



Madden NFL 20 and FIFA 20

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General Tournament Rules

1. Definitions

1.1. Participants

1.1.1. Players

Anyone currently enrolled and participating in a KC Crew tournament.

1.1.2. Team Captains

Players who assume the responsibility of serving as their team's point of contact. Team Captains are responsible for queuing their team for matches and reporting match scores.

1.2. Matches

1.2.1. Official Match

An official match is any match taking place during any KC Crew tournament.

1.2.2. Unofficial Matches

Any match that takes place outside of any KC Crew Major. These matches include, but are not limited to, Scrimmage (Scrim) matches and KC Crew Community Events.

1.3. Tournament Stages

Tournament stages are the designated rounds in which differing rules such as match length, new player/team registration, and match scheduling take place.

1.3.1. Regular Season

The regular season stage of a tournament, which may also be referred to as the "Group" stage, is the main stage of a tournament. New players/teams will not be permitted to enter during this stage (teams may still be changed to add new players during this stage). During this stage, players/teams compete for the highest placements to move on to the postseason.

1.3.2. Playoffs

The playoff stage of the tournament is a single elimination tournament among the highest placed teams/players from the regular season. The size of the playoff



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pool varies depending on the game being played. Playoff tiers include the pre-quarterfinals, quarterfinals, semifinals, and finals/3rd place match.

1.3.3. Finals

The Finals stage of a tournament is the final match in the previous single-elimination bracket that consists of two teams.

1.4. Match Format

1.4.1. Best of X

In a “Best of” match, teams/players play a series of games until a winner is decided. The match winner will be the first team/player to reach the required amount of game wins. KC Crew “Best of” Matches may comprise of the following settings.

- Best of 1
- Best of 3
- Best of 5
- Best of 7
- Best of 9
- Best of 11
- Best of 13

For the specific match format for your game, please consult the specific KC Crew rules page for your game.

1.4.2. Home/Away

A home/away series will always consist of two games, in which there is a possibility for players/teams to tie the series with no winner.

1.5. Time Zone

The official time zone of the KC Crew is the Central Time Zone, designated (UTC -6), or 6 hours behind Coordinated Universal Time. All KC Crew broadcasts, announcements, and web pages regarding KC Crew competitions and scheduling will always display time in the Central Time Zone unless otherwise stated.

1.6. Region

Regions may refer to the list of regions supported by the KC Crew for participation or regional breakups based on time zone for competition. For some KC Crew tournaments, players/teams may be split into regions based on time zones or other criteria.



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1.7. Disciplines

The games that are currently offered by the KC Crew are:

- League of Legends by Riot Games for PC
- Teamfight Tactics by Riot Games for PC, and Mobile
- Rocket League by Psyonix for PC, PlayStation 4, Xbox One, and Nintendo Switch

Please note that all titles and platforms on this list may not be available as competitions at all times at the discretion of KC Crew administration.

2. General Tournament Rules

2.1. Liability

All participants are expected to know and uphold the rules while associated with the KC Crew. Participants will not receive refunds or compensation for inability to play as a result of incurring a penalty due to violation of KC Crew rules and regulations. Participation in official tournaments constitutes acceptance of these rules.

2.2. Administration List

- Andrew Quan - League Commissioner
- Lucas Proderf - Tournament Coordinator
- Mariusz Lis - Head of Customer Support
- Cory Heysham - Customer Support Lead
- Jacob Taylor - Customer Support Agent
- Jeremy Broomhall - Customer Support Agent

2.3. Rule Changes

The KC Crew reserves the right to add, remove, or otherwise amend all rule sets without prior notice. However, KC Crew will use its best efforts to provide reasonable notice prior to any significant rule changes.

2.4. Confidentiality

The content of emails, support tickets, or any other correspondence with KC Crew administration is deemed strictly confidential information. The publication of such material is prohibited without express written consent from the KC Crew.

