

Remote Esports Circuit (REC) Rules & Guidelines

Updated: 23 July 2020

OVERVIEW

This guide and rule book outlines league rules and will function as a guideline for decisions associated with the competitive and casual leagues under REC.

These rules may be subject to change at any time by REC and/or 1Life2Play Gaming & Esports Lounge administrators. Administrators may nullify rules on a case by case basis. At times, decisions can also be made by Mission Control and which instances are outlined herein.

CODE OF CONDUCT

Every participant is expected to behave with respect towards the representatives of the REC administrative and operational group, press, viewers, partners and other players. The participants are requested to represent esports, the REC program, and their Sponsors in an acceptable manner. This applies to behavior in-game, in chats, messengers, comments and other media. Players are further expected to conduct themselves according to the following values:

Compassion: treat others as you would be treated.

Integrity: be honest, be committed, play fair.

Respect: show respect to all other humans, including teammates, competitors, and event staff.

Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.

Stalking or intimidation (physically or online).

Spamming, raiding, hijacking, or inciting disruption of streams or social media.

Posting or threatening to post other people's personally identifying information ("doxing").

Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.

Advocating for, or encouraging, any of the above behavior.

COMMUNICATION

REC & Mission Control

The Mission Control mobile application's built-in messaging system will be the primary source of communication. Player to player communication, league organizer announcements and messages, and reporting is housed within the mobile application.

When there is a need to contact support, all support tickets must go through the Mission Control mobile application regardless if the support needed is directed to the REC program team and not Mission Control. All support needs will be directed to the appropriate team member and responded to within 24 hours (sooner if the matter requires immediate attention).

When contacting support, please include all relevant information in a clean and concise manner.

In the event Mission Control support and messaging system is down or inaccessible, you may also reach REC administrators on the 1Life2Play Gaming & Esports Lounge's Discord server at <http://discord.me/1Life2Play>.

Language

The official language used by REC & Mission Control in all communications is English.

MISSION CONTROL

REC is supported through the Mission Control mobile app. This mobile app is available for all smartphones and available at <https://missioncontrol.gg/play>

League Registration

To register for a League, first you must join our Organization in Mission Control. We should be right at the top (our name does start with "1" after all, lol). Once you are a member of our Organization, you are free to join whichever League you'd like. Because League games are scheduled between you and your opponent (although we will provide a suggested time during REC), you are not limited to how many Leagues you can be a part of - join 1 or 100!

Payment

Payments are handled through the Mission Control mobile application when applicable. REC offers both paid entry leagues as well as casual, free to play leagues. Paid leagues offer many more benefits, including in-lounge discounts on visits, exclusive offers, and priority access to new events, apparel, and other offers.

Refunds

Refunds can be handled in multiple ways, however, they are all handled through the Mission Control mobile application.

If you require a refund, you can request a refund by contacting support through the Mission Control support system. You will receive a reply within 24 hours and likely receive the status of your refund within 48 hours thereafter.

If you are unable to participate in a league you paid for and do not request a refund prior to the league start date, no refund will be honored. You have 24 hours after the league start date to notify a REC administrator that you wish to convert your league fee to a Continue Credit. A Continue Credit cost \$5 regardless of the total league fee (except where the league fee is \$5 or less. In that case, a Continue Credit can be issued at no cost). Continue Credits can be used to enter a future league up to the value of the Continue Credit. Player must pay any remaining balance. Overages are not credited back under any circumstances.

Refunds and/or Continue Credits are not granted in the event a player is disqualified from a league game for any reason under the rules set forth in this guidebook and the specific league in which the player participated.

Players have the option of receiving a refund or a Continue Credit in the event the League is cancelled and is not complete for reasons not related to a player or a specific match. A League may not take place for any one or combination of the following reasons:

- Not enough players to conduct the league (minimum of 4 players are required).
- A game title has updates, a cancellation, or server issues that exist and are prevalent enough to affect the entire league for a prolonged period of time.
- A platform's network, server access, and/or operating system is experiencing issues that prevent connectivity and gameplay on a large scale and are prevalent enough to affect the entire league for a prolonged period of time.
- Force majeure: unforeseeable circumstances such as, but not limited to, natural disaster, pandemic, death, catastrophe, etc that prevent the administration, participation, and execution of the League for a prolonged period of time.

