

# FIYA FORTNITE LEAGUE RULES



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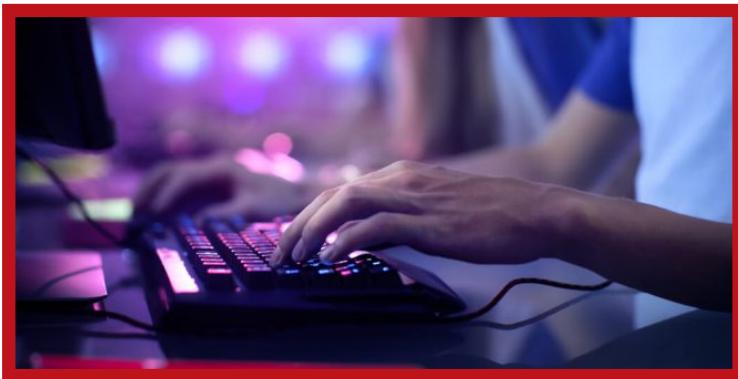
## GENERAL RULES FOR LEAGUES

- **COACHING REQUIREMENTS:** Each eSports team should have a NAYS certified coach who will, among other items, initiate communications between the school team and FIYA. The coach should also assist team members with communication amongst its opponents throughout the season and monitor such communication including players' usernames.
- **REGISTERING A TEAM:** Schools are allowed to have as many teams as they wish. Schools should register their teams as follows: <School Name> <#> <Game Title>. For example, for 2 school teams in Rocket League, the names should be Booker Academy #1 Rocket League and Booker Academy #2 Rocket League. For 3 school teams in Fortnite: Washington Charter #1 Fortnite Washington Charter #2 Fortnite and Washington Charter #3 Fortnite.
- **SUBSTITUTES:** A school team may have substitutes listed on the roster. Substitutions are allowed in between games in a match ONLY. No in game substitutions are allowed. All substitutes must be listed on the roster.
- **PLAYERS:** A player can play on only ONE school team roster per game title. For example, a school has 3 Rocket League teams. A player can only play on one of the Rocket League teams and it has to be the same team throughout the season. As a further example, if this same school also has a team in Overwatch and/or Fortnite, the same player can play on one Rocket League team, one Overwatch team and/or one Fortnite team throughout the season.
- **DISCORD / COMMUNICATION:** All coaches are required to create a [Discord](#) account and be present on the FIYA Discord server on game days.



- o Students/players should not use the FIYA Discord server. If you would like to use Discord to communicate with your team, we recommended you create your own server for this purpose.
- o At all times users of the FIYA Discord server should comport themselves in a manner consistent with the FIYA Pledge. Failure to do so may result in being suspended from the server. Repeated offenses may result in being banned from the server and being suspended or removed from the competition.
- o **For each new eSports season the following categories & channels will be created:**
  - One category for each game, with one channel per school per game. So, if a school has 4 Fortnite teams and 2 Rocket League teams, they will have one channel under the Fortnite category and one Rocket League channel under the Rocket League category
  - One result category with a channel for each game, where the winning coach should post the results of each match. Please be sure to include date, winning team, losing team, and division/league where applicable. Specific scores need not be included.
  - One General channel for general concerns that can be addressed to the group or FIYA staff.
- o **The procedure for communicating on game day should be:**
  - All coaches should be available on Discord 30 minutes prior to the start of the game.
  - The HOME team should send a message in the AWAY teams channel to begin the process of setting up the game.
  - As a general note, please make sure you are commenting to the right person in the right channel. In Discord you receive notifications for all messages even if they are not meant for you so please make sure you were the intended recipient before you respond.
- **SPORTSMANSHIP:** FIYA eSports games shall be non-toxic and all participants should adhere to the FIYA Sportsmanship Pledge. All communications shall endeavor to be positive and players' usernames shall not contain any offensive language. 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 from the developer will be grounds for player ineligibility in FIYA.
- **EQUIPMENT:** School teams and its players are responsible for the integrity of their own video game consoles, PCs and internet connections. Lagging will not be tolerated as a reason to delay, pause or remake any game. If a team encounters any sort of technical difficulty that cannot be fixed in a timely manner, the team will lose the match to its opponent.

- **TWITCH LIVE STREAM:** Each member school shall broadcast their competitions on the school [Twitch channel](#). Team players should not stream competitions on their personal Twitch channel. Recording a game for personal/team use is allowed and encouraged. While streaming, players, coaches and spectators should adhere to the FIYA Sportsmanship Pledge. [Click here](#) for our YouTube Tutorial on “Creating a Twitch Account for FIYA eSports”.
- **GAME DAY SET UP & SCORING:** 5 minutes before the match, home team captain is in charge of setting up the match (see individual game rules for information about game settings). Upon conclusion of match, winning team coach and/or captain should communicate in detail (we do NOT need scores) to FIYA on its Discord Server results tab on who won the match. List the school names involved, game title and date of the game in communicating who won the match. Examples of Good Communication: Booker beat Washington in Thursday’s 4 PM Rocket League match. Booker #7 Fortnite won its match on October 3. Examples of Bad Communication: Tigers won today. Booker won 4 to 3 in Fortnite. Washington beat Booker.
- **FORFEITS & GRACE PERIOD ON GAME DAY:** Failure to complete a match or purposefully disconnecting or not finishing a match will be deemed as a forfeit and the faulting party will receive a minus 3 points in the standings. There will be a 15 minute grace period for teams not ready to play at the scheduled match time. At the 15 minute mark the game must either begin with the players present - provided the minimum requirements are met - or be forfeited.





## FORTNITE LEAGUE RULES

- **A MINIMUM OF 3 PLAYERS IS REQUIRED TO BEGIN A MATCH.**

- **4 V 4 FORMAT; ONLY DIVISION 1 TEAMS MAY PARTICIPATE. NO 6TH GRADERS OR BELOW.**

- **PLATFORM:** PC, PS4, XBOX ONE (CROSSPLAY)



- **BEST OUT OF SEVEN (7) GAME.**

FIRST TEAM TO WIN 4 GAMES WINS THE MATCH AND EARNS 3 POINTS IN THE STANDINGS. LOSING TEAM EARNS 0 POINTS. IF TEAMS DO NOT FINISH THE MATCH OR SURRENDER EARLY, THIS IS CONSIDERED A FORFEIT AND IT IS A MINUS 3 POINTS IN STANDINGS.

- **2x ZONE WARS DUOS, TRIOS, & SQUADS. MAP CODE: 3825-0766-9324**
- **EACH PLAYER WILL RECEIVE THE SAME WEAPONS AND 1500 MATERIALS FOR EACH GAME.**
- **THE TEAM WITH THE LAST REMAINING SURVIVOR AT THE END OF THE GAME WINS.**