

OFFICIAL RULES:

All teams and players are responsible for reading and understanding the rules. Any violation of the rules stated below, can result in a punishment that the league moderators see fit. Alterations can be made to the rules and any updates will be shared to all participating teams.

SPORTSMANSHIP:

All players are required to uphold and preserve a high standard of sportsmanship. Any unsportsmanlike actions can include, but is not limited to, racism, sexism, profanity, abusive remarks, rude/vulgar acts and any disrespect to any official in game, on social media or any other platform of communication. Sportsmanship misconduct of any kind result in a permanent ban from the league.

Sportsmanship violations can be reported as a dispute. In the case of poor sportsmanship, mute the enemy player(s) and finish out the match.

REGISTRATION REQUIREMENTS:

All players who play in the Richmond Community College Gaming League must register an account and sign up for the upcoming competition. An entry fee of \$5 per player (for students of Richmond/Scotland County or Richmond Community College) and \$10 for any non-student or students residing outside of the respective counties. Teams may not compete until fee is paid. Teams must be registered by the posted date for registration. There are no late entries, so sign up before the date posted. All students participating must be a registered middle, high school, college student in order to participate in the tournament. Any updates to the registration process will be posted on the registration site.

When creating an account, do not use any vulgar or inappropriate terms. Things deemed inappropriate are as following: Any racist, sexist, profane, or vulgar names may not be allowed and will result in a ban to the entire team, if not changed before the closing of registration. Player handles and usernames cannot change anytime during an event, league, season, or tournament.

TEAM CAPTAINS:

Team Captains are in control of every aspect of the team. Team Captains have the right to edit team information, add or remove members on the team, schedule matches, report scores, and file disputes. Every team is required to have a Team Captain. The Captain takes responsibility for the eligibility and actions of all the players on their roster.

Terminating a captain will require confirmed emails from every other starting player on the roster. Once the original captain is terminated, a new captain will be assigned based on the votes from the remaining players.

TEAM NAMES:

Team names must be appropriate as deemed in the Registration Requirements. Things deemed inappropriate are as following: Any racist, sexist, profane, or vulgar names may not be allowed and will result in a ban to the entire team, if not changed before the closing of registration. Team names **CANNOT** be changed following registration, so choose your name wisely.

TEAM ROSTER:

Players are committed to one team only. For example, a player cannot be a starter for one team and a substitute for another.

There is a maximum of 5 players per team (3 starting players and 2 substitute players) for 3v3 tournaments.

There is a maximum of 3 players per team (2 starting players and 1 substitute players) for 2v2 tournaments.

There is a maximum of 2 players per team (1 starting players and 1 substitute players) for 1v1 tournaments.

Players are not eligible to play in a match unless they are on that team's official roster. Teams must have a full starting roster in order to participate in matches. Failure to present the full roster will result in a forfeit of the match.

TEAM DESIGNATION AND CHEATING:

Players are allowed to participate in multiple tournaments. Each player can only be a starter or substitute for one team during each tournament and are responsible for assuring that game times do not overlap.

Players can only play on their accounts for the roster they are on. Any team caught cheating, using a ringer, smurf, or non-rostered player will have any affected matches overturned. Falsify, misleading, or assuming someone else's identity is considered fraud and all legal action may be taken against an individual attempting to gain prizes through such actions. The team captain, full roster, and the player in question will face a lifetime ban from all Richmond Community College Gaming League, tournaments, and matches. All teammates are subject to lifetime ban.

MATCH SCHEDULING:

Matches will be pre-scheduled for all teams registered in a tournament, but times are subject to change. If a team cannot attend a certain time, they can either forfeit or contact the other team to

change the time. The team who is contacted must find a new time to play. If no there is no agreement in any new times, please contact the moderators. Games must be played within a given time span before the next set of games are to be played. If one team does not show within fifteen minutes, unless otherwise contacted to postpone the game for either longer or at another time, then the team automatically forfeits the game.

Time changes must be informed to any tournament moderators, so that it can be confirmed that the games will be played.

MATCH REPORTING:

The winning team must report the score. Once a score is reported, it cannot be altered except by a moderator. If a mistake made or rule is violated regarding the score then a dispute must be filed.

Failure to report the score within 24 hours of completion will result in the assumption that the match never took place.

