



**SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION
SPECIAL MEETING OF THE BOARD OF DIRECTORS
MEETING HELD VIA ZOOM**

**October 17, 2024
Dakota**

10:30 AM CST

Pierre, South

Call the meeting to order followed by the Pledge of Allegiance.

ITEM #1 – Approve the agenda.

ITEM #2 – Open Forum

ITEM #3 – Consider request for Cooperative Sponsorship of Activities request from Estelline and Hendricks (MN) High Schools in the activity of Oral Interp.

ITEM #4 – Consider approval of Esports SDHSAA Handbook, GM Handbook, and Title Rulesets.

ITEM #5 – Adjournment

Respectfully Submitted,

A handwritten signature in cursive script that reads "Daniel Swartos".

Daniel Swartos, Ed.D.
SDHSAA Executive Director

SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION
APPLICATION FOR
COOPERATIVE SPONSORSHIP OF ACTIVITIES

Please submit in duplicate to: SDHSAA, P. O. Box 1217, Pierre, SD 57501

This application form must be completed by each school involved in the Cooperative Agreement before the SDHSAA Board of Directors will consider the application. A separate application must be submitted for each activity. The Board of Directors are able to exercise their discretion in approving all applications.

1. Name of applying school: Estelline High School
2. Address of applicant: 708 Davis Ave E
3. Other school(s) involved in this application: Hendricks, MN
4. Official Name of this Cooperative: Estelline/Hendricks Activities Cooperative
5. Head Coach of the combined program employed by Estelline school.

6. Other joint program personnel, if any, shall be employed as follows:

POSITION	EMPLOYER
a. <u>Assistant Coach</u>	<u>Hendricks</u>
b. _____	_____

7. Activity covered by this application: Oral Interpretation
8. Please describe conditions which have prompted your request to co-sponsor this activity:
Low student numbers and a desire to increase the number of activities offered.

9. Please list the number of students in your school who have participated in this activity during each year indicated below. If the school did not sponsor the activity during any of the years listed please respond "did not sponsor".

	12	11	10	9	8	7
Last school year.	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>
Current school year	<u>2</u>	<u>0</u>	<u>2</u>	<u>0</u>	<u>0</u>	<u>0</u>
Anticipated school year	<u>0</u>	<u>3</u>	<u>1</u>	<u>2</u>	<u>0</u>	<u>0</u>
Anticipated two years hence	<u>3</u>	<u>2</u>	<u>2</u>	<u>3</u>	<u>0</u>	<u>0</u>

10. Total school enrollment (MALE)

	12	11	10	9	8	7
Last school year	11	13	14	15	11	7
Current school year	13	15	17	13	8	10
Anticipated school year	15	17	9	8	10	12
Anticipated two years hence	17	9	8	10	12	14

11. Total school enrollment (FEMALE)

	12	11	10	9	8	7
Last school year	12	10	4	11	8	13
Current school year	9	4	10	6	15	8
Anticipated school year	4	10	6	15	8	9
Anticipated two years hence	10	6	15	8	9	10

12. This application is for school year: 2024 - 2025 and 2025 - 2026
 (All new football coops must be for a minimum of four (4) years.)

13. Where will practices or rehearsals be held? Estelline HS and Hendricks HS

14. Where will competition for the activity be held? Estelline High School

15. Please complete the RESOLUTION APPROVING form and attach.

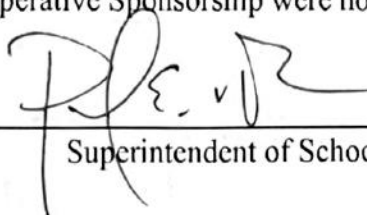
16. Please complete the upper portion of the COOPERATIVE AGREEMENT OFFICIAL APPROVAL STATEMENT form and attach.

17. Please attach financial information that may assist the SDHSAA in reaching their decision on this application. Include the following:

- a. Specify method of allocating costs:
 - (1) Expenses for transportation for practices, away games, and spectator buses.
 - (2) Expenses for facilities, lights, heating, showers, etc.
 - (3) Expenses for banquets and awards.
 - (4) Expenses for scouting, coaches meetings, and workshops.
 - (5) Expenses for payment of referees and other personnel necessary to stage the event.
 - (6) Expenses for purchasing supplies and equipment.
 - (7) Expenses for salary and fringe benefits.

b. Specify method of allocating gate receipts.

18. Would your school be able to continue offering the activity for which application is being made if a Cooperative Sponsorship were not approved? YES x NO

Signed 
 Superintendent of Schools

Date 10/9/24

SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION

**COOPERATIVE SPONSORSHIP OF ACTIVITIES
RESOLUTION APPROVING FORM**

Member Darrion Poppen introduced the following resolution and moved its adoption:

WHEREAS, a proposed Agreement has been negotiated and drafted regarding the cooperative sponsorship of a joint high school Oral Interpretation (All Activities) program.
(activity)

WHEREAS, a copy of the proposed draft is attached and incorporated by reference.

NOW, THEREFORE, BE IT RESOLVED by the School Board of Estelline as follows:

1. That the attached Cooperative Sponsorship application be and hereby is approved.
2. That the School Board President and Superintendent of Schools are hereby authorized to execute the attached Cooperative Sponsorship Agreement and to make the required application to the SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION.
3. That this resolution shall be effective only upon the adoption of a similar resolution by the Governing Board or School Board of each cooperating school.

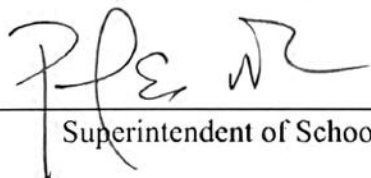
The motion for the adoption of the foregoing resolution was duly seconded by Member Lynda Pierce and upon vote being taken thereon, the following voted in favor thereof:

Darrion Poppen, Lynda Pierce, Chris Verhoek, Amy Latini

and the following voted against the same:

Chad Saathoff

whereupon said resolution was declared duly passed and adopted.

Signed  Date 10/11/24
Superintendent of Schools

SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION

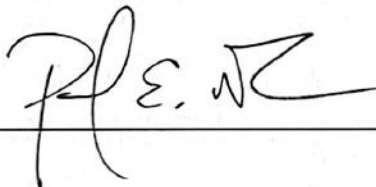
**COOPERATIVE AGREEMENT
OFFICIAL APPROVAL STATEMENT**

The Board of Education has reviewed the CONDITIONS, PHILOSOPHY, and GUIDELINES relative to cooperative sponsorship of an activity. The signatures below indicate that the cooperative sponsorship for which application is made meets the CONDITIONS, PHILOSOPHY, and GUIDELINES as described.

NAME OF SCHOOL: Estelline High School

SIGNATURES:

School Board President: 

School District Superintendent: 

ACTION OF THE SDHSAA

The above request for your cooperative sponsorship is hereby GRANTED REFUSED for the activity _____ of beginning with the _____ - _____ school year.

BY _____ Date _____
Authorized Signature

Please complete the APPLICATION INFORMATION form and the RESOLUTION APPROVING form and submit with the APPLICATION FOR COOPERATIVE SPONSORSHIP OF AN ACTIVITY.

SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION
**APPLICATION FOR
 COOPERATIVE SPONSORSHIP OF ACTIVITIES**

Please submit in duplicate to: SDHSAA, P. O. Box 1217, Pierre, SD 57501

This application form must be completed by each school involved in the Cooperative Agreement before the SDHSAA Board of Directors will consider the application. A separate application must be submitted for each activity. The Board of Directors are able to exercise their discretion in approving all applications.

1. Name of applying school: Hendricks
2. Address of applicant: 200 East Lincoln Street, Hendricks, MN 56136
3. Other school(s) involved in this application: Estelline, SD
4. Official Name of this Cooperative: Estelline/Hendricks
5. Head Coach of the combined program employed by Estelline school.
6. Other joint program personnel, if any, shall be employed as follows:

POSITION	EMPLOYER
a. <u>Assistant Coach</u>	<u>Hendricks</u>
b. _____	_____

7. Activity covered by this application: Oral Interpretation
8. Please describe conditions which have prompted your request to co-sponsor this activity:

The enrollment numbers of Hendricks is low. Combining schools will create the opportunity for oral interpretation for our students.

9. Please list the number of students in your school who have participated in this activity during each year indicated below. If the school did not sponsor the activity during any of the years listed please respond "did not sponsor".

