Fortnite Rules

Mission Statement:
Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students, and U of A Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. **If your team forfeits, $5 will be charged to the Bursar's accounts of any absent team members.**

Rule 2: Equipment

1. Participants must provide their own video gaming equipment.

Rule 3: Game format

1. Each match will be the Best-of-3 Games
2. All Games will be 2v2
3. All matches will be played in standard 'Squads' Battle Royale

Rule 4: Match Host

1. 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.
2. You are required to use a North America Server

Rule 5: Rules

1. Once the tournament begins, players will setup a SQUADS lobby and invite their opponent
2. The objective of each Battle Royale will be total eliminations by your Duo, get as many as you can in the game
    a. Participants will play as duo, within a squads match
        i. Example: Battle Royale 1 - Team A has 15 combined eliminations and Team B has 8 combined eliminations, Team A will win Game 1
        ii. The first team to win two games, wins the match • If there is a tie in any game, another game will be played to replace it. This will continue until there is a winner.
3. Participants will drop into the same match as their opponent, but they are not required to play with them.
        i. For example, you are not required to revive or respawn your opponent.

Rule 6: Misc

SABOTAGE

1. Teaming is allowed. Though, participants cannot directly cause the death of their opponents
    a. Examples:
        i. Breaking or weakening an opponent built or non-built structure or cover, by any means
        ii. Causing opponents to miss shots or miss opportunities for advancing their scores
        iii. Building in-front of your opponent

LEAVING GAMES EARLY

1. We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout the season. We want this to be a fun experience for everyone and if you commit to participating in the league, the expectation is for you to finish all your matches to their conclusion.

DISCONNECTS

1. If someone disconnects during a round, their teammates will have the option to continue without them or forfeit the round. If the person can reconnect fast enough and re-join that game, they are welcome to continue. Forfeiting one round does not constitute forfeiting the whole match. Therefore, it is encouraged to ensure you have a strong internet connection during the matches.

Rule 7: Scheduling

1. Participants will be responsible for challenging opponents for games during the regular season. Instructions on how to challenge opponents can be found in the 'IM eSports Manual' on IMLeagues.
2. One a challenge is accepted; it is up to the opponents to find a time that fits both parties schedule.
3. If a time cannot be decided each captain must reach out the sports office and a double forfeit will be applied.

Rule 6: Scores

1. The player(s) should report scores to IMLeagues immediately following a match. This will allow both teams to continue playing challenges.

Rule 8: Forfeit Time

1. If at the scheduled game time a player has not shown up or is not ready to play, they will be given 10 minutes to be in the lobby ready to begin play before the match will be called a forfeit. If at any time during the 10 minute grace period, the player shows up, they will be allowed to play.
2. If a player does not respond to any contact about playing a game that week please email the sports office with proof of your effort and a forfeit victory will be awarded.

ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.