

Amerileagues E-league Rules

1. Divisions

- 1.1. Divisions will be formed by grade, title, and console type.
- 1.2. Grade divisions will be Elementary (3rd-5th grade), Middle school (6th-8th grade), and High School (9th-12th).
- 1.3. The League will be either an individual league or a team league.
- 1.4. The League reserves the right to remove a team or an individual at any time for any reason.

2. Individual Play

- 2.1. Players can only enter once per season per game.
- 2.2. No guest players are permitted. Any game where a non-rostered player participates will be a forfeit. Any player who violates this rule more than once will not be eligible for the Post Season Tournament.
- 2.3. All game must be completed by the scheduled end date
- 2.4. The League reserves the right to reject any team or individual for any reason.
- 2.5. Rosters must be completed and submitted with all required information prior to the first game (for team play only).
- 2.6. No player may be added to a roster or registered in a league after the schedule has been completed.

3. Season

- 3.1. A season will be comprised of 16 regular season games and a post season tournament
- 3.2. Tournament Winners will win an award

4. Player Eligibility

- 4.1. Players may only play on one (1) team per title.
- 4.2. Playing on multiple teams on one title will result in forfeiting games and removal from the league.
- 4.3. Players must play on their main accounts, as ["smurfing"](#) is not allowed. Any player caught using a smurf account will result in their team forfeiting games to their opponents, and the player will be subject to disciplinary action.
- 4.4. Players must play on their own accounts. Any player caught using another player's account will forfeit the games in which account sharing was proven, and the player will be subject to disciplinary action.

- 4.5. All Players on any active roster will be required to have their relevant game handle(s) on their league registration.

5. Team Name

- 5.1. Team names must not include any references to drugs, alcohol, gangs or anything deemed offensive or insensitive.
- 5.2. Any team found to have an inappropriate name will be removed from the league.

6. Player Conduct

- 6.1. Players may NOT attack any other player through any form of communication (including in-person) based on race, religion, ethnic origin, national origin, gender, disability, sexual orientation, or gender identity.
- 6.2. Bullying in any form is not tolerated. Any player deemed to engage in bullying will be immediately removed from the league.
- 6.3. Any form of collusion (i.e. a secretive agreement between teams to allow one team to win) between teams is strictly forbidden.
- 6.4. The use of headsets during game play is prohibited.
- 6.5. **Username**
 - 6.5.1. Usernames may NOT explicitly or implicitly reference anything sexual, gang-related, drug-related, offensive or anything inappropriate.
 - 6.5.2. Players may not have any type of "barcode" username. This involves using a series of "l's", "L's", and "1's" to make a name look like a barcode.
 - 6.5.3. Players will need to keep their user account in good standing with the developer of the title they are competing in. Any sort of ban or suspension will be grounds for ineligibility. If a player believes the ban or suspension placed on their account was unjust, they may contact the League to make an appeal.

7. Technical Difficulties

- 7.1. Players are responsible for the integrity of their own video game consoles, PCs, and internet connections.
- 7.2. Lagging will not be tolerated as a reason to delay, pause or remake any game.
- 7.3. If a team encounters any sort of technical difficulty that cannot be fixed in a timely manner, they will forfeit the match to their opponents.

8. Broadcasting and Spectating

- 8.1. Players and teams will be allowed to stream with the following exception:
- 8.2. In-game spectators are allowed if both teams agree to allow it. The team asking to allow spectators will be responsible for proving that the other team has given consent.
 - 8.2.1. Each player will be responsible for their spectators' behavior.
- 8.3. Recording a game for personal/team use is allowed.
- 8.4. While streaming, players must follow the rules set in the player conduct section of this rulebook, the streaming platform's code of conduct.

9. Cheating

- 9.1. **Software**
 - 9.1.1. Third party software that actively interacts directly with the game and its file system is NOT allowed.
 - 9.1.2. Software created by peripheral manufacturers (Razer Synapse, Logitech Gaming Software, etc.) are allowed, as long as players do not use any macros that may give them an unfair advantage. Players may not use any other software that modifies inputs and thus creates an unfair advantage.
 - 9.1.3. Any questions about whether specific software may or may not be used, can be directed to the League.
 - 9.1.4. The League reserves the right to have the final say as to what software is or isn't allowed.
- 9.2. Modded keyboards, mice and controllers that have hardware macros or turbo buttons are not allowed.
- 9.3. Any form of Denial of Service (DoS) attack is STRICTLY forbidden. Any team cause using DoS attack will be subject to penalties.