	12	11	10	9	8	7
Last school year	<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>
Current school year	<u>2</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>
Anticipated school year	<u>2</u>	<u>1</u>	<u>1</u>	<u>2</u>	<u>0</u>	<u>0</u>
Anticipated two years hence	<u>1</u>	<u>1</u>	<u>2</u>	<u>2</u>	<u>0</u>	<u>0</u>

10. Total school enrollment (MALE)

	12	11	10	9	8	7
Last school year	<u>3</u>	<u>7</u>	<u>2</u>	<u>2</u>	<u>6</u>	<u>5</u>
Current school year	<u>7</u>	<u>3</u>	<u>3</u>	<u>5</u>	<u>5</u>	<u>6</u>
Anticipated school year	<u>3</u>	<u>3</u>	<u>5</u>	<u>5</u>	<u>6</u>	<u>7</u>
Anticipated two years hence	<u>3</u>	<u>5</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>2</u>

11. Total school enrollment (FEMALE)

	12	11	10	9	8	7
Last school year	<u>1</u>	<u>8</u>	<u>6</u>	<u>3</u>	<u>4</u>	<u>1</u>
Current school year	<u>8</u>	<u>6</u>	<u>4</u>	<u>4</u>	<u>2</u>	<u>6</u>
Anticipated school year	<u>6</u>	<u>4</u>	<u>4</u>	<u>2</u>	<u>6</u>	<u>7</u>
Anticipated two years hence	<u>4</u>	<u>4</u>	<u>2</u>	<u>6</u>	<u>7</u>	<u>9</u>

12. This application is for school year: 2023 - 2024 and 2024 - 2025
 (All new football coops must be for a minimum of four (4) years.)

13. Where will practices or rehearsals be held? Estelline/Hendricks

14. Where will competition for the activity be held? Estelline/Hendricks

15. Please complete the RESOLUTION APPROVING form and attach.

16. Please complete the upper portion of the COOPERATIVE AGREEMENT OFFICIAL APPROVAL STATEMENT form and attach.

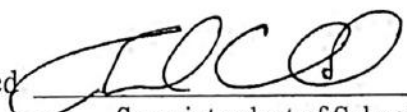
17. Please attach financial information that may assist the SDHSAA in reaching their decision on this application. Include the following:

a. Specify method of allocating costs:

- (1) Expenses for transportation for practices, away games, and spectator buses.
- (2) Expenses for facilities, lights, heating, showers, etc.
- (3) Expenses for banquets and awards.
- (4) Expenses for scouting, coaches meetings, and workshops.
- (5) Expenses for payment of referees and other personnel necessary to stage the event.
- (6) Expenses for purchasing supplies and equipment.
- (7) Expenses for salary and fringe benefits.

b. Specify method of allocating gate receipts.

18. Would your school be able to continue offering the activity for which application is being made if a Cooperative Sponsorship were not approved? YES NO

Signed 
 Superintendent of Schools

Date 11/15/23

SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION

**COOPERATIVE SPONSORSHIP OF ACTIVITIES
RESOLUTION APPROVING FORM**

Member Hendricks introduced the following resolution and moved its adoption:

WHEREAS, a proposed Agreement has been negotiated and drafted regarding the cooperative sponsorship of a joint high school Oral Interpretation program.
(activity)

WHEREAS, a copy of the proposed draft is attached and incorporated by reference.

NOW, THEREFORE, BE IT RESOLVED by the School Board of Hendricks as follows:

1. That the attached Cooperative Sponsorship application be and hereby is approved.
2. That the School Board President and Superintendent of Schools are hereby authorized to execute the attached Cooperative Sponsorship Agreement and to make the required application to the SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION.
3. That this resolution shall be effective only upon the adoption of a similar resolution by the Governing Board or School Board of each cooperating school.

The motion for the adoption of the foregoing resolution was duly seconded by Member Sheri Hauschild and upon vote being taken thereon, the following voted in favor thereof:

Sheri Hauschild, Justin Carlson, Braden Texley, Jim Lawburgh, Mitch Pedersen

and the following voted against the same:

None

whereupon said resolution was declared duly passed and adopted.

Signed



Superintendent of Schools

Date 11/15/2023

SOUTH DAKOTA HIGH SCHOOL ACTIVITIES ASSOCIATION

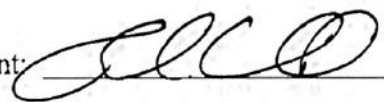
**COOPERATIVE AGREEMENT
OFFICIAL APPROVAL STATEMENT**

The Board of Education has reviewed the CONDITIONS, PHILOSOPHY, and GUIDELINES relative to cooperative sponsorship of an activity. The signatures below indicate that the cooperative sponsorship for which application is made meets the CONDITIONS, PHILOSOPHY, and GUIDELINES as described.

NAME OF SCHOOL: Hendricks Public School

SIGNATURES:

School Board President: 

School District Superintendent: 

ACTION OF THE SDHSAA

The above request for your cooperative sponsorship is hereby GRANTED REFUSED for the activity Oral Interpretation of beginning with the 2023 - 2024 school year.

BY _____ Date _____
Authorized Signature

Please complete the APPLICATION INFORMATION form and the RESOLUTION APPROVING form and submit with the APPLICATION FOR COOPERATIVE SPONSORSHIP OF AN ACTIVITY.

UNAPPROVED MINUTES OF THE REGULAR MEETING OF THE ESTELLINE SCHOOL BOARD HELD
WEDNESDAY, DECEMBER 13, 2023 AT THE ESTELLINE SCHOOL.

The Estelline School Board met on December 13, 2023 at 5:30 P.M. with the following members present:
Chris Verhoek, Lynda Pierce, Chad Saathoff, Amy Latini and Darrion Poppen.

Others present: Dr. Paul von Fischer, Justin Pitts, Amy Miller, Erika Hauck, CeCe Louwagie and patrons of
the District.

President Verhoek called the meeting to order at 5:30 P.M.

President Verhoek led the Pledge of Allegiance.

Public Comment: Andy Hansen talked about the Estelline-Hendricks Cooperative Activities Agreement.
Grant Holden talked about the Estelline-Hendricks Cooperative.

12/63/23: Motion by C. Saathoff, second by D. Poppen to approve the agenda as presented. All voted
aye; motion carried.

There were no conflict-of-interest disclosures.

Congratulations to James Benning on receiving the Dakota Valley Conference XC Coach of the Year.

Congratulations to Mattix Hausman on being named to the All State Football Team. Honorable Mentions
were Camden Miller and Wyatt James.

Congratulations to Kenzy Beare for her Honorable Mention to the All State Volleyball team.

A big thank you to the Family Engagement Night Committee for all their time in preparing and putting
on a successful event. It was very well attended and enjoyed by all.

Congratulations to Molly Watt for going above and beyond as an Estelline School District Substitute in
the music department.

12/64/23: Motion by L. Pierce, second by D. Poppen to approve the November 13, 2023 minutes,
December bills and November financials as presented. All voted aye; motion carried.

12/65/23: Motion by A. Latini, second by L. Pierce to approve the 2024-2025 and 2025-2026 school year
calendars. All voted aye; motion carried.

Discussion was held on the Estelline-Hendricks Cooperative Activities Agreement.

12/66/23: Motion by D. Poppen, second by L. Pierce to approve the Estelline-Hendricks Cooperative
Activities Agreement. Four (4) votes yes: Verhoek, Pierce, Latini, Poppen. One (1) vote Nay: Saathoff;
motion carried.

12/67/23: Motion by C. Saathoff, second by A. Latini to increase the Kitchen and Custodial Substitute
rate of pay to \$13.00/hour due to the minimum wage increase as of January 1, 2024. All voted aye;
motion carried.

Business Manager Miller reviewed the quarterly financials.

Administrative reports were given to the Board.

C. Verhoek had nothing to report on behalf of NESC.

12/68/23: Motion by C. Saathoff, second by D. Poppen to enter into executive session for the purpose of Student Matter per SDCL (1-25-3.2) at 7:31 P.M. All voted aye; motion carried.

President Verhoek declared the board out of executive session at 7:40 P.M.

12/69/23: Motion by C. Saathoff, second by L. Pierce to adjourn at 7:40 P.M. All voted aye; motion carried.

The next regular school board meeting will be Wednesday, January 10, 2024 at 5:30 P.M.

_____ Board Chairman _____ Business Manager

Published at an approx. cost of \$



ESPORTS HANDBOOK

2024-25

South Dakota
High School Activities Association

Direct All Correspondence to:

SDHSAA

PO Box 1217

Pierre, South Dakota 57501

Telephone: (605) 224-9261

FAX: (605) 224-9262

Website: <http://www.sdhsaa.com>

ESPORTS GENERAL INFORMATION

IMPORTANT DATES

	2024-25	2025-26	2026-27
First Practice	November 11, 2024	TBD	TBD
First Allowable Competition	December 2, 2024	TBD	TBD
Intent to Participate Form (SP-7) due	November 6, 2024	TBD	TBD
Playoffs	February 3 – 7, 2025		
State Tournament Forms (TBD) Online Form due*	February 12, 2025	TBD	TBD
State Tournament (Friday – Saturday, Week 35)	March 7 – 8, 2025 Brookings at SDSU	TBD TBD	TBD TBD

***NOTE: LATE ENTRY FEE – ONLINE entries electronically submitted after the deadline will be assessed a \$50.00 late entry fee.**

A. PARTICIPATION FEES

There are no participation fees paid to the SDHSAA from schools for participation in Esports. However, there are management and licensing fees that need to be paid to Fenworks, which help run the programming itself. SDHSAA and Fenworks will annually agree on school fees, and any fees due shall be paid directly to Fenworks.