Any disputes should be reported through the Mission Control support system.

PLAYERS

Eligibility

In order to participate in REC, players must comply to all rules and regulations set forth in this guidebook.

Players suspended from a REC competition or event may be suspended from future events.

Any player with a standing ban issued by the game's developer/publisher, a state power rankings board/group, or 1Life2Play Gaming & Esports Lounge is ineligible to participate in any REC competition or event, and this ineligibility will last as long as the ban is upheld.

If 1Life2Play Gaming & Esports Lounge and/or its partners, administrators, or staff determines an in-game name to be inappropriate, the player will be asked to change their name or be disqualified. This disqualification will extend to teams, as well, where applicable.

Players are responsible for their own PC, console, software and internet connection. In the format of REC, we understand technical issues may occur. We encourage you to reach out to your opponent to reschedule any matches that cannot occur due to technical issues. However, please keep in mind, the league will not be held up due to your technical issues. League matches are due for reporting by the date outline within each league and by the league organizer. Should you not be able to play your league match a particular week or period, for

whatever circumstance, you will receive a loss for that match and the league will continue, uninterrupted.

Players must be at least 13 years of age by the start of the tournament or event

Region

All players are responsible to have a connection (ping) as good as possible for their region and technical situation.

At this time, to be eligible to play in the REC leagues, competitions, or events, players must reside in the Ohio area or immediate surrounding region. This is determined by proximity to the Northeast Ohio region and, in order to reduce complex mapping or a large listing of cities and states, we have restricted players to being within 265 miles of Cleveland, OH as calculated by Google Maps.

Sportsmanship

All players should compete with a fair attitude. A player should represent themselves, and their team, by participating to the best of their abilities.

Players may not use alternate accounts aka smurf, barcodes, borrowed accounts, etc.

Spamming, insulting, trolling or unsportsmanlike behavior in general towards other players, teams, broadcasters, commentators, league organizers and the administration team will not be tolerated and handled appropriately by REC administrators.

MEDIA RIGHTS & STREAMING

1Life2Play Gaming & Esports Lounge (1L2P) Rights

1L2P has the right to host, stream, or upload any match throughout the REC program.

1L2P will contact any player or team through Mission Control or Discord if the match is to be streamed. For the most part, stream schedules will be outlined at the beginning of each week of REC.

1L2P will stream selected Weekly Matches, all REC Playoff Brackets, Championship Events, and Player Spotlights to either of these channels.

<http://twitch.tv/1Life2Play>

<http://twitch.tv/1Life2PlayGG>

General

If a VOD was requested to be recorded per individual league requirements, it should be uploaded in Discord under the identified channel. The Discord server can be joined by following: <http://discord.me/1Life2Play>

Admins reserve the right to revoke the permissions of Casters, Observers, Spectators, or Hosts of any game at any time.

Casters, Commentators, Spectators and Observers

If a player/team would like to have an observer, they must advise their opponent that an additional connection is being made to do so and the opponent must approve the request. It is at the sole discretion of the opponent if they allow this, however, we encourage all players to be respectful and accommodating within reason if your opponent presents you with this request. It is likely they are looking to record gameplay for study, are streaming, or other applicable reasons. In the event your opponent declines your request, feel free to reach out to the league organizer and see how they can best assist (we can likely add the match to our stream schedule if we are advised in time).

Player Streams

If a player decides to stream his own point of view, it is their own responsibility to take action against “stream-sniping” (e.g the use of a delay or hiding important info).

Support cannot assist with and will not intervene in “stream-sniping” accusations.

GENERAL RULES

All players are expected to follow the given settings and rules. Any agreements between players, teams, and/or organizations, beyond what is already agreed upon within this guidebook, are prohibited unless approved by a REC administrator.

Weekly Start/End Time

For the most part, a league’s week in REC will begin on a Sunday at 12:00pm EST (Noon) and all matches for that week must begin no later than 12:00am EST (Midnight) the following Sunday. This leaves a window of 12 hours for administrators to make any adjustments, review any disputes, and prepare any needed changes for the following week.

