1. ELIGIBILITY

All participants must be UC Davis students, faculty, or staff. All participants **MUST** purchase the Rec Sports Pass to be entered into the League and be eligible for Participation. Participants participating illegally will be removed from the entire league/tournament, and may face further disciplinary action, up to and including suspension from intramural sports.

**By registering for this league, you agree to pay a $20.00 forfeit fee per every forfeit to be reinstated should you forfeit scheduled matches.**

2. DIVISIONS OF COMPETITION: Divisions will be **Open**, meaning all students, faculty, and staff who purchase an Intramural Play Pass are eligible.

1. PlayStation 4
2. XBOX One
3. PlayStation 5
4. XBOX Series X
5. Personal Computer (PC)

3. LEAGUE FORMAT: Participants will receive one (1) opponent per week. You and your opponent will play best of three (3) games per week for three (3) weeks. Participants can complete the games at any time each week. Game results will need to be reported back to the rec sports office via google form (https://docs.google.com/forms/d/e/1FAIpQLScyk7-gFDYIIHVR6ecSCZVE6KGmFoPqGN0FnPHHg4KZqi7cQ/viewform?usp=sf_link) by Tuesday at 11:59 pm each week. Once the regular season is complete, participants will move to a single-elimination playoff bracket. We ask that only the winner of each match submit the final score using the google form (https://docs.google.com/forms/d/e/1FAIpQLScyk7-gFDYIIHVR6ecSCZVE6KGmFoPqGN0FnPHHg4KZqi7cQ/viewform?usp=sf_link). Based on league size and regular-season records, teams may be divided up into separate brackets. For example, teams with a 2-2 record or better in one bracket, and teams with a 1-3 record or less in a separate bracket. IM
Champion Shirts and other prizes will be awarded to the winners of each bracket. Participants may choose to opt-out of playoffs.

4. GENERAL PLAYING RULES:

1. Game mode: Kick Off
2. The skill level will be set to World Class for each game.
3. Creating lobby: Whoever is considered “Home” according to FUSION PLAY app is responsible for creating the lobby through the following screen selections:
   a. “Online” → “FIFA 20” → “PlayStation 4 OR Xbox One” → “Create Team”
   b. If there is any uncertainty as to who is the “Home” player and “Away” player, please contact your opponent via message or Discord to confirm your match time as well as who will take responsibility for the “Home” player.
4. Half Length: 6 minutes
5. Game Settings:
   a. Injuries: On
   b. Offside: On
   c. Bookings: On
   d. Handballs: On
   e. Match Conditions: Clear & Sunny
   f. Game Speed: Normal
   g. Overtime: No overtime in regular season games
      i. For Playoffs: Overtime: Play “Classic Mode:
6. You can choose a different team every game if you want. You can also be the same team every game.
   a. No customized Rosters
   b. Rosters must be as up to date as possible.
7. Pauses:
   a. Each player may pause the game up to three times.
   b. Players can only pause the game when the ball is out of play.
8. Gambling:
   a. Players shall not bet on the outcome of a game.

9. Internet Disconnections
   a. If your game gets disconnected in the second half and you are losing by 5, you will receive a loss.

10. **NO USING ALL STAR TEAM OR ALL TIME LEGENDS TEAM.**

If your game gets disconnected in the first-half, or second half on accident (if you are not down 5), then reach out to your opponent and reschedule before 5pm the day of your next scheduled game. (Whoever lost connection must reach out to opponent to reschedule).

We **ENCOURAGE** that no one uses a microphone during games. If you choose to use a microphone, please be cautious of your sportsmanship. ANY reports of trash talk or rude comments over the mic or message board actions will be taken.

**Discord Server Invite**

https://discord.gg/pVgagpcz7V