B. TITLE SELECTION

Title selection will be determined annually by Fenworks and the SDHSAA based on interest surveys of schools and students. All titles selected will fall into the ESRB (Entertainment Software Rating Board) categories of E for Everyone, E 10+ for Everyone ages 10 and above, and T for Teen. The titles for the 2024 – 2025 year are Chess, Mario Kart 8, Super Smash Bros Ultimate, Rocket League, Fortnite, Minecraft Java Edition – Bedwars, and League of Legends.

C. SEASON TIMEFRAME

Fenworks will schedule all matches.

- A. PRESEASON- There will be a two-week preseason of NFHS Week 20 and NFHS Week 21, with no matches scheduled on NFHS Week 21 (Thanksgiving Week).
- B. REGULAR SEASON- The SDHSAA Esports Season will be eight weeks long.
 - a. The eighth week will serve as a playoff's week.
- C. STATE TOURNAMENT- The state tournament will be held in NFHS Week 35

D. IN-SEASON PARTICIPATION RULE. Once a student reports for the school's Esports team, the student cannot compete at other tournaments and contests as a representative of his/her own school's team.

E. STATE TOURNAMENT FORMAT

1. All SDHSAA member schools will compete in the same class for the 2024 – 2025 school year.
2. The intent for the 2025 – 2026 school year will be to have Class "AA" and Class "A" classifications.

F. STATE ESPORTS TOURNAMENT SCHOOL CLASSIFICATIONS.

1. All SDHSAA member schools will compete in the same class for the 2024 – 2025 school year.

STATE ESPORTS TOURNAMENT ROTATION FOR FUTURE DATES AND SITES

HOSTING COMMUNITIES:

FUTURE DATES & SITES (Standard Calendar Week 35):

2024-25	March 7 – 8, 2025	South Dakota State University, Brookings, SD
2025-26	TBD	TBD
2026-27	TBD	TBD

NOTE: All students participating in the Esports State Tournament must be accompanied by qualified staff personnel or will be prohibited from participating.

STATE ESPORTS TOURNAMENT SCHEDULE

A draft of the schedule can be found [here](#).

CONTEST REGULATIONS FOR ESPORTS EVENTS

CHAPTER 1 – GENERAL STATE ESPORTS TOURNAMENT REGULATIONS

ARTICLE I-STATE ESPORTS TOURNAMENT MANAGEMENT AND CONTEST EVENTS

Section 1. MANAGEMENT OF STATE TOURNAMENT. Management of the state tournament is the responsibility of the SDHSAA staff member in charge of Esports activities with the assistance of Fenworks. The SDHSAA and Fenworks shall have the power to meet all unforeseen emergencies at the State Tournament.

Section 2. STATE TOURNAMENT ENTRY SUBMISSION. Schools entering the State Tournament MUST be registered online by Tuesday of Standard Calendar Week 35. **Schools whose entry form is not electronically submitted on or before the submission deadline will be penalized by paying a \$50.00 late fee.**

Section 3. STATE TOURNAMENT CONTEST EVENTS. State tournament contest events will mirror title selection for the season. Rules for each title will be contained in the Fenworks GM, Program, and Student Handbooks.

Section 4. ENTRY LIMITS FOR STATE TOURNAMENT. Schools are allowed one varsity team entry per title at the state tournament; however, exclusions may apply based on title or the number of teams in each title which can be found in the Fenworks Handbook. Each title has a different number of contestants per team and its own limit on substitutes dictated by the Fenworks handbook.

Section 5. WITHDRAWAL FROM CONTEST NOTIFICATION AND PENALTIES. If a school finds it necessary to withdraw from the State Tournament after filing an “Intent to Participate” Form, such school shall notify the SDHSAA of its withdrawal **by February 26**. If a school is unable to give notice of withdrawal before the deadline due to weather conditions, the illness of contestants, or some other act of God, a report should be filed with the SDHSAA as soon as possible. The report should provide an explanation of the circumstances for not notifying the SDHSAA of withdrawal from the Tournament.

Section 6. FINANCING THE STATE TOURNAMENT. The SDHSAA and Fenworks shall provide the financing for the State Tournament administrative expenses. Each participating school is to provide its own meals, lodging, transportation, incidental expenses, and required judges.

Section 7. ETHICAL BEHAVIOR, SCOUTING OPPOSING SCHOOLS, AND AUDIENCE CONDUCT DURING ROUNDS. All players and coaches are allowed to ask for “main accounts” for the purposes of scouting. All teams must provide their real/main accounts if requested.

Section 8. VIDEO TAPING, AUDIO RECORDING AND FLASH PICTURES. Except at the direction of the contest management, the use of flash cameras during a State Tournament round is prohibited.

ARTICLE II – CONTESTANTS

Section 1. STUDENT ELIGIBILITY- Students in grades 7 through 12 may participate in the SDHSAA Esports Season and Esports State Tournament.

Section 2. IN-SEASON PARTICIPATION RULE. Once a student reports for the school’s Esports team, the student can compete only at tournaments and contests as a representative of his/her own school’s team. Participation on a “club” or non-school sponsored team or unattached, or as an individual is not permissible during the SDHSAA Esports season. However, a student can participate as an individual, not affiliated with a school in scholarship competitions during the SDHSAA Esports

season. Students can participate on club Esports teams outside of the SDHSAA Esports season at the discretion of their school's administration.

Section 3. Students and teams in the State Tournament will be recognized by school name and team name.

ARTICLE III - STATE ESPORTS TOURNAMENT AWARDS POLICY

Section 1. SCHOOL AWARDS FOR THE ESPORTS EVENTS.

- A. Plaques will be presented to the schools of the 1st through 4th place teams for each title.
- B. All-around Championship and Runner-up trophies will be presented to the schools who amass the most and second-most total team points in Class "AA" and Class "A", with 10 points for first place in a title, 7 points for second place in a title, and 4 points for third place in a title. Plaques will be given to the 3rd and 4th place teams in each class.
All-Around tiebreakers are:
 - a. The largest number of State Champions
 - b. The largest number of 2nd place recipients

Section 2. INDIVIDUAL STUDENT AWARDS FOR THE ESPORTS EVENTS.

- A. Medals will be presented to the members of the 1st - 4th place team members in each title.
- B. Medals will be presented to all team members of the 1st - 4th place all-around team winners.

Section 3. SDHSAA STATE TOURNAMENT AWARDS POLICY. During the State Tournament, no awards will be given out prior to the official Awards Presentation session. Schools finding it necessary to leave the tournament prior to the awards session will need to make arrangements to pick up their awards at the SDHSAA office in Pierre.

Fenworks SD Rules Handbook

Please read the general rules, then see the game-specific rules below.

General Rules

The spirit of Fenworks is to always play if you can and never take a forfeit win unless you absolutely must. Although not a rule, this is a standard we hope all our teams and players try to live up to!

1. Default Game Times

The regular season will consist of one weekly game, as outlined below.

The default weekly game times for games are as follows.

Game Days and Times:

Monday

- 5 PM CT Minecraft 4v4
- 6 PM CT Mario Kart 8 2v2

Tuesday

- 5 PM CT Rocket League 3v3
- 6 PM CT Chess 1v1
- 6 PM CT Super Smash Bros Ultimate 1v1

Thursday

- 5 PM CT League of Legends 5v5
- 6 PM CT Fortnite Duos (If Approved)

*Titles are subject to change pending team numbers

2. Season Structure

League Structures: Open/Varsity/JV Overview

Any games with one or two starters will follow the open structure. Any games with three or more starters will attempt to follow the Varsity/JV structure. For more information about each type, see below.

We will attempt to run a Varsity/JV structure for teams with three or more starters; however, this will depend on student/team numbers once registration closes. If we do not get enough teams registered for specific game titles, the following may happen:

- JV leagues may be canceled.
- The Varsity and JV teams will be combined into one Varsity season.
 - Other special rules per game title may be set based on the number of students/teams that may go to state per school if JV and Varsity are combined.
- The Varsity and JV teams will be combined into one Open season.
 - Other special rules per game title may be set based on the number of students/teams that may go to state per school if JV and Varsity are combined.

2.1 Regular Season League Formats

- Swiss / Queue System Swiss
- Round Robin / Double Round Robin

Formats are determined each season based on registrations, and we send that information to all coaches before the start of the regular season.

Swiss Format: This is a format where teams always play against another team with the same record (e.g., a 2-0 team will play against another 2-0 team). Schedules for Swiss leagues are released weekly on the day after your title's default game time. Our queue system leagues also follow the Swiss format.

Round Robin Format: All teams in a group play against each other one time. In a double round-robin, all teams play each other twice. Full-season schedules for a round-robin are released at the start of the season.

2.2 Divisions

Once registration closes and each game title is adjusted to the best league structure, we will divide all Varsity and Open teams into divisions based on region. These regions may differ per game title as the number of teams might vary. If a school has many teams in a game title, they might be split up into divisions. Divisions will be announced after registration has closed.