10. Match Procedure

- 10.1. Players must be ready prior to the start of the game
- 10.2. The home team is responsible for communicating and setting up each game.
- 10.3. AFTER each game, the player of the winning team will need to report the results BEFORE the next game.
- 10.4. Proof will need to be provided in the event of a dispute:

- 10.4.1. The score of the game, and
 - 10.4.2. A screenshot of the victory screen. The screenshot will need to be legible and include all of the participants on both teams.
- 10.5. If the wrong scores are reported, as the winning OR losing team, the team will need to dispute the match, and contact the League. If not disputed within 24 hours of the scheduled time, the match results will stand. This responsibility falls on each team to ensure everything is reported correctly.
- 10.6. Matches must be reported by Saturday at 11:59PM EST or it will be viewed as a double forfeit.

11. Rescheduling

- 11.1. The official schedule is on the league website.
- 11.2. Matches may be rescheduled if the following terms are met:
- 11.2.1. The rescheduled date happens before the end of the current week, Saturday 9PM.
 - 11.2.2. Players of both teams have agreed to another date/time.
- 11.3. Once a match has been officially rescheduled, then both teams accept responsibility for showing up.

12. No Shows

- 12.1. If a player cannot be present to any scheduled or rescheduled match, then they need to communicate to the league at least 24 hours before the match time. Any failure to do so may result in penalties.
- 12.2. In the case of both teams not showing up a double forfeit will take place. A double forfeit results in both teams with a loss.
- 12.3. After forfeiting two (2) games in one season, players will be disqualified. This will disqualify them from any postseason or finals brackets. Players who have been disqualified in this manner will still be allowed to compete in future seasons.

13. Disconnects

- 13.1. If a player disconnects from the game, it is up to the player who didn't disconnect report the disconnect to the league immediately.
- 13.2. The disconnecting player is automatically given a loss for the game at a score of 99-0.
- 13.3. Any player that disconnects more than once during the season is removed from the league

14. Postseason Tournament

- 14.1. Each player, in good standing, is eligible to participate in the postseason tournament for their division.
- 14.2. Any player that does not want to participate in the postseason tournament must inform the league prior to the beginning of the last week of the regular season.
- 14.3. All playoff brackets will be single elimination matches.
- 14.4. Awards will be given to the champions.

15. Administration

- 15.1. The League reserves the right to change/amend the rules on a per-game basis, if, to their best judgement, there is no malicious intent.
- 15.2. The League reserves the right to impose discipline on any player, captain, parent, spectator, or any other person associated with a team or player in the League.
- 15.3. All players must have a completed Liability Waiver to be eligible to participate. Any player who plays in any game without a completed Liability Waiver, will be removed from the League.

16. FIFA 20

- 16.1. Platform: PS4 & Xbox One
- 16.2. 1v1 format
- 16.3. Matches: Best of one (1) games - Bo1
- 16.4. Game Settings:
 - 16.4.1. Half Length: 6 minutes
 - 16.4.2. Difficulty Level: Legendary
 - 16.4.3. Injuries: Off
 - 16.4.4. Offsides: On
 - 16.4.5. Bookings: On
 - 16.4.6. Handball: Off
 - 16.4.7. Golden Goal Tiebreaker
- 16.5. No Club Restrictions

17. NBA 2K20

- 17.1. Platform: PS4 & Xbox One
- 17.2. 1v1 format
- 17.3. Matches: Best of one (1) games - Bo1
- 17.4. Game Settings:
 - 17.4.1. Game Mode: Private Match
 - 17.4.2. Difficulty: All Star

17.4.3. Quarter Length: 5 Minutes

18. Madden 2020

18.1. Platform: PS4 & Xbox One

18.2. 1v1 format

18.3. Matches: Best of one (1) games - Bo1

18.4. Game Settings:

18.4.1. Game Mode: VS

18.4.2. Difficulty: Pro

18.4.3. Event Type: Exhibition

18.4.4. Game Style: Competitive

18.4.5. Quarter Length: 6 Minutes with accelerated clock on