Match Hosting

Where applicable, matches will be hosted on East-US (North America) servers in all games of REC.

For games with Character/Team selection features: If the lobby should need to be rehosted during the character/team selection process and a player has already committed (selected and marked as “Ready” in all logical renditions) to a player/team, the same player/team must be selected by the player/team upon reconnection.

For games with Pick/Ban features: If the lobby should need to be rehosted during the pick/ban phase, all picks and bans should follow the same order up to that point.

Match check-in

The Mission Control mobile application allows you to see who your opponent is, schedule your match time, and report your scores. Once you identify who your opponent is, you should try to make contact with them within Mission Control to confirm your match date and time, who’s hosting, and resolve any other questions that may arise.

If you are unable to reach your opponent or your opponent does not respond, please notify Mission Control support via the mobile application.

Forfeits and No shows

A player/team will forfeit the match under the following circumstances:

- They don’t check-in with their opponent for the match via Mission Control.

- There is no response from the other team after 10 minutes of your agreed/scheduled start time. It is up to the connected player to show that they were in the lobby and waited for the no-response period to expire when contacting Mission Control support. This can be done through time-stamped screenshots or recorded/streamed video.

A player/team that chooses to or is forced to forfeit a match will forfeit any points and prizes for that match. In the event the match was a Championship Match, the forfeiting player/team relinquishes its claim to prizing for the entirety of the league competition.

A player/team that has forfeited a match will receive a “0” point value (or the equivalent value depending on the game title) for the match regardless if the forfeit was issued after any points have already accrued.

Results and Match Media

Both players should confirm the reported match score within the Mission Control mobile application. It is recommended that each player have a screenshot of the final score/result of any and all matches, and be able to provide this info when requested.

The very special thing about Mission Control is that both players report the results of the match. If any discrepancies appear, the League Organizer will contact both players to resolve and update the scoring where needed.

Any screenshots, vods, and/or data should be saved for as long as the league is live.

Technical Issues

A team/player may request a reconnect, re-host, or pause no more than twice in a match.

If applicable, a screenshot of the scoreboard, positions, and/or health gauges should be taken when a rehost or timeout occurs during the game.

Any team/player, on the first occurrence, has 15 minutes from the time of the issue to resume playing the match. Failure to do so will be considered abandonment and result in a match loss. It is on the waiting player to prove they waited the appropriate time and advise a League Organizer if the time limit has been reached. Ideally, the waiting player should send a message to the other player at the start of the timeout so there is a time-stamp of the start and a better record of the amount of time lapsed.

The match is considered "live" when the match has restarted, unpaused, or the clock has started.

Any extension of the time must be requested and approved by REC administrators.

Disqualification

1L2P, REC, and Mission Control has the right to disqualify a player at any time and may extend to teams as well.

Stalling or intentionally delaying matches, reporting, and/or resolution handling may result in disqualification.

Cheating

Cheating and/or hacking will not be tolerated and will result in an immediate suspension.

Scripts and changes to any REC game's configuration are not allowed, unless otherwise stated.

Programs that provide an advantage during game play and/or change the game itself are forbidden.

Any occurrences or accusations of cheating are only reviewed by submitting a support ticket through Mission Control support with a link to video and/or photo attached.

An accusation of cheating may not be reviewed until after the league week ends, a verdict will be reached before finalizing weekly results as well as before finalizing prizing in Playoff and Championship events.

GAME RULES AND SETTINGS

League Of Legends (PC)

Weekly Matches:

Matches: Bo3

Draft Order: Tank, Jungle, Mid, Adc, Support

Match Settings:

Map: Summoners Rift

Draft Mode: Tournament Draft

Mission Control will identify who gets to pick the team side first, Team A or Team B.