2.3 Preseason

Preseason matches will function like regular season matches in that players will still need to check in and connect with their opponent on the Fenworks Platform/ and report their scores. Results of preseason matches do NOT count towards your regular season record nor affect qualification for the State Tournament. Players or teams that miss both of their scheduled preseason matches will be dropped from the league unless there is prior communication with Fenworks staff and permission is given to miss the matches.

3. Playoffs and State Tournament

Below is the proposed method of running the playoffs and the State Tournament. All information below is subject to change, pending time, equipment capacity at the State Tournament venue, and the number of teams competing in each game title. This will be confirmed once registration closes.

Please note that game titles may overlap at the State Tournament. Fenworks will not rearrange the State Tournament schedule to accommodate students participating in multiple game titles. Please make sure that all students understand this prior to and during the State Tournament. Make sure that all teams have substitutes to accommodate this.

3.1 Playoffs

Playoffs will run in week eight of the season for the Varsity league only. All teams in the division will compete in single elimination until the specified number of teams are chosen for State. More information about how the playoffs will run will be available after season registration closes, as the number of divisions and teams from each division advancing are contingent on team registration numbers for each game title. Playoff rules will follow the same game rules posted in the rulebook. There are no Playoffs for Open League and JV League.

3.2 State Tournament

The State Tournament will be executed as a single-elimination, double-elimination, or group stage into single elimination formats, with a match for third place for single and group-stage formats. Seeding will be based on the regular season and/or divisional playoff results. Players and teams in our JV leagues do not qualify for the State Tournament. Club leagues will have an online club finals tournament at the end of their seasons.

- Chess: 32 Players
- Fortnite Duos: 15 teams (If Approved)
- League of Legends: 8 Teams
- Mario Kart 8: 16 Teams
- Minecraft Bedwars: 16 Teams
- Rocket League: 16 Teams
- Super Smash Brothers Ultimate: 32 Players

*The number of teams/players per game title is subject to change based on needs or considerations by the league admin.

3.3 Tiebreakers

Teams/Players making the playoffs will be based on seeding, which considers standings score first, then average game/round differential, then head-to-head (if applicable), and difficulty of schedule. Standings Score will be calculated with the following values:

- **Win by Play: 4 points**
- **Forfeit Win: 4 points** (not applied to game differential)
- **Bye Win: 4 points** (not applied to game differential)
- **Tie: 2 points**
- **Loss by Play: 1 point**
- **Loss by Forfeit: 0 points**

If there is a tie in both standing score and game differential, the teams have not played against each other in the regular season, and one of the teams/players will not make the playoffs, and the other will (the tie is at the cutoff point), then a single tiebreaker match can be played at the request of the admin to see who makes it to the playoffs.

4. Checking In and Reporting Scores

A team or GM should check in all participating players for that match on the Fenworks Platform/ match page before starting their match. If a team decides to play with a reduced player count, Fenworks still requires you to check in a full roster. In this scenario, a team should declare in the match chat which players are missing before checking them in.

If both teams fail to check in to their match on the Fenworks/ Platform at the default time, both will receive a forfeit loss for the match. If one team is checked in and the other is not after the check-in time has expired, the team present is expected to wait 15 minutes after the start time of their match for their opponent. Once 15 minutes have expired, the absent team will receive a forfeit loss automatically through the Fenworks/ Platform.

Scores will be reported using the Fenworks Platform/ score reporting tool

- Both teams are responsible for reporting scores and saving replays/screenshots that prove their claim
- All reported matches must have a screenshot attached for the Fenworks/ Platform
- Procedures on how to report scores can be found in each title's separate rules section

All scores must be reported directly following the match, or it will be considered a loss for both teams. Fenworks staff have the right to adjust the score if evidence is presented that the match was played.

If a score is submitted and no one disputes the result within one week, the result will stand. Teams are allowed to submit definitive evidence in the event of a dispute. Fenworks reserves the right to make final decisions. If an error was made, and both teams agreed upon it, the scores can be adjusted at the discretion of Fenworks.

5. Rescheduling Matches

Matches are NOT allowed to be rescheduled EXCEPT in the following cases:

- School holidays
 - All rescheduled requests for school holidays must be submitted during the time between the preseason and the regular season, except for Swiss-based leagues.
- Both teams agree to play in person (in the same room)
- Inclement weather
- Any reschedule made between the schedule being released and the start of the regular season

If you need a game rescheduled for one of the above reasons, contact an admin on the Fenworks Discord server or email us at esports@Fenworks.com, and we will assist you.

If teams must reschedule their game to another time, then both coaches must agree on a new time. Games may be rescheduled to another week but MUST be played before the Monday of the last week of the regular season.

If a team/player drops out of Fenworks during the regular season, Fenworks reserves the right to reschedule the remaining games in the league to reduce the number of forfeits that the dropout would have caused.

6. Home/Away

The team shown on the left on the Fenworks Platform/ match page is the home team, and the team shown on the right is the away team for that match. This is not in effect for playoffs, where teams gain home advantage based on seeding. Refer to the game title for specific rulesets on how home and away affect pick/ban processes.

7. Player Eligibility

A player is any participant who plays in an official match. All players must follow the below rules.

- Must be enrolled in the school they are representing
- Must be 13 years or older, in 7th – 12th grade.
 - A player may play for only one high school in the same school district.
 - Players who are 12 years of age or younger are still eligible to compete. However, they can only play Chess, Super Smash Bros Ultimate, Mario Kart 8, or Minecraft Bedwars. If a player turns 13 in the middle of the season, they can play on all game titles and immediately become rostered to a team.
- Must meet and maintain the district's eligibility requirements to be eligible to play.
 - School Administrators and GMs are responsible for following and enforcing this policy and their school policy.
- Can only be on one team of a specific game title
 - A player can only be rostered to one team and play in one weekly match per title unless a game is rescheduled. If a player plays in more than one match of the same

title, those games will be forfeited. Players can, however, play multiple titles in a season.

- For example, Student A cannot compete or be rostered on two Rocket League teams but can compete on one Rocket League team and one Minecraft team.
- There is no restriction on the number of teams or players that can compete from each school.

**Eligibility is subject to change at the League's discretion but must be communicated to all schools before any changes take effect.*

7.1. Roster Changes and Substitutions

Any changes to rosters must be done at least 72 hours before the roster's next scheduled match. Players cannot be added to a roster if their next match is within the 72-hour time period. In this case, coaches must wait until after the roster's next scheduled match to add another player to the roster.

Substitutions are allowed if all players involved have been on the roster for 72 hours before the match. Substitutions can be made between games in a series but not during a game currently in play. Teams should never substitute during an individual game (i.e., passing their controller off). The players who start a game must finish that game.

There will be no subs for individual game titles (1v1s). If one of those students cannot play their match in a week, they will have to forfeit their match.

7.2. Varsity and JV Substitution Rules

Teams must maintain a full, active Varsity roster for the entirety of the season, with the minimum number of players required per game.

- Players on a Varsity roster cannot participate in JV matches.
- Players on an active JV roster can substitute for official Varsity matches.

To substitute a player from JV onto the Varsity team for a match, the captain and/or coach need to notify their opponent through the Fenworks Platform/ match chat. They must communicate which player from the Varsity roster will not be playing and the name and account of the sub from the JV roster filling their spot. After the opponent has acknowledged they have seen your message, you will check your full Varsity roster on the Fenworks Platform. This will include the player being subbed out (who is absent), and once checked in, simply add the JV player to the game lobby instead of the absent Varsity player.

8. Spectators

Only the players from the two teams competing in the official Fenworks match are allowed in the game lobby. The exception includes a Fenworks Representative/Coach or a spectator joining to stream their team's point of view (POV) for their official school stream.

Before the match, both teams must communicate whether the game will be streamed and agreed upon. A spectator streaming may only join before the first game begins or in-between games in a match. If a game has already started, it will continue without the spectators since spectators do not affect the game. The spectator must have an open mic for the entirety of the stream to prove they are not in contact with either team.

- Spectators must be in the coach spot for the respective team (if applicable). Otherwise, they are allowed to be in the spectator/observer spot.
- If Fenworks is informed and shown proof that a team used the spectator/observer spot to cheat, that team will be forfeited from the match and could be subject to further disciplinary actions, including but not limited to removal from the season.

Players competing in the match may stream their own POV. Stream malfunctions do not qualify as a reason for pausing a match. Any team caught breaking these rules is subject to penalties listed in section 11.

9. Names/Username

A player's name in-game must match the name they registered for that game on their Fenworks Platform/ profile. This includes our Discord community. See the Code of Conduct as well for additional guidelines. All participants' names or profiles are prohibited from including:

- Gang Affiliation
- Drugs (including alcohol and tobacco)
- Sexual Material
- Offensive Material
- Politically Charged Symbols/Images
- Homophobic or Racially Insensitive Material
- Anything else at the discretion of Fenworks

10. Cheating

Any manipulation of gameplay including, but not limited to, scripts, wallhacks, aimbot, 3rd party applications, sound changes, or having another person play on an official player's account during match time will be considered cheating. Players must also follow the Code of Conduct. Any team or player caught cheating will be subject to the items outlined in section 11.