2.5. Match Broadcasting



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All broadcasting rights of the KC Crew are owned by KC Crew, LLC. This includes, but is not limited to: IRC Bots, audio streams, video streams, match recordings, or television broadcasts.

2.5.1. Award of Broadcast Rights

The KC Crew has the right to award broadcasting rights to one or multiple matches to a third party or participants themselves. In these cases, broadcasts must be arranged with KC Crew administration or broadcasters prior to the start of the match. The KC Crew reserves the right to play, broadcast, and distribute all match recordings during a KC Crew tournament.

2.5.2. No Right of Refusal

Players and participants cannot refuse to have their matches broadcasted by a KC Crew authorized broadcast, nor can they choose what manner in which the match will be broadcasted.

2.6. Player Details and Eligibility

2.6.1. Enrolment

All players must be at least 13 years of age in order to enroll and participate in any KC Crew tournament.

2.6.2. Home Country

All players must reside in the United States of America.

2.7. Participant Accounts

2.7.1. Clean Accounts

The KC Crew defines a clean account as an account that has not received any form of game ban in the past 365 days (not including competitive mode cooldown penalties), is clear of vulgar or inappropriate content, is at least 15 days old (exempt for the first 2 weeks of each event), and owns a valid account for a KC Crew discipline that will be used for tournament participation. Players who have unclean accounts are prohibited from participating in all KC Crew events, even on alternate accounts.

2.7.2. Game Connections

All players taking part in KC Crew tournaments are required to have an active game account for the tournament they're participating in, connected to their



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varsity esports account. All game connection information shown on a team's roster must match with the accounts in game, players using different accounts or those not officially on the roster are prohibited from playing in matches. Only one account connection is allowed per game, if a player needs to add a different account or update their current game connection they will need to do so at least 24 hours before their next match. Game connections may not be changed during the Playoffs portion of any event.

2.7.3. Participant Profiles

All player names or profiles are prohibited from including:

- Gang Affiliation
- Drugs (including alcohol and tobacco)
- Sexual Material
- Offensive Material
- Politically Charged Symbols/Images
- Slander of The KC Crew, KC Crew, Varsity Esports, students, or its Staff

2.8. Teams

2.8.1. Team Names

No two teams participating in the same tournament may use the same team name. Team names cannot be changed after the season officially begins.

2.8.2. Player Counts

Teams are required to have the minimum player count (as stated in each game's rule set) present on the team at all times once a season begins, or they may face automatic match forfeitures. This does not include players that are pending to be placed on the team. Teams may not have more than the maximum of double the minimum player count on the roster at any time, not including single player or partner (duo) games.

2.8.3. Multi-Teaming

Players are prohibited from participating on more than one roster for the same game in a specific tournament, regardless if the game is offered on multiple consoles.

2.8.4. Roster Changes



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Roster changes may be made at any point during or in-between seasons except during live matches and once the playoffs have begun. There is a 24-hour grace period from when a player is added to a roster before they will be permitted to play in official matches. Roster changes are prohibited for single player and partnered (duo) game tournaments.

2.9. Prizing

All prizing will be distributed once all teams that have earned prizing submit the necessary information needed to verify the eligibility of the players on the team and all pending payments are completed. If a team or player is missing any required criteria for verification or payment, the prizing will be held for 30 days after the conclusion of the applicable KC Crew tournament. If a team or player fails to provide the required information or payments within those 30 days, they may forfeit all prizes from the tournament. Prizing will take between 3-6 weeks from completion of the tournament to be fulfilled.

2.10. Withdrawal

Teams may choose to withdraw from a tournament during the season and may rejoin at a later date if they choose to. Only the team owner may submit a request to withdraw a player or team from a tournament.

2.11. Matches

2.11.1. Match Times

Each week, teams will choose one day and time from the available schedule to participate in their match. Team members will join a team lobby on Varsity Esports and queue for the match once all participating members are present. The system will match their team against another team of an equal skill level, and both teams will play their game immediately and in accordance with the game's rules. The winning team must report the outcome of the match.