Play should occur as follows: A-Side, B-Side, A-Side

Super Smash Bros. Ultimate (Switch)

Weekly Matches:

Matches: Bo3

Starters

- Battlefield
- Final Destination
- Lylat Cruise
- Pokémon Stadium 2
- Smashville

Counter Picks

- Kalos Pokémon League
- Town and City

Set Procedure

1. Initial strikes will follow 1-2-1 format
2. Winner will ban 2 stages (1 in Best of 5)
3. Loser will select a stage
4. The winner may change characters
5. The loser may change characters
6. Repeat 2 - 5 until the set is over
7. FULL DSR

Match Settings:

Style: Stock

Stock: 3 Lives

Time Limit: 8:00

Final Smash Meter: Off

Spirits: Off

CPU Level: Any

Damage Handicap: Off

Stage Selection: Loser

Items: Off / None

Advanced Rules:

Damage Ratio: 1.0x

Pause: Off

Hazard Toggle: Off

Mii: All movesets legal

Tekken 7 (PS4)

Weekly Matches:

Matches: FT-7

Match Settings:

- Time Limit: 60 seconds
- Stage: Random
- Character Customizations: Off
- Character Preset Costumes are legal for Tournament use with the exception of the following:
 - Jack-7 Preset 3 & 4 cannot be used
 - Gigas Preset 3 cannot be used
 - Players can use the same Preset.

Street Fighter V (PS4, PC)

Weekly Matches:

Matches: FT-10

Match Settings:

- **Mode:** Battle Lounge
- **Rounds:** 3
- **Timer:** 99 seconds
- **Victory setting:** First to 2
- **Number of players:** 2
- **Character select:** On
- **Hardware settings:** No preference
- **Private slots:** On
- **Map:** Random

GranBlue Fantasy Versus (PS4)

Weekly Matches:

Matches: FT-10

Match Settings:

- **Match Duration:** 99 seconds
- **Set Format:** Best of 3 games (First to 2)
- **Stage and BGM**
 - For the first game, the stage is set at RANDOM. However, both can be changed if both players agree.
 - The player who loses the first game has the right to select the stage and BGM.
- **Characters:** No restrictions
- **Character Colors**
 - The "Color 17" cannot be used. However, it can be chosen if both players agree.
- **Weapon Skin**
 - The "Weapon Skin 02" cannot be used. However, it can be chosen if both players agree.

Mortal Kombat 11 (PS4)

Weekly Matches:

Matches: FT-7

Match Settings:

- **Tournament Mode Default Options**
- **Rounds:** First to Two
- **Timer:** 90 seconds
- **Arena Select:** Off
- **Stage Select:** Random (In Top 8 Bracket - Current Esports Arena is to be used)
- **Interactables:** On
- **Variations:** Tournament Mode Variations

- **Wi-Fi:** Banned

Match Procedure

- If a Mercy is performed, the Game outcome is delayed and the result afterwards are then official.
- Only the losing Player of the preceding Game may choose to change characters.

NBA 2K20 (Xbox One)

Weekly Matches:

Matches: Bo1

Match Settings:

Exhaustion: On

Difficulty: Pro

Game Style: Standard

Time Limit: 5 Minutes per Quarter

Control: All

Gamespeed: Normal

Teams: All-Star Teams, All-Time Teams, and History Teams are not allowed. Only Current Teams are allowed. Players may not pick the same team as their opponent. (No mirror matches)

Madden NFL 20 (Xbox One)

Weekly Matches:

Matches: Bo1

Match Settings:

Quarter Length: 5 minutes

Play Clock: 40 seconds (default, cannot change)

Skill Level: All-Madden

Weather: Clear

Injuries: 0 (new for Madden NFL 20: 0 is off; 100 is max)

Fatigue: 50 (new for Madden NFL 20: 0 is off; 100 is max)

Accelerated Clock: Off

Game Speed: Normal

Game Style: Competitive

Event Type: Quick Presentation

Rocket League (PC, Xbox One, PS4)

Weekly Matches:

Matches: Bo3

Lobby Settings:

Map: DFH Stadium (Day)

Mission Control will determine who gets to pick starting side

Match Time: 5 Minutes

Rivals of Aether (PC, Switch)

Weekly Matches:

