



ACTIVATE VARSITY ESPORTS LEAGUE RULEBOOK

Rules & Format

Overview

General Policies

1. If a player is suspected to have broken ANY publisher or Activate Varsity Esports League rules including but not limited to age restrictions, tournament play, code of conduct, etc., Activate Varsity Esports League reserves the right to withhold any rewards or prizes, monetary or not, until an investigation is held. If the suspected party is found guilty, Activate Varsity Esports League will withhold the above assets indefinitely.
2. Activity and participation in the Activate Varsity Esports League Discord is a requirement.

3. Event communications can be via email, discord or Website. Be sure to keep up to date with all lines of communication for updated announcements and other important information.

Registration

1. All players must have an Activate Varsity Esports League registered Account.
2. If a player begins the competition without an Activate Varsity Esports League account they are subject to disqualification from the event.

League Format

Preseason

1. The Activate Varsity Esports League will begin with **2 weeks of Preseason**.
2. All Preseason matches will be **Best-of-3 (Bo3)**.
3. Preseason results may be used for league preparation, seeding, scheduling, or other competitive purposes as determined by Activate Varsity Esports League.

Regular Season

1. Following the Preseason, the league will consist of **8 weeks of Regular Season play**.
2. All Regular Season matches will be **Best-of-5 (Bo5)**.
3. Regular Season results will determine qualification and seeding for the Playoffs.

Playoffs

1. The Playoffs will consist of **2 weeks of competition**.
2. The Playoff format will use a **Swiss Bracket**.

3. Playoff matches will be **Best-of-5 (Bo5)**.
4. The **Top 8 players/teams** will advance to the final stage of the Playoffs.
5. Matches involving the Top 8 will be **Best-of-7 (Bo7)**.
6. Playoff seeding will be determined by Regular Season performance and any applicable Activate Varsity Esports League tiebreaker procedures.

Match Play

Map Selection

1. Starter Stages - Battlefield, Final Destination, Pokemon Stadium 2, Smashville
Counterpick Stages - Yoshi's Story, Lylat Cruise, Kalos pokemon League, Town and City, Northern Cave, and Hollow Bastion.
2. Any of these maps may be used for competition.

Stage Strikes & Selection

1. Player 1 chooses the first stage.
2. The winner of the first game bans 2 maps.
3. The loser of the first game selects the second stage from the remaining options.
4. The winner of the second game bans 2 maps.
5. The loser of the second game selects the third stage from the remaining options.
6. This pattern continues until all games are played.
7. Players may not counterpick to the most recent stage they won in the current set.

Tiebreakers

1. In the event of a tie in the group stage, tiebreaker will be determined by the following criteria:
 1. Two-Way Tie
 1. Head-to-Head Results
 2. Game Differential
 2. Three-Way Tie
 1. Game Differential
 2. Head-to-Head Results

Match Creation

1. The Player listed on the left side or on top of the matchup on the Bracket is considered Player 1, the other is Player 2.
2. Player 1 will create the lobby and invite Player 2 to it.
3. If a match up is selected as a stream match an event admin will add the players to the observer lobby.

Lobby Settings

1. If a match is being streamed by Activate Varsity Esports League, an event admin will add each player to the observer lobby.
2. Only the 2 players who are actively playing and event staff or any staff approved by the tournament organizer will be allowed on a map.
3. Anyone not actively competing in the match will not be allowed to join the Match Lobby.
 1. This includes Coaches from both teams.

Match Settings

1. Style: Stock Battle - Stocks: 3
2. Time Limit: 7 Minutes
3. FS Meter: OFF
4. Spirits: OFF
5. Damage Handicap: OFF

6. Items: OFF and NONE
7. Custom Balance: OFF
8. Stage Selection: Loser's Pick
9. Smash Ball: OFF
10. Stage Morph: OFF
11. Stage Hazards: OFF
12. Launch Rate: 1.0X
13. Underdog Boost: OFF
14. Pausing: OFF

Score Reporting

1. All score reporting must take place within 10 minutes of the match concluding. Score reporting should happen in the following way:
2. Winning players will be responsible for posting screen-shots of the final results (all scores should be included: e.g., Rocket League, Overwatch, and Valorant need only include the final scoreboard).
 1. Images should also include player names for stat-collection purposes. Not submitting the correct image with complete data may result in forfeits, or missing stats for individual players.
3. Once a match is completed, winning players will navigate to the “#score-report” channel (in the “Event” section of Discord) and post the final results as well as the matches Scoreline.