The queue lobby will open at the scheduled time, and close fifteen minutes after. Once the queues close, teams will be matched against each other. In the instance of a match not being found, teams will be awarded a bye win and will be moved into a priority queue for the remainder of the tournament. Players are allowed to play as many matches as this wish, given there is an open queue available.



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2.11.1.1. Playoffs and Grand Final Matches

During the playoffs (including grand finals), special rescheduling rules are in place. Without prior approval of KC Crew administration:

- Playoff dates may not be rescheduled
- Pre-quarterfinal and quarterfinal matches may have their times rescheduled, but not their dates
- Semifinal and Grand Final matches may not be rescheduled

2.11.2. Contacting Opponents

Communication will begin once teams have been matched together through the queue. Teams must use Match Chat to communicate and share information regarding the setup of their match.

2.11.3. Match Results

Matches must be reported by the winning team immediately following the completion of their game. Players/teams are encouraged to document proof of match results in the event that they are needed to verify the legitimacy of a match score report. Match reports must include the round score(s).

2.11.4. Match Disputes

Match disputes must be submitted no later than two business days after the match has concluded. Sufficient and undoctored evidence, including, but not limited to, screenshots, match recordings, match replays/demos, or stream VODs must be submitted per the request of the KC Crew official handling the match dispute before any decision regarding the dispute will be made. All match disputes should be submitted by email to esports@kccrew.com.

2.11.5. Playoff Seeding

For all tournaments, postseason matches will be seeded depending on the tournament size and number of players/teams actively participating in the regular stage, at the discretion of KC Crew administration. If any ties occur that do not clearly determine which players/teams will advance to the postseason, the Median-Buchholz system will be used. Any additional tiebreaker methods may be used at the discretion of the KC Crew administration

2.11.6. Multiple Game Series

2.11.6.1. Grace Period



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Teams may have up to a 10-minute break between each game in a multiple game series if they wish to do so.

2.11.6.2. Substitutions

In between matches in a multiple game series, teams may substitute a player on their roster for a player currently in the match. Substitutions may only be made in team games; they are prohibited in solo and duo(partner) games. In games with a drafting period before a game, substitutions cannot be made after the draft has begun.

2.12. Communication

2.12.1. Team Communication

Players/teams must communicate with their opponents through the match chat on Varsity Esports. Third party tools such as Discord and social media platforms (Twitter, Facebook, Snapchat, Instagram, etc) are prohibited from being used when attempting to communicate with opponents.

2.12.2. Outside Communication

Players/teams may not have any communication with any outside sources, with exception of KC Crew Administration while their match is in progress, including, but not limited to: coaches, teachers, and substitutes. Players/teams may only have communication with outside sources during the grace period between games in a series or unless otherwise outlined in game-specific rules.

2.13. Peripherals

Any controllers used in official matches must be the proprietary manufactured controllers for the console in question (including accessibility controllers) and cannot be modified in any way, including, but not limited to: trigger mods, sensitive buttons, custom thumbsticks, and thumbstick tension mods. For fighting games, all standard fight sticks and controllers are permitted. Any hardware with macro functions or on-the-fly profile switching are strictly prohibited.

Controllers may be used for PC games provided that they meet the requirements above, are an officially supported controller, and the game has native support for the controller in question, i.e. the player should not need to install additional software/drivers for the controller other than those from the manufacturer or included with the game.



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The use of a Keyboard and Mouse on a console is strictly prohibited in official matches, regardless of whether or not the game has native support for it.

2.14. Cross-Platform Play

Players may only play on the platform(s) specified for a specific tournament. Doing otherwise may result in disqualification from that tournament.

3. Online Tournament Additional Rules

3.1. Equipment

The KC Crew will not provide any equipment during an online tournament. The KC Crew is not responsible for any internet or power issues affecting players/teams.