10.1 Harassment

Players and coaches must always abide by the Fenworks Code of Conduct. Failure to do so will result in disciplinary action, as outlined in the following section.

11. Disciplinary Action

If Fenworks decides that a Player has violated any of the Rules, Fenworks may take the following disciplinary actions (as applicable). More information can also be found in the Code of Conduct:

- Verbal Warning
- Game and/or Match forfeiture
- Issuance of Public warning (Verbal or written) to the Player
- Disqualification of the Player from participating in one or more Matches of the Tournament.
- Stoppage of the Player from participating in one or more future competitions hosted by Fenworks.
- Stoppage of the School from participating in one or more future competitions hosted by Fenworks.

If a Player is suspended/banned by Fenworks Representative, they will be notified via email and/or Discord. After 30 days of the initial penalty, an appeal can be sent by the coach or program coordinator representing the Player. Please send all appeals via email to esports@fenworks.com.

12. Spirit of the Rules

Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the Tournaments, and penalties for misconduct lie solely with Fenworks Officials, and their decisions are final. This includes the exclusive right to make definitive rulings on matters not specified within the rules and handbook.

Amendments

Fenworks may update, revise, change, or modify these Rules at any time to ensure fair play and the league's integrity. Each Player's participation in Fenworks after any update, revision, change, or modification to these Rules will be deemed as acceptance by such Player of these Rules as updated, revised, changed, or modified.

League Structures: Open/Varsity/JV

A. League Structure - Open

- a. Teams**

Schools are allowed to field unlimited Open league teams.
- b. Divisions**

Open leagues will be sectioned into divisions of eight or more teams
The following considerations will determine divisions:

 - i. Region/Location**

- c. Season and State Tournament Qualifications**

Open league seasons will have a two-week preseason, followed by eight weeks of regular season, and end with an in-person LAN State Tournament. There will be no playoffs, and the teams going to state will be determined by their regular season standings. If tiebreakers are at the cutoff point, see section “3.1 Tiebreakers” for the process.
- d. Format**

Open leagues use the following formats:

 - i. Round Robin**
 - ii. Double Round Robin**
 - iii. Swiss**
 - iv. Swiss (queue)**

- e. State Tournament Qualification**

The top teams from each open league division will advance to the State Tournament based on regular season results. See section 3 in “General Rules” for the number of teams that make it for each league.

B. League Structure – Varsity

- a. Teams**

Only one team per school or co-op will be allowed to compete in Varsity leagues.
- b. Divisions**

Varsity leagues will be sectioned into divisions of eight or more teams
The following considerations will determine divisions:

 - i. Regions/Location**

- c. Season**

Varsity league seasons will have a two-week preseason, followed by seven weeks of regular season, an online divisional playoff tournament in the 8th week, and end in an in-person LAN State Tournament. Divisional and State Tournament playoff dates and times will be announced each season on the Fenworks Discord, Calendar, and other channels. It is recommended that the average rank for a Varsity roster is Gold or higher. This is a suggestion but not a requirement.
- d. Format**

Varsity leagues use the following formats:

 - i. Round Robin**
 - ii. Double Round Robin**

- e. State Tournament Qualification**

The top teams from Varsity leagues make it to the State Tournament based only on divisional playoff results. Regular season record affects divisional playoff seeding but does not affect the State Tournament qualification. See section 3 in “General Rules” for the number of teams that make it for each league.

C. League Structure - Junior Varsity (JV)

- a. Teams**

Schools are allowed to field unlimited JV teams.

b. Divisions

There are no divisions in JV. All teams compete in the same pool.

c. Season

JV league seasons will have a two-week preseason, followed by eight weeks of regular season. It is recommended that the average rank for a JV roster is Silver or lower. This is a suggestion but not a requirement.

d. Format

JV leagues use the following formats:

i. Swiss

ii. Swiss (queue)

e. State Tournament Qualification

There will be no State Tournament for JV Teams. The JV seasons end after the last match of the regular season.

Game Title Rules

Chess 1v1

1. Platforms

All official matches will be played on PC, Mac, or mobile apps via [Chess.com](https://www.chess.com). Each player must have a username and profile created on Chess.com to compete.

2. Default Match Time & Match Format

- Tuesdays at 6 pm CT.
 - Regular Season: All matches will follow a first-to-two format, with the first player to reach 2 points winning the match. A win is worth 1 point, and a draw is worth 0.5 points.
 - Playoffs and State: TBD based on team numbers.

3. Players

All official matches will be 1 vs 1 (a one-player team vs another one-player team). Substitutions are not allowed. If a player cannot play in the match, they will receive a forfeit.

- **3.1 Accounts**

Players must use their own account when registering on the league platform and in all official matches. Players must keep that account linked for the entire season.

4. Lobby Setup and Process

If the incorrect ruleset is used, the match must be restarted immediately. If previous games were under the wrong ruleset, they are void and must be replayed. It is up to both teams to review the settings and make sure they are correct.

- **4.1 Settings:**

The home team/player will make the lobby and challenge the away team/player. All official matches must be played with the following settings:

- Time: 10|3 Min
- Type: Standard

- **4.2 Sides:**

For the regular season, the lobby host will choose “randomize” for the colors for the first game. After the first game has been played, the losing player will have White for the following game. For playoffs and state, the higher seed will get white first.

5. Restrictions

No Cheating: Any instance of an outside influence or more than one player competing for a side will be determined as cheating and will be subject to consequences depending on the severity of the offense and if any previous offenses have occurred. Consequences will be immediate forfeiture of the match and possibly suspension from the league.

6. Tiebreakers

If players are tied with 2 points, a tiebreaker game will occur. The first player to win a game will win the match. The home team will decide which side to play for the first tiebreaker, and then the side choice will alternate for any further tiebreaker matches.

7. Stoppage of Play and Player Disconnects

Follow the Chess.com procedure for any disconnects. If a disconnect occurs before both players

make a move, it will be restarted. If the disconnecting player is white and has played a move, the same move must be played.

8. Outside communication

Teams/players may communicate with a coach before and after each game in the match. All coaches and other spectators may not speak with that team/player while a game is actively being played.

9. Tactical Pauses

Teams are allowed one tactical pause per match. It must occur between the games of the match. It cannot happen during gameplay. This pause may last up to 3 minutes per team. Pauses must be declared to the opposing team when they begin and when they end.

10. Reporting Scores

Scores for Chess should be reported as a “1-0” for a win and a “1-1” for a tie.

- Example:
 - Game 1: 1-0
 - Game 2: 0-1
 - Game 3: 1-1
 - Game 4: 1-0

Fortnite Duos (Battle Royale – No Build) IF APPROVED

Disclaimer

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1. Supported Platforms:

All official matches will be played on PC, Xbox, PlayStation, or Nintendo Switch. This game supports cross-platform play. There will not be different leagues for different platforms. All teams will compete in the same league.

2. Default Match Time and Match Format

- SD: Thursdays at 6 pm CT. (ONLY IF APPROVED)
 - Regular Season: Each week, one battle royale lobby will be set up, and all teams will compete in that lobby against one another.
 - If there are more than 49 teams, Fenworks will create multiple lobbies and divide all the teams based on region. Each team will be told what lobby number they are in and the date and time they will compete.
 - Playoffs and State: TBD based on team numbers.

3. Players

All official matches will be played as battle royale duos (a two-player team vs. 2 - 48 other two-player teams). A match should start with all the players for each team present. If a team does not have their full roster, they can play the match if at least one player (the minimum) competes. If a team does not have the minimum number of players, they will forfeit the game and potentially the match.

4. Lobby Setup and Process

Players will be given the lobby code to join each Thursday at 5:45 pm CT via platform announcement, which will be on the Fortnite league page and emailed to all participants and their coaches.

4.1 Gameday Procedure

- Login to Fortnite
- Ensure that you're on the correct server. If not, go to settings, settings cog, and change server to
 - NA-EAST
- Ensure the game mode is set to Zero Build - Battle Royale Solo (unranked)
- On the bottom of the screen, you will see a "Custom Key" button
- Click on it and enter the daily Custom Key, which will be sent as mentioned above: IT IS CASE SENSITIVE

- Click Play
- If you still get matchmaking errors, restart the game and try again.
- After pressing play, it'll enter you into the queue, which you can verify in the lower left corner of the play screen. Once you're at this point, you're good to go and must wait for the lobby to start.

4.2 Game Settings

- Teams will compete using Custom Lobbies
- To compete within the lobby, a player's account must be at Level 15 or above
- All emotes, dances, and tags must be disabled for the competition
- Players may use any skin for their player character that abides with the Fenworks and the player's school code of conduct
- PLAYERS MUST NOT CHANGE THEIR IN-GAME NAMES DURING THE SEASON

5. Restrictions

5.1 Items

Any gliders/umbrellas, outfits, harvesting tools, back blings, contrails, loading screens, emotes, vehicles, or items currently disabled in public queues are prohibited from use as long as they remain disabled in those queues.

