All participants/teams, each round, must communicate with each other and set-up the best day/time when you are able to complete your match. No exceptions.

All Settings Used Will Be the Default Settings, Unless Otherwise Noted

THE TOURNAMENT FORMAT
- Tournaments will be either Single or Double Elimination, pending the number of participants

MATCH HOST
- The match host must be agreed upon by all the participants involved in each match. It is encouraged that the host has the best internet connection available. We want to limit the lag/ping rates if possible.

TEAM SELECTION
- Teams may only select from the 31 current NHL franchises
  - Players can use the same team
  - All-Star Teams, Legends Teams, National Teams and Ultimate Teams are PROHIBITED

IN-GAME SETTING
- Team Size: 1v1
- Difficulty: All-Star
- Period Length: 8 Minutes
- Game Type: Competitive
- Rules: NHL
- Fighting: On
- Penalties: On
- Injuries: Off
- Offsides: Delayed
- Icing: Hybrid Icing
- Tie Break: Continuous Overtime

LEAVING GAMES EARLY
- We highly discourage participants from quitting and leaving matches early. We understand that some games might be lopsided throughout the tournament. We want this to be a fun experience for everyone and if you commit to participating in the tournament, the expectation is for you to finish all your matches to their conclusion.
- Each match will have the results submitted at their conclusion and we will note those individuals who quit early. If this becomes a theme, we will penalize you and not allow you to participate in future tournaments.

MERCY RULE
- There is no mercy rule. Please play all matches to their conclusion.

OVERTIME
- If a game is tied at the end of Regulation, Continuous Overtime will be played.

DISCONNECTS
- In the event that someone disconnects during a game, they will have five minutes to return to the game. If you disconnect, please reach out to your opponent right away to explain the situation.
- If the disconnects continue, you will forfeit that game. Therefore, it is encouraged to ensure you have a strong internet connection during the matches.

SPORTSMANSHIP POLICY
- Like if we were in-person, having good sportsmanship is expected during competition.
- All participants and/or teams will be required to submit their results at the end of each match. This will include sportsmanship during that match.
  1. If someone is exhibiting poor sportsmanship during a match, please take a screenshot of it and submit it with your end of match submission.
- We take sportsmanship seriously and if it has been reported that it has been an issue, you or your team will be required to either stream or allow one of the Competitive Sports Staff to spectate all your future matches.
- If sportsmanship continues to be an issue, you and your team will be removed from competition
- If you or your team is removed from competition, this will be treated as an ejection from an Intramural Sports activity.

THE COMPETITIVE SPORTS STAFF HAS THE RIGHT TO FORFEIT A PARTICIPANT/TEAM FROM THE TOURNAMENT