Throwing or purposefully losing a game or match is not allowed for any reason. Doing so may result in suspension or a ban.

If a match is underway and a player must leave for personal or emergency reason, then the player will notify the opposing team in a sportsmanlike manner and forfeit the full match.

In the event that the other team does not show up, then the admin of the team that is present should state in the match Chat Log that the other team did not show up. The admin will then set the score.

CONENCTIVITY ISSUES:

Players are solely responsible for their own connectivity during matches. DDoS protection is the responsibility of the players and match scores will not be altered based on connectivity.

In the event of a server issue that does not allow a match to be created, please make a dispute to notify the moderators and start the match as soon as possible.

Issues will occur and we encourage sportsmanship and fair play from both sides when dealing with and offering understanding regarding these problems.

DISPUTES:

Please read all listed rules here and on the game's set of rules before filing a dispute.

Only the Team Captain has the right to dispute a member(s) or team that they feel is in violation of the rules. All disputes must be filed within 24 hours of the completion of the reported match.

Lying, withholding information, or filing false disputes will result in suspension or greater penalties.

BROADCASTING:

Richmond Community College Gaming League reserves the right to arrange shared or exclusive casting and broadcasting of any match for any Richmond Community College Gaming League event. Media partners may be given the right to contact teams directly for server information to facilitate casting. Teams failing to cooperate with Richmond Community College Gaming League media partners or Richmond Community College Gaming League staff may receive a forfeit loss or be removed from the event. Richmond Community College Gaming League also reserves the right to sites to post Richmond Community College Gaming League matches regardless of participating teams' approval. Teams or players that fail to play their matches or refuse to cut personal broadcasts because of the above can and will be forfeited, not awarded any refunds for entry fees paid for the said event and potentially suspended.

Teams are allowed and encouraged to arrange their own match coverage when Richmond Community College Gaming League is not broadcasting the match.

Individual players who are participating in a match are allowed to personally broadcast from their point of view whether the match is being officially broadcasted or not. If this player is substituted out of the match, then they must immediately stop broadcasting. We encourage players to stream from their personal account and link their Twitch account by filling in their Twitch name in the appropriate profile field.

All outside casters must have a delay with the built-in game delay. It is the responsibility of both teams to verify that the coverage delays are set properly before starting the match. Matches that begin without the proper delay will be accepted as is, and cannot be disputed after the fact.

PRIZES:

Prizes are determined based on tournament size. All prize pools are announced at the beginning of each tournament. Any player who has played one or more games, is eligible to receive a

portion of the winnings for their team. Prizes will be distributed evenly to all eligible players. Prize distribution can be changed with the consensus of all players on the team in question.

FORFEITURE OF EVENT PRIZES:

If any player is found to be cheating, and has been awarded any prizes must repay Richmond Community College Gaming League the full amount that was given. If the said player in question refuses, legal action may be taken. If any cheating occurs that benefits the entirety of the team, any prize money awarded to the team for that event will be forfeited.

OTHER GOVERNING EVENT TERMS:

If a team attempts to manipulate or exploit a Richmond Community College Gaming League rule in any way other than for its intended use, the Richmond Community College Gaming League staff reserve the right to make a final decision and interpretation on the rule in question for the given event match and/or dispute.

These Official Rules are subject to any requirements/limitations imposed by the Federal Communications Commission.

All Richmond Community College Gaming League events and contests are subject to applicable Federal, state, provincial and local laws and regulations.

Members agree to be bound by these Official Rules and by the decisions of Richmond Community College Gaming League, which are final and binding in all respects.

Richmond Community College Gaming League reserves the right to cancel, suspend and/or modify any contest or event, or any part of it, if any fraud, technical failures or any other factor beyond Richmond Community College Gaming League 's reasonable control affect the administration, security or proper play of the event or contest or Richmond Community College Gaming League otherwise becomes (as determined in its sole discretion) incapable of running the event or contest as planned. Richmond Community College Gaming League reserves the right in its sole discretion to disqualify any individual found in violation of the Official rules, tampering with any of our software applications, or tampering with the registration process or the operation of any event or contest.

Richmond Community College Gaming League 's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

REVISIONS:

Richmond Community College Gaming League reserves the right to amend, alter, or clarify these rules at any time.