5.2 Not following Code of Conduct

- Teaming: Players found to be "Teaming," defined as intentionally working with another team to achieve a better result in a match, is not allowed. Any players found to be teaming will be disqualified from the match and are subject to disqualification from the league if more than one instance occurs.
- Excessive toxicity: some dancing is fine; however, if it is deemed toxic, that can/will result in a DQ for that match.
- The lobby admin will have the sole discretion to determine if players are teaming up or engaging in toxic behavior.

6. Stoppage of Play and Player Disconnects

It is up to players to ensure their internet connectivity to Fortnite servers during match time.

Fortnite Zero Build - Battle Royale maps cannot be paused or restarted due to player disconnects. If a player disconnects, they will be scored based on the number of eliminations and their placement at the time of the disconnect, acting as if they were eliminated when they left the match.

If there is a lobby crash, Fenworks admin will instruct players what to do through the Platform match chat and on the Discord server.

7. Outside Communication

Teams/players may communicate with a coach before and after each match. All coaches and other spectators may not speak with that team/player while a match is actively being played.

8. Tactical Pauses

Tactical pauses are not allowed, nor possible, in Fortnite Zero Builds - Battle Royale lobbies.

9. Reporting Scores

Scoring will be based on placement and number of eliminations. See the point dispersion below. Fenworks Admin will upload scores after the match. You do not need to report scores; an admin will do so for the lobby.

- Eliminations:
 - 1 point per elimination
- Placement Points:
 - 1st: 20 Points
 - 2nd: 15 Points
 - 3rd: 12 Points
 - 4th: 10 Points
 - 5th: 8 Points
 - 6th: 5 Points
 - 7th: 5 Points
 - 8th: 4 Points
 - 9th: 4 Points
 - 10th: 3 Points
 - 11th: 3 Points
 - 12th: 3 Points
 - 13th: 2 Points
 - 14th: 2 Points
 - 15th: 2 Points
 - 16th: 1 Point
 - 17th: 1 Point
 - 18th: 1 Point
 - 19th: 1 Point
 - 20th: 1 Point
 - 21st below: 0 points

League of Legends 5v5

Disclaimer

This competition is not affiliated with or sponsored by Riot Games, Inc. or League of Legends Esports.

1. Supported Platforms

All official matches will be played on a PC or Mac.

2. Default Match Time and Match Format

- Thursdays at 5 pm CT.
 - Regular Season: All regular season matches will follow a best-of-3 format.
 - Playoffs and State: TBD based on team numbers.

3. Players

All official matches will be 5 vs. 5 (a five-player team vs. another five-player team). A match should start with all the players for each team present. If a team does not have their full roster, they can play the match if at least 3 players (the minimum) compete. If a team does not have the minimum number of players, they will forfeit the game and potentially the match.

If the team with a full roster would like to play shorthand to match the number of players on the opposing team, they can but are not required to. It is up to their sole discretion to do so. (For example, if the opposing team has three players on their team, your team can choose to have only two players participate instead of the full roster.)

- **3.1 Accounts**

Players must use their highest-ranked account when registering on the league platform and in all official matches. Players must keep that account linked for the entire season. Rank is determined by the player's current rank in "Ranked Solo/Duo" queue. Using a Smurf account is considered cheating, and anyone caught doing so will be subject to penalties listed in the Code of Conduct and General Rules.

4. Lobby Setup and Process

If the incorrect ruleset is used, the match must be restarted immediately. If previous games were under the wrong ruleset, they are void and must be replayed. It is up to both teams to review the settings and make sure they are correct.

- **4.1 Draft**

All Drafting will take place in Pro Draft (<http://prodraft.leagueoflegends.com>). You can learn how to use Pro Draft [HERE](#).

The Home team or higher-seeded team in the playoffs will create the draft in Pro Draft and share the correct link with the Away team. Keep the spectator link handy, even if unused. In the case of a match dispute, an admin can see it later if needed.

A draft redo is only allowed if the team that committed the mistake declares it before their opponent selects their next champion. In the case of a redo, the draft should occur identically to the spot of the mistake.

Once the Pro Draft is complete, the correct champions must be selected in a game lobby with the settings in the following section.

- **4.2 Lobby Settings**

The Home team should create the lobby and invite their entire team. They should then add one player from the opposing team to the lobby, and that opposing team member can invite the rest of their team. An alternate method is creating a lobby with a unique password and communicating those details to the other team. Game lobbies will be created with the following settings. If you used Pro Draft, do not use tournament mode.

- Map - Summoner's Rift
- Team Size - 5
- Game Type: Blind Pick (As the draft is done in Pro Draft)
- Allow Spectators – All

The order in which players join the lobby and enter the draft should be **top, jungle, mid, adc, and support** in that order. Any games played in a match on an incorrect map or game type will not count toward the match and must be replayed.

- **4.3 Side Selection**

The lower seed will choose a side (Blue/Team 1 or Red/Team 2) for the first game, and the loser of the game will choose a side for the next game.

- **4.4 Draft Process**

The draft will proceed as follows:

- Team 1=A | Team 2=B
- 1st Bans: ABABAB
- 1st Picks: ABBAAB
- 2nd Bans: BABA
- 2nd Picks: BAAB

5. Restrictions

Any champions, items, champion/ward skins, runes, summoner spells, or emotes are prohibited from use in official matches if they are disabled in any ranked Summoner's Rift queues.

6. Stoppage of Play and Player Disconnects

The game may only be paused for the following reasons:

- Player drop
- Player disconnect
- Server crash
- Technical issues
- Fenworks Admin Requests

Stoppage of play may be requested anytime for the above reasons but cannot start if combat is happening. The team initiating a pause must declare why they need one in the chat. Each team will have 5 total minutes of in-game pause time per map. Consent from both teams must be given before the match is un-paused.

A game may only be restarted within the first 2 minutes of the game and before first blood for one of the above reasons. Players must take the same champions, skins, runes, and summoner spells if a game is restarted. A game may only be restarted once per team per match.

7. Outside communication

Teams/players may communicate with a coach before and after each game in the match and during pro-draft. All coaches and other spectators may not speak with that team/player while a game is actively being played.

8. Tactical Pauses

Teams are allowed one tactical pause per match. It must occur between the games of the match. It cannot happen during gameplay. This pause may last up to 3 minutes per team. Pauses must be declared to the opposing team when they begin and when they end.

9. Reporting Scores

Scores for League of Legends should be reported as a “1” for the winner for each game in the match

- Example:
 - Game 1: 1-0
 - Game 2: 0-1
 - Game 3: 1-0

Mario Kart 2v2

Disclaimer

Nintendo is not a sponsor of or affiliated with this tournament. Terms for participating in and viewing Community Tournaments using Nintendo Games can be found [here](#).

1. Supported Platforms

All official matches will be played on the Nintendo Switch. Note: Players are strongly encouraged to play all matches with an ethernet adapter or from the same room as their internet router if Wi-Fi is being used to ensure the best quality of matches.

2. Default Match Time & Match Format

- Wednesdays at 5 pm CT.
 - Regular Season: All regular season matches will follow a best-of-3 format. Each game within a match will consist of 4 races (for a maximum of 12 races in a match).
 - Playoffs and State: TBD based on team numbers.

3. Players

All official matches will be 2 vs. 2 (a two-player team vs. another two-player team). Each player on each team will control their own cars, which amounts to four cars in each race. A match should start with all the players for each team present. If a team does not have their full roster, they can play the match if at least one player (the minimum) competes. If a team does not have the minimum number of players, they will forfeit the game and potentially the match.

If the team with a full roster would like to play shorthand to match the number of players on the opposing team, they can but are not required to. It is up to their sole discretion to do so. (For example, if the opposing team has only one player on their team, your team can choose to have only one player participate instead of the full roster.)

4. Lobby Setup and Process

If the incorrect ruleset is used, the match must be restarted immediately. If previous games were under the wrong ruleset, they are void and must be replayed. It is up to both teams to review the settings and make sure they are correct.

- **4.1 Lobby Settings:** Official matches must use the following settings
 - 150cc race
 - Teams On
 - Normal Items
 - No COM (No computer bots. There should only be a max of four racers in each match)
 - All Vehicles
 - 4 Races
 - Auto/Smart Steering and Auto Forward are allowed to be on
- **4.2 Track Selection**
 - All base game tracks are playable for official matches. No DLC tracks will be allowed.
 - Each player will choose a track, and the game will randomly select one of the tracks for that race. Once a track has been raced on, it cannot be re-selected or used later in any of the following games for the duration of the match. This means if one team

selected Rainbow Road and it was chosen as the first track to race on in game 1, Rainbow Road cannot be selected again for the rest of the match.