3.2. Online Connection

We recommend all participants play over an ethernet connection to reduce the amount of lag they may experience in online matches.

4. Rule Violations

4.1. Cheating

4.1.1. Programs

The use of the following programs is considered cheating:

- Multihacks
- Wallhack
- Aimbot
- Triggerbot
- Colored Models
- No-Recoil
- No-Flash
- Sound changes
- Macros

The above are just a few examples; other programs may be deemed cheating if they are found to be giving a player or team an unfair advantage. Players who are found to be cheating will be immediately disqualified from all tournaments they currently compete in until their conclusion and beyond at the discretion of KC Crew administration.



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4.1.2. Bugs/Glitches/Exploits

The exploitation of any bugs/glitches that give a player or team an unfair advantage and are unallowed by the game's developer are prohibited from use in official matches. The following are some examples of prohibited exploits:

- Pixel Walking in Counter-Strike: Global Offensive
- See Through Smokes in Counter-Strike: Global Offensive
- Coastline Roof Vault Glitch in Tom Clancy's Rainbow Six: Siege
- Outback Top of Red Tent Plant in Tom Clancy's Rainbow Six: Siege
- Champion/Hero Swap Glitches
- Ability Timer Glitches
- Illegal/Out-Of-Bounds Spots

The above list of bugs/glitches/exploits is not comprehensive. The use of any bug/glitch/exploit that is deemed illegal by KC Crew administration will result in punishment for the player/team that used the exploit.

4.1.3. Acts of Disruption

Players acting on and/or conspiring to cause any disruption to the match will also be treated as cheating. Acts of disruption include, but are not limited to:

- DDoS Attacks
- Disconnecting with the Intent of Resetting a Game
- Mic Spam
- Sabotaging Equipment
- Intentionally Delaying the Start of a Game

4.1.4. Third Party Tools

The use of any third-party tools is prohibited in official tournaments. The list of third-party tools includes, but is not limited to:

- VR Audio Programs
- Graphic Drivers
- Overlays
- Custom Skins
- Custom Overlays
- UI Modifications

4.2. Doping

The use of performance enhancing drugs is prohibited.



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4.2.1. Prohibited Substances

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) applies to all KC Crew events. The full list can be found at <http://list.wada-ama.org/>. Any unprescribed use of these substances is considered doping.

4.2.2. Prescribed Medication

If a player has an active prescription for a substance included in the WADA list, they must notify and provide proof to the tournament administration prior to the start of the tournament.

4.3. Using Alcohol or Drugs

The use of alcohol or illegal drugs, including tobacco and cannabis, during an official match is prohibited and will be punished.

4.4. Betting

No participants may be involved in any form of betting or gambling, associate with betterers or gamblers, or provide anyone information that may assist betting or gambling, either directly or indirectly, for any KC Crew matches or tournaments in general.

4.5. Match Fixing

Match fixing is defined as the act of arranging the outcome of a match prior to it being played or during its play. Examples of match fixing include, but are not limited to:

- Intentionally Losing Matches
- Offering/Accepting Any Form of Payment to Influence the Outcome of a Match
- Negotiating or Deciding the Results of a Match Before, During, or After Completion

4.6. Unsportsmanlike Conduct

4.6.1. Insults

- All insults occurring in connection with the KC Crew will not be tolerated. This includes, but is not limited to:
- Profane Insults
- Slurs relating to Race, Ethnicity, Culture, Gender Identification, Game Presence, Religion, Political Affiliation, Military Service, Age, or Any Other Protected Category



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- Behavioral Toxicity
- Targeted Attacks
 - Sharing/Revealing Personal Information
 - Directed Abuse/Harassment Against a Specific Person
 - Doxxing

The KC Crew aims to provide a respectable environment for Esports while facilitating competition. Therefore, friendly trash talk and banter is allowed.

