arenas" > "Create Arena").

The following settings are to be used in official matches:
Type: Host preference
Visibility: Friends
Format: 1-on-1
Rules:
Style: Stock
Stock: 3
Time Limit: 8 minutes
FS Meter: Off
Damage Handicap: Off
Items: Off and None
Stage Hazards: Off
Launch Rate: 1.0x
Score Display: Off
Show Damage: Yes
Rotation: Host preference
Max Players: 2
Stage: Choice
Spirits: Off
Voice Chat: Off