5. Restrictions

- Miis and Amiibos are allowed in competitive play.
- All vehicle configurations are allowed.
- Any new karts or characters released once the season starts can be used.
- Admin can modify the allowed vehicles/tracks with written notice to the league.
- All in-game shortcuts are legal as long as they aren't ultra shortcuts, wall clips, glitches, etc. (shortcuts that ruin a map or race). If you believe someone is not following the rule, a screenshot or video is required.

6. Tiebreaker

If a tie occurs based on points for a game, then a singular tiebreaker race will occur. The team with the most points from that game (all five races) is the winner. Each player will choose a track for the tiebreaker round, and the game will randomly select one of the tracks for the final race. Tracks already selected earlier in the match cannot be chosen for a tiebreaker.

7. Stoppage of Play and Player Disconnects

Stoppage of play may be called if a player disconnects during a race. The stoppage must be communicated to the other team via the League Platform chat, voice channels, or Discord. The current race will be paused for up to five minutes while that player attempts to reconnect. After the disconnected player rejoins, then the match will continue. If the disconnected player cannot or hasn't rejoined after five minutes, the race will continue, and that player can rejoin when able. If they still have not connected by the end of the race, the next race shall be played without the disconnected player.

During a game, if players on the same team intentionally disconnect and bring the number of players under the minimum number, that team will forfeit the remainder of the game to the opposing team unless a stoppage of play has been communicated.

8. Outside Communication

Teams/players may communicate with a coach before and after each game in the match and during the character, kart, and track selection. All coaches and other spectators may not speak with that team/player while a game is actively being played.

9. Tactical Pauses

Teams are allowed one tactical pause per match. It must occur between the games of the match. It cannot happen during gameplay. This pause may last up to 3 minutes per team. Pauses must be declared to the opposing team when they begin and when they end.

10. Scoring and Reporting Scores

For each game, scores are determined by the in-game point system based on the place of each individual racer. There are no outside additional points.

- In-game scores per race
 - 1st place: 15 points
 - 2nd place: 12 points

- 3rd place: 10 points
- 4th place: 9 points

Scores for Mario Kart should be reported as the total team score for each game in the match, as shown by the in-game scoring feature.

- Example:
 - Game 1: 91 - 62
 - Game 2: 98 - 86

Minecraft Bedwars 4v4

Disclaimer

Not an official Minecraft event. Not approved by or associated with Mojang or Microsoft.

1. Supported Platforms and Version

All official matches will be played on PC and Mac. No other consoles will be allowed. All games must use Minecraft Java Edition version 1.20.1, no snapshot—version 1.9+ PVP

2. Default Game Time and Match Format

- Mondays at 5 pm CT.
 - Regular Season: All regular season matches will follow a best-of-3 format.
 - Playoffs and State: TBD based on team numbers.

3. Players

All official matches will be 4 vs. 4 (a four-player team vs. another four-player team). A match should start with all the players for each team present. If a team does not have its full roster, they can play the match if at least 2 players (the minimum) compete. If a team does not have the minimum number of players, they will forfeit the game and potentially the match.

If the team with a full roster would like to play shorthand to match the number of players on the opposing team, they can but are not required to. It is up to their sole discretion to do so. (For example, if the opposing team has two players on their team, your team can choose to have only two players participate instead of the full roster.)

4. Lobby Setup and Process

If the incorrect ruleset is used, the match must be restarted immediately. If previous games were under the wrong ruleset, they are void and must be replayed. It is up to both teams to review the settings and make sure they are correct.

- **4.1 Game Server**

All official matches will be played on the official Fenworks Minecraft server. The server address will be available before the start of the season and distributed to all teams/players/GMs participating in Minecraft. This server will have a whitelist consisting of all participants' gamertags that they have added to their Platform profile.
- **4.2 Game Day Procedure**

To compete in the Minecraft Bedwars season, you must add the Fenworks multiplayer server. The server address will be given to your coach. Once on the server, follow these steps to set up and play your match:

 - Create a party of your teammates by using the “/party invite” command and typing or selecting the name of your teammates (For example: /party invite thundermcfadden11)
 - They will have to click accept or type “/party accept” to join
 - Once you have a full party, communicate with the opposing team using the server chat or Fenworks Platform chat.
 - The away team bans one map, and the home team selects one of the remaining two maps to play.

- Each map has five copies (e.g., Jungle1, Jungle2, Jungle3...). Coordinate with your opponents to choose a specific numbered version of the map not currently used by other teams.
 - If all instances of a map are being used, please wait until one is available. You should not play on a different map unless both teams agree.
 - Once you have decided on the map, both captains must queue for that particular map using the NPCs at the edge of the lobby.
 - Click Map selector and choose the selected map to queue into it
 - Once all players are loaded onto the map, a countdown will start. Once it reaches zero, the match will start, and game one will begin, and players will spawn at their base
 - Make sure to save a screenshot once the game is complete, as you will need it when reporting your results.
- **4.3 Map Selection**

There will be five maps available for official matches. The away team will ban two maps, and the home team will select which of the remaining three maps will be chosen. After playing the first game, the losing team will choose the next map. For playoffs, the higher seed will act as the home team, and the lower seed will act as the away team. After the first game, in the best-of-three format, all five maps are made available to be selected for Game 2 and Game 3 by the losing team.

 - Maps:
 - Ys Island
 - Archipelago
 - Aqueducts
 - Jungle
 - Dragon

5. Restrictions

- **5.1 Mods & Clients**

Official matches do not allow add-ons; all players must use the default Minecraft client. Optifine is the only permitted mod.
- **5.2 Anti-Cheat**

If a player is found to use any cheating program, software, bug exploit, or anything deemed to give them an unfair advantage, they will be subject to forfeit all matches played up to that point in the season and be banned from participating in any future matches or tournaments.
- **5.3 Anti-Griefing Clause**

The intentional use of exploits, bugs, or using features on the server in a way that they are not intended is considered griefing. Instances of griefing will be subject to league penalties as outlined in General Rules. The severity of the penalty will be based on the following factors:

 - Effect on gameplay
 - Subject matter
 - Previous offenses
 - Motive

6. Stoppage of Play and Player Disconnects

If a player disconnects before the first elimination or the first upgrade is purchased (whichever comes first), then the game must be restarted using the same map. If either event has occurred, the game will be played out. A player can rejoin after disconnecting by using the /rejoin command.

7. Sudden Death and Tiebreaker

Sudden Death occurs 20 minutes after the start of each game. In sudden death, both teams' beds are destroyed, and players fight until one team is eliminated. Twelve minutes after Sudden Death starts, the match will end if both teams are still alive. In this case, the team with the most players alive wins. If sudden death ends and both teams have the same number of players alive, the tie will be resolved by both teams choosing a single player as a representative, and those two players will battle in a 1v1 match. This will occur in the Gym Arena of the Minecraft Server as a best-of-1 to determine the victor. All arena armor and items are available for use in the tiebreaker. Leaving the arena area during this 1v1 will result in a loss for that player's team.

8. Outside Communication

Teams/players may communicate with a coach before and after each game in the match and during the ban process. All coaches and other spectators may not speak with that team/player while a game is actively being played.

9. Tactical Pauses

Teams are allowed one tactical pause per match. It must occur between the games of the match. It cannot happen during gameplay. This pause may last up to 3 minutes per team. Pauses must be declared to the opposing team when they begin and when they end.

10. Reporting Scores

Scores for Minecraft should be reported as a "1" for the winner for each game in the match.

- Example:
 - Game 1: 1-0
 - Game 2: 0-1
 - Game 3: 0-1

Rocket League 3v3

Disclaimer

This tournament is in no way sponsored, endorsed, or administered by, or otherwise associated with, Psyonix LLC. The information players provide in connection with this tournament is being provided to tournament organizer and not to Psyonix LLC. This event is not sponsored, endorsed, or administered by Epic Games, Inc.

1. Supported Platforms

All official matches will be played on PC, Xbox, PlayStation, or Nintendo Switch. This game supports cross-platform play. There will not be different leagues for different platforms. All teams will compete in the same league.

2. Default Match Time and Match Format

- Tuesdays at 5 pm CT.
 - Regular Season: All regular season matches will follow a best-of-5 format.
 - Playoffs and State: TBD based on team numbers.

3. Players

All official matches will be 3 vs. 3 (a three-player team vs. another three-player team). A match should start with all the players for each team present. If a team does not have their full roster, they can play the match if at least 2 players (the minimum) compete. If a team does not have the minimum number of players, they will forfeit the game and potentially the match.

If the team with a full roster would like to play shorthand to match the number of players on the opposing team, they can but are not required to. It is up to their sole discretion to do so. (For example, if the opposing team has two players on their team, your team can choose to have only two players participate instead of the full roster.)

4. Lobby Setup and Process

If the incorrect ruleset is used, the match must be restarted immediately. If previous games were under the wrong ruleset, they are void and must be replayed. It is up to both teams to review the settings and make sure they are correct.

