I. **Policy and Procedures**  
   A. For all Policy and Procedures, please refer to Columbia University’s Intramural Handbook which can be found on [perrec.columbia.edu](http://perrec.columbia.edu) under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University’s [imleagues.com](http://imleagues.com) website. All Intramural participants are responsible for knowing all of the Intramural Policies and Procedures.  
   B. **Leagues Offered:**  
      a. **Open-Competitive**  
      b. **Open-Recreational**  
   C. Leagues are open to anyone with a Dodge Fitness Center membership (undergraduate students, graduate students, alumni and faculty/staff).  
   D. Please use **GAMERTAG** as your team name.

II. **Format**  
   A. All games will be played on [Catan Universe](http://CatanUniverse), which can be downloaded for free on Steam, PC (Windows/Mac) or Phone/Tablet (iOS/Android). This is a cross-platform game.  
      a. Participants will have to create a Catan Universe account and activate it by email.  
   B. The tournament will be in ladder format, where participants are responsible for challenging their opponents using the imleagues “Challenge” function. For instructions on how to challenge an opponent, please refer to the [Challenging Opponents Document](http://ChallengingOpponentsDocument).  
   C. A team is required to play a minimum of 4 matches.  
   D. The top three (3) teams on the ladder in each league at the end of the tournament will participate in one final championship round to declare a winner!  
   E. Games will be played between three (3) participants at a time. Each participant is competing individually with one winner at the end of each match.

III. **Game Rules**  
   A. All matches will be played using the Catan Base Game. Board game Catan rules will be used throughout the game.  
   B. The Basic Rules are in the “Almanac” on the game platform, located on the bottom right of the screen – please review before the first match.  
   C. Every player will start by putting down one road and one settlement.  
   D. To trade cards with another player or the bank, click the symbol on the left side of the screen that looks like a money bag.  
   E. The first participant to achieve ten (10) victory points wins.  
   F. Victory points will count as points earned on the leaderboard. Each participant that wins a match will get an additional five (5) points.
G. Add your opponents by clicking on the top left diamond in your profile and click the “Friends” option. Your opponent will have to accept the friend request.
H. To set up a game click “Multiplayer” → “The Game” → “Custom Match”
   a. The host will then be able to invite up to two friends.

IV. Equipment
   F. This game is played on a phone/tablet or PC - Steam, PC (Windows/Mac) or Phone/Tablet (iOS/Android).
   A. Each player is responsible for having their own equipment.

V. Scoring
   A. Please submit the Score Reporting Form after each match of the regular season and playoff tournament, so the Intramural Office can update the scores and sportsmanship ratings on imleagues.

VI. Sportmanship / Code of Conduct
   A. All students, faculty, staff and alumni are encouraged to participate in Intramural Esports and are expected to behave in a mature and sportsmanlike manner throughout competition. To encourage this kind of recreational atmosphere, a Sportsmanship Policy will be enforced.
   B. Following each sports contest, EACH TEAM will rate each other on their sportsmanship on a scale of 0-4, four being excellent. Sportsmanship ratings will be submitted in the Score Reporting Form. NOTE: If necessary, a team may upload a picture or a screenshot of a chat that is deemed inappropriate and deserving of a 2.0 or below sportsmanship rating.
   C. Players should report to Intramural Staff any unsporting behavior during play in the Score Reporting Form. Examples of unsporting and behavioral misconduct can be found in the University’s Student Conduct and Community Standards Policy Guide. Unsportmanlike conduct before, during, and/or after a game (event) will not be tolerated.
   D. Participants involved in unsporting behavior may be subject to removal from the league, at the discretion of the Intramural Director and Assistant Director.
   E. Reminder that each team must average a minimum of at least a 2.5 sportsmanship rating during the regular season in order be eligible for the playoffs.
   F. Specific Rating Scale:
      a. 4 = A normal flowing game takes place, with no major issues from either team’s members or associated spectators. Both teams are consistently respectful toward one another. Players did not pause the game during a live ball and played the entire match.
      b. 3 = There is some questioning of game play, and/or a few complaints are voiced by participants or associated spectators, but with no major issues. Teams have, for the majority of the game, shown good sportsmanlike behavior toward each other with minimal arguments. Games are paused for extended periods of time.
      c. 2 = A team or individual displays unsporting behavior to their opponent verbally or through the chat function in the game. Unsporting behavior includes offensive expression or offensive language that insults another player. Poor connection or lagging by the opponent.
d.  1 = Communication was aggressive and violent. Harassment towards opposing players is continuous and disrespectful. General unsportsmanlike gameplay or cheating has occurred.

e.  0 = Team quit the match during the middle of the game. Extremely abusive and vulgar communication persists. Involved members may be subject to removal from the league, at the discretion of the Intramural Director and Coordinator. CUIM Staff may report offending individuals to the Office of Student Conduct and Community Standards for any actions conducted before, during, or after competition.

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