Online Fortnite™ League Rules & Guidelines

The following are the official rules of the Central Illinois Esports League, Fortnite™ League. Any issues that arise which are not covered within the current rules will be settled at the discretion of the League Administration. Rules may be added or modified if deemed necessary.

Basics:

- To participate in this league, players must have the following equipment:
  - Xbox One, PlayStation 4, Nintendo Switch **or** PC console connected to the internet with an online subscription
  - Gamer ID (Gamertag/PSN Online ID)
  - Fortnite™ Username
  - Fortnite™ game
  - Access to communicate on the Discord application
- By participating in this League, you agree to share your Gamer Username with the rest of the participants in the League. Your first name or Gamer ID will also be used on the Discord Communication app and the Central Illinois Esports League Discord Server for the game schedule and league updates.
- Once registration is closed and the number of participants has been determined, the league's match schedule will be emailed to all participants.
- Communication for the league will be via the Discord app.
- **This league will be 1v1 game play with the player with the most eliminations after 2 games being the winner. In the event of a tie after two games, a third game will be played.**
- Upon completion of the game, the winner will post the score in Discord. If there is a dispute, then a picture must be posted on the Discord group chat for review by the League Admin team. *Note*: **It is always a good idea to take a photo at the conclusion of the game, regardless of the outcome!**

League Format:

- League Type: Round Robin
- Match Type: Cumulative Eliminations over 2 games - The player with the most total eliminations wins the Match (Tie breaker = 3rd game played)
- No Show Time: 15 Minutes
- Format: 1v1
- Game Mode: Duos (To allow for both players to be in the same game, with an equal playing field)

Gameplay:

- Each player will host one game each
  - If a tie game must be played, players can decide among themselves who hosts
- The hosting player will then friend request and invite their opponent to the game session and begin their match.
- Hosting players are required to know how to friend request opponents using their Epic username in the case of cross play connections (PS4 vs XB1)
  - Console players are required to have linked to an actual Epic account to accept cross platform friend requests
- Players will play 2 games against each other and track the number of eliminations for each player
- The player with the most total combined eliminations after 2 games will be awarded the win.
  - If there is a tie in total eliminations after 2 games, a third game will be played.
  - If both players tie in the tie breaker game, the player that survived longer wins.
  - If both players survive to the end then contact an Admin.
  - Players should take screenshots after they are eliminated and the game shows which place you finished. **This means you must stay in the game until your opponent is eliminated to get the screenshot with total eliminations.**
- In-Game communication is strongly discouraged. Players should only communicate in-game for the following reasons:
  - Troubleshooting
  - To forfeit a match
  - To give a compliment to an opponent
  - Players may also opt to simply mute the opponents
- Teaming is allowed. You may decide to travel together and fight together in the game.
  - Your opponent can travel to the same area you are in, fight the same enemies and pick up any loot.
- Disconnections
  - In the event of a player lagging out during the warmup lobby, players must leave the game and start another game session.
  - In the event of a player lagging out at the beginning of a game prior to the players landing then both players must leave the game and start another game session. Proof may be required.
  - If a player disconnects after landing, the remaining player must continue to play and not leave. Disconnected player's eliminations still count for them.

Communication:

- The Central Illinois Esports League Admin Team will send an email prior to the start of the league with all league details. The rest of the communication will be through the Discord app.
- Prior to league start, the Recreation Supervisor will invite you to join the Discord group chat.
- Players must communicate with each other on the Discord app to establish correct Gamertags and any other information necessary to begin the match.
- For instructions on how to use the Discord app, see the "Getting Started with Discord" document sent by the Recreation Supervisor.

Reporting Game Results/ Game Issues:

- **Contacting a Tournament Administrator/Moderator**: To contact a Tournament Administrator/Moderator use the Discord app and report the details in the game's server.
- **No Shows**: No Shows must be verified by a Tournament Administrator that the opposing player has not arrived within the allotted time (15 minutes). Contact a Tournament Administrator after the No Show Time has elapsed with screenshot proof.
- **Reporting Scores**: Score reporting is not automatic. The winning player is responsible for reporting the scores. The winning player must report the Match results within 10 minutes of its completion. Failure to report the Match results on time may result in a Forfeit.
- **Screenshots**: Each player must take a Screenshot(s) of each Game's results in case proof is needed for a dispute. Screenshots should be clearly visible and contain the Game Score, all Players on both Teams, and a time stamp.
- **Disputes**: To dispute Game/Match results, players must notify a Tournament Administrator that they would like to dispute the results before a new Game/Match has begun.
- **Dispute Evidence**: If a Screenshot(s) is needed in order to resolve a dispute, it should be sent to an Administrator/Moderator in the Discord Private Chat. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the Tournament Administrators should be looking for in the picture.

Each player must abide by the Central Illinois Esports League – Player Code of Conduct!

Player Code of Conduct

Esports should be an open and welcoming environment where all parties involved feel safe, have fun, and develop their skills. To create such an environment, individuals must take personal responsibility for their behavior toward other players. By following the rules below, the Esports environment can be a safe and fun place for everyone.

As an Esports player, I will adhere to the Code of Conduct below:
- I will Always be Considerate and Respectful. It is not acceptable to use obscene, profane, threatening, or disrespectful language.
- Safety and Security are a high priority. If I identify a security problem, I will notify the League Admin.
- Communication is NOT Private. All messages can be reviewed and monitored by League Admin. If you would not want your mother to read it, do not type it.
- Respect the Game and Opponent. I will show good sportsmanship before, during, and after the game. I will control my temper and not taunt other players.

Failure to comply with the Code of Conduct may result in disciplinary action. Actions may include but are not limited to verbal warnings, automatic forfeits, or suspensions. Incidents will be handled on a case-by-case basis by League Administrators.