- **4.1 Lobby Settings** Official matches must use the following settings
 - The home team will create the lobby. The away team will choose the color for each team (orange or blue), which will remain the same for the entire match. The default arena played is DFH Stadium. Teams can change the arena at any time if both agree, and it is playable according to the rules.
 - The game settings should be set to the following:
 - Game Mode: Soccer
 - Arena: DFH Stadium OR another arena agreed upon by both teams from the list found below.
 - Team Size: 3v3
 - Bot Difficulty: No Bots
 - Team Settings
 - Your team's name should match the side and color determined above
 - Primary and accent colors should be set to Default.
 - Mutator Settings

- Preset Settings: Custom
 - Match Length: 5 minutes
 - Max Score: Unlimited
 - Overtime: Unlimited
 - Series Length: 5 games
 - Game Speed: Default
 - Ball Max Speed: Default
 - Ball Type: Default
 - Ball Physics: Default
 - Ball Size: Default
 - Ball Bounciness: Default
 - Boost Amount: Default
 - Rumble: None
 - Boost Strength: 1x
 - Gravity: Default
 - Demolish: Default
 - Other Settings:
 - Respawn Time: 3 seconds
 - Region: As decided on in 4.3.
 - Joinable By: Name/Password (to be determined by hosting team)
- **4.2. Arenas**

The following arenas are available for switching to during an official match:

- Aquadome
- Champions Field
- Champions Field (Day)
- Deadeye Canyon
- DFH Stadium
- DFH Stadium (Day)
- DFH Stadium (Stormy)
- Farmstead
- Forbidden Temple (Day)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Neon Fields
- Sovereign Heights
- Salty Shores
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

- **4.3. Server Regions:**

The following server regions are available for use in official matches:

- US-East (MN, ND, SD)
- US-West (WY)

If the server has issues, both teams can agree to play on another server, such as US-Central. In that case, the server region that gives the lowest ping for players should be chosen. If there is a disparity in ping among players, then the server region will alternate each game.

5. Restrictions

- **5.1 Garage Customizations:**

Any toppers, antennae, goal explosions, bodies, decals, wheels, rocket boosts, trails, or engine audios that are currently disabled in competitive 3v3 queues are not permitted for use in official matches. All others are permitted.

- **5.2. Leaving and Rejoining:**

Leaving and rejoining to change your placement in the arena is considered cheating and is not allowed.

6. Stoppage of Play and Player Disconnects

The game will be restarted if a player disconnects from the game less than 30 seconds into the match or before the first goal is scored. If neither of these events has occurred, the game will continue.

7. Outside Communication

Teams/players may communicate with a coach before and after each game in the match. All coaches and other spectators may not speak with that team/player while a game is actively being played.

8. Tactical Pauses

Teams are allowed one tactical pause per match. It must occur between the games of the match. It cannot happen during gameplay. This pause may last up to 3 minutes per team. Pauses must be declared to the opposing team when they begin and when they end.

9. Reporting Scores

Scores for Rocket League should be reported as total goals scored for each game in the match.

- Example:
 - Game 1: 4-2
 - Game 2: 1-2
 - Game 3: 3-1
 - Game 4: 3-1

SSBU 1v1s

Disclaimer

Nintendo is not a sponsor of or affiliated with this tournament. Terms for participating in and viewing Community Tournaments using Nintendo Games can be found [here](#).

1. Supported Platforms

All official matches will be played on the Nintendo Switch. Note: Players are strongly encouraged to play all matches with an ethernet adapter or from the same room as their internet router if Wi-Fi is being used to ensure the best quality of matches.

2. Default Match Time & Match Format

- Wednesdays at 6 pm CT.
 - Regular Season: All regular season matches will follow a best-of-5 format.
 - Playoffs and State: TBD based on team numbers.

3. Players

All official matches will be 1 vs 1 (a one-player team vs another one-player team). Substitutions are not allowed. If a player cannot play in the match, they will receive a forfeit.

4. Lobby Setup and Process

If the incorrect ruleset is used, the match must be restarted immediately. If previous games were under the wrong ruleset, they are void and must be replayed. It is up to both teams to review the settings and make sure they are correct.

- **4.1 Lobby Settings** Official matches must use the following settings
The home team/higher seed will create the lobby (“Online” > “Smash” > “Battle Arenas” > “Create Arena”) and provide lobby ID and Password. When creating the lobby, make sure the name is easily recognizable and set a simple password to share with your opponent via Discord or match chat so they can join the arena. Additionally, you’ll need to share the Arena ID with your opponent so they can find and join your arena. This is found in the top right of your arena after you’ve created one. The following settings are to be used in official matches.

- Type: Host preference
- Visibility: Public
- Format: 1-on-1
- Rules:
 - Style: Stock
 - Stock: 3
 - Time Limit: 7 minutes
 - FS Meter: Off
 - Damage Handicap: Off
 - Items: Off and None
 - Stage Hazards: Off
 - Launch Rate: 1.0x
 - Pausing: Off
 - Score Display: Off
 - Show Damage: Yes
 - Rotation: Host preference

- Max Players: 2
- Stage: Choice
- Spirits: Off
- Voice Chat: Off

- **4.2 Stage Selection**

The stage selection process is as follows and is done throughout the match: Player 1 (P1) is the home team, and Player 2 (P2) is the away team.

1. Players will both announce their starting character before starting the stage selection process
2. P1 strikes a starter stage
3. P2 strikes a starter stage
4. P2 strikes a starter stage
5. P1 strikes a starter stage
6. The remaining starter stage is played on for Game 1
7. After Game 1, and for each following game in the match, the winner will strike three stages from the list of starter and counter-pick stages
8. The losing player will select the next stage from those remaining

- **4.3 Starter Stages**

The following starter stages are permitted for use in official matches:

- Battlefield
- Small Battlefield
- Town & City
- Pokémon Stadium 2
- Smashville

- **4.4 Counter-pick Stages**

The following counter-pick stages are permitted for use in official matches:

- Kalos Pokémon League
- Final Destination
- Hollow Bastion (DLC only - As long as one of the players has the DLC, the other player can still play on it)

5. Restrictions

- **9.1 DLC Fighters**

DLC Fighters are prohibited from being used in official matches for the first two weeks of their release. After the two-week restriction has passed, a DLC Fighter will be used in official matches.

- **9.2 Mii Fighters**

Players must use a Guest Mii. If a player chooses to use a Mii Fighter, they must declare to their opponent the type and move set listed in the format “Type XXXX” (e.g., “Gunner 1321”). Any combination of moves may be used, but any Mii Fighters that a player may want to use during a match must be created before the match begins (up to a limit of three Mii Fighters), or else they will be prohibited from doing so. Using Mii Fighters that do not follow these rules may result in a player forfeiting the game in which the illegal Mii Fighter was used.

- **9.3 Amiibo**

All amiibo figures are prohibited from being used in official matches.

- **9.4 Stages**

Only the stages listed in sections 4.3 and 4.4 are allowed. All other stages are prohibited

from being chosen in official matches. Using the Omega or Battlefield version of any legal stages is also prohibited.

6. Self-Destruct Finishes, Sudden Death, and Tiebreakers

- **8.1 Self-Destruct Finishes**

The results screen will determine the winner if the game ends due to a self-destructive move.

- **8.2 Sudden Death**

If time expires or both players are knocked out simultaneously, players WILL NOT play the in-game sudden death. To determine the winner, follow the instructions below.

- The player with the most stocks is the game's winner.
- If both players have the same number of stocks, the player with the lower percentage wins.
- If both players have the same number of stocks and the same percentage, players should follow the below tiebreaker game setup.
 - Players will play a tiebreaker game on the same stage with the same characters using the official match format with the following modifications:
 - Stock: 1
 - Time: 3 minutes

7. Stoppage of Play and Player Disconnects

Stoppage of play is not permitted during a game.

Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the game and potentially the match. If a player's controller malfunctions during a game, it is the player's responsibility and will not force a game/match to restart.

During a game, if players on the same team intentionally disconnect and bring the number of players under the minimum number, that team will forfeit the remainder of the game to the opposing team unless a stoppage of play has been communicated.

7.1 Game Reset

If a player has internet connectivity issues that cause them to drop out of the game, the game will be reset only if 1) both players have all their starting stocks, 2) both players together have not combined more than 60% damage, and 3) have not passed a minute in-game. If these conditions are not met, the player will forfeit that game unless their opponent agrees to a redo.

If the game server is lagging (e.g., it takes much more than a second for an in-game second to pass, or the smash ball loading icon constantly appears), the game may be reset only if both players consent to the reset.

8. Outside Communication

Teams/players may communicate with a coach before and after each game in the match and during the character and stage selection process. All coaches and other spectators may not speak with that team/player while a game is actively being played.

9. Tactical Pauses

Teams are allowed one tactical pause per match. It must occur between the games of the match. It cannot happen during gameplay. This pause may last up to 3 minutes per team. Pauses must be declared to the opposing team when they begin and when they end.

10. Reporting Scores

Scores for Super Smash Bros should be reported as the stock score for each game in the match.

- Example:
 - Match 1: 1-0
 - Match 2: 2-0
 - Match 3: 0-1
 - Match 4: 3-0