Matches: Bo3

Starters

- Tower of Heaven
- Merchant Port
- Aethereal Gates
- Forest Floor
- Julesvale

Counter Picks

- All Stages Available

Banned Stages

- All Aether Form Stages

Set Procedure

1. Initial strikes will follow 1-2-1 format
2. Winner will ban 2 stages
3. Loser will select a stage
4. The winner may change characters
5. The loser may change characters
6. Repeat 2 - 5 until the set is over
7. FULL DSR

Match Settings:

Style: Stock

Stock: 3 Stock

Time Limit: 8:00

Hazard Toggle: Off

Gears 5 (PC, Xbox One)

Weekly Matches

Matches: BO5

Maps:

- Asylum
- Bunker
- District
- Exhibit
- Icebound
- Training Grounds
- Vasgar

Match Settings:

Fill With Bots: OFF

Bot Difficulty: Beginner

Rounds to Win: 5

Round Time Limit: 5 Minutes

Classic Stalemates: On

DBNO Time: 15

Friendly Fire: Off

Weapon Respawns: After Pickup

Gameplay Tuning: Assist Disabled

Mario Kart (Switch)

Weekly Matches:

Matches: BO1

Match Settings:

- **Mode:** Single Race
- **Track Selection:** Random
- **Tracks:** 6
- **CPU:** None
- **Victory setting:** Winner
- **Vehicles:** All
- **Tiebreaker Track:** BabyPark

Take pic of race results to ensure points are documented in case of other players joining/disconnecting.

STRUCTURE & PRIZING

League Structure

Each League Season consists of either 2-, 4-, or 6-week schedules (including playoffs) where players/teams will compete against other players/teams within the same League or Pool for top placement on the Standings board at the end of the League Regular Season period. Once the

Regular Season period is over, the Top 8 players in the League or Pool will play in a single elimination Playoff Bracket to determine the Champion.

Some Leagues offer a Champion's Only League after 3 or 4 seasons of play where the 1st and 2nd Place players from each season are invited to play in the game's Champion League.

For Leagues indicated as "player capped" or "Sponsored League", the league will usually be broken down into Pools unless otherwise stated. Pools are still structured the same way as a League with the following changes:

- In a Pool, the player count will be limited to 8 players
- Players in each Pool will face off against each other during the Regular Season period of the Pool for Seeding purposes
- Once the Regular Season has ended, the now seeded players will play the single elimination Playoff Bracket based on the seeding.
- The Winner of each Pool will then be placed in a Winner's Pool
- Players in the Winner's Pool will play through a seeding period just as they played in the Regular Season of their starting Pools.
- Once seeded, the Winner's Pool will begin the single elimination Playoff Bracket to determine the Champion of the League.

Special League Structure for League of Legends

The Series' Season begins with Regular Season Period where 8 Teams will compete (bi-weekly) against each other in a Round Robin (BO3) bracket for 1 of 4 top placements on the Standings board over 16 weeks. Once the Regular Season is over, the Top 4 Teams in the Series will begin a double elimination Playoff Bracket (BO3) over 3 weeks to determine the 2 Finalists Teams. These 2 Teams will move on to play the Championship Game (with reset) the following week. The winner of the Championship Game is crown Series Champion.

Brackets

Coming Soon!

Prize Pool

For Leagues that have entry fees, the total sum will be split 70% to the Prize Pool and 30% to REC.

Payouts will be as follows:

Number of Players	1st	2nd	3rd	4th	5th	6th	7th	8th
3-5	100 %							
5-16	65	35						
17-24	65	30	5					
25-32	60	25	15					
33-45	55	25	12	6	2			
46-55	55	25	10	6	2	2		
64+	50	22	10	6	4	4	2	2

Leagues that are Free to Play or marked as Casual have individual prizes closely related to the game title of the League or an Official Sponsor of that particular League session. See the official description of that League to determine prizes available.

SUPPORT

All support claims should be submitted through the Mission Control mobile application. When the Mission Control support system is unavailable, it is acceptable to submit support claims through our Discord server under the channel pertaining to the League you are in. Our Discord server can be found at <http://discord.me/1Life2Play>

If your opponent doesn't comply with the rules stated above, it is mandatory to report the issue.

Once standings are finalized each week, you cannot dispute or report an incident pertaining to the finalized results.