Match-up Protocols

Day of Play

1. Players must be prepared to join the game lobby at match start time.
 1. Failure to join the match lobby at the scheduled start time will begin the Forfeiture Timer = 10 Minutes.

2. At the close of the 10 Minute DQ timer, if a player is missing, the missing player has Forfeited the match.

Connectivity Issues & Player Disconnections

1. If a player reports ping issues within the 30 seconds of game 1, the match can be restarted at the request of the players needing to reset as long as no player has lost any stock.
2. Any reported ping issues after that time will result in the continuation of gameplay until its completion and results will be counted.

Communications

1. Once a Match has officially begun, communication with anyone outside of the current match is strictly prohibited and may result in immediate disqualification of the Player(s) or Team.
2. If a technical pause is needed due to any software or hardware malfunction, internet or power outage, dispute request, or for any other reason, please request the pause via discord direct message from an event admin.
 1. In the event of a Technical Pause, the 10 minute Match Timer is frozen.
 2. If a Technical Pause reaches the 15 minute mark, Activate Varsity Esports League Admins will discuss further steps with both players.

Timeouts

1. Each player is allowed one sixty-second tactical timeout per match which must occur between rounds. No timeout will be awarded while a round is taking place.

Other Policies

All players and teams are expected to adhere to the Activate Varsity Esports League Code of Conduct as the overarching, governing document of Activate Varsity Esports League rulesets and activity.

Match Disputes

1. In any case of any dispute, notify an admin immediately of the dispute incident, HOWEVER, do not stop game play. An admin will promptly respond and notify each team of the next action step.
 1. In the event that the player who started the dispute stops competing AND the dispute is waived by an admin, the match results or state is as it stands. No action will be taken to reset the match state prior to the dispute if the dispute is waived.
 2. When in doubt, keep playing the match & stay in the lobby if the other team leaves the lobby.
2. All disputes relating to a match will be handled on a case-by-case basis.
3. Reach out to an event Admin via personal discord message if the dispute that needs to be resolved is time sensitive. Event admins can be found in the Activate Varsity Esports League Server.
 1. Match disputes must be handled through private discord messages.
 2. Using public discord chats for match disputes may result in consequences.

Dispute Evidence

1. In order to accurately and efficiently resolve disputes, please be prepared to provide screenshots or video evidence to support your dispute.
 1. Without evidence we will do our best to come to a decision that upholds the fairness and competitive integrity of the competition.

Power of Admin

1. The lead event admin will have the sole discretion to make final decisions based on the rules outlined in this document.

Streaming and Spectating Policy

1. Activate Varsity Esports League Staff reserve the right to sit in spectator positions and stream *any* match taking place during Activate Varsity Esports League competitions.
2. All players are welcome to stream their gameplay to personal channels, this includes any matches being streamed to Activate Varsity Esports League channels.
 1. Activate Varsity Esports League admins suggest using a minimum of a 3 minute delay to any game that may be impacted by opposing teams viewing your stream.
 1. These games include, but are not limited to: Valorant, Overwatch 2, League of Legends.
3. Please refer to 6.4.3 for Activate Varsity Esports League policies regarding additional spectators.
4. If there is a dispute that a competitive advantage was gained by using an opponent's personal stream to determine opponent positioning or by any other means, Activate Varsity Esports League can not and will not hold the accused party guilty for doing so. Choosing to stream is at one's own discretion.

Cheating/Glitching

1. Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in immediate disqualification and additional penalties depending on the severity of the infraction.
2. Any intentional use of a glitch or bug is *strictly prohibited* at any time. Evidence of such behaviors will result in a forfeit and potential suspension.

3. In the event of a glitch occurring, the protesting player must submit video evidence of the glitch. Activate Varsity Esports League reserves the right to use their discretion on how to enforce any glitch that occurs.

Note that all rules in Activate Varsity Esports League rulebooks are subject to change upon review of the Activate Varsity Esports League team.