4.6.2. Inappropriate Language

All participants in KC Crew or Varsity Esports sanctioned events are prohibited from using inappropriate language in all text and voice channels, regardless of context. Inappropriate language includes, but is not limited to:

- Excessive Profanity
- Pseudo-Profanity (i.e. replacing letters in profane words or phrases)
- Racial/Ethnic/Cultural Slurs
- Sexual Innuendos
- Drug/Alcohol References

4.6.3. Harassment

Harassment of players, teams, club administrators, and KC Crew staff is prohibited, both in game and on official and unofficial channels/social media sites.

4.6.4. Public Accusations

Publicly accusing a player or team of violating the rules will not be tolerated. If you suspect another player, club, or team has committed a rule violation, please file a match dispute by submitting an email to esports@kccrew.com as soon as possible so KC Crew staff can open an investigation.

4.6.5. Incorrect Match Results

Intentionally reporting incorrect match results will result in removal from KC Crew Tournaments.

4.6.6. Deception

Any attempt to mislead or deceive other participants or members of KC Crew administration will be penalized.



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4.6.7. Coercion

Any attempt to manipulate a match or outcome through threats or intimidation of other participants or members of KC Crew administration will result in removal from KC Crew Tournaments.

4.7. Knowledge of Rule Breaking

Disciplinary action will be taken against players who have knowledge of teammates or other participants violating the official tournament rules and do not report the violations to KC Crew Administrators.

This includes but is not limited to having knowledge of:

- Hacking
- Abusing Exploits
- Using Prohibited Peripherals
- Using Prohibited Scripts/Binds
- Depiction/Coercion of another team or player
- Match Fixing

If you have knowledge of a teammate or other player violating the rules please submit a report by email to esports@kccrew.com

4.8. Tainted Accounts

During an official match, if a player's account receives any form of game ban, the match will immediately conclude, and the player's opponent will be awarded the win.

Madden NFL and FIFA 20 Match Settings

1. Series Lengths

Matches are played as a best of 1

2. Game Lobby

Prior to the match, players should add each other as friends on their Consoles. The higher seed will create the lobby.

The following settings are to be used in official matches:



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- Game Mode: Head to Head
- Quarter Length: 5 minutes
- Play Clock: 40 second (default, cannot change)
- Skill Level: All Madden
- Weather: Clear
- Injuries: 0
- Fatigue: 50
- Accelerated Clock: Off
- Game Speed: Normal
- Game Style: Competitive
- Event Type: Quick Preseason
- Auto Sprint: Default On
- Auto Strafe: Default On
- Heat Seeker: Default On
- Ball Hawk: Default On
- Switch Assist: Default Off
- Auto Play Flip: Off
- Camera Settings: Standard

Rules

1. Anti-Cheat

No additional anti-cheat is required for official matches.

2. Match Procedure

Supported Platforms

- PS4
- XB1

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- Game Style: Competitive
- Event Type: Quick Preseason
- Auto Sprint: Default On
- Auto Strafe: Default On
- Heat Seeker: Default On
- Ball Hawk: Default On
- Switch Assist: Default Off
- Auto Play Flip: Off
- Camera Settings: Standard

3. Restrictions

3.1. Onside Kicks

Onside kicks are not allowed during the first half of play. Onside kick attempts can be made at any time during the second half.

3.2. Excessive offsides

Neither the offense nor the defense should purposefully go offsides with the intent of delaying the game nor exhibiting unsportsmanlike conduct.

3.3. Improper Audibles

Players may not audible out of the QB Kneel, Wildcat, Field Goal, or Punt formations

3.4. Pausing the Match

Players may only pause the match in order to issue a challenge against a call. For reasons other than challenging a call, players may not at any point use the pause feature during gameplay. Each team is afforded a certain number of timeouts during the match.



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4. Stoppage of Play

4.1. Disconnection

A match can be reset if a player disconnects from a match as long as the following criteria are met.

- The disconnection happens in the first 3 minutes of the First Quarter
- Neither player has scored
- The player has not disconnected previously during the match

Any other Disconnections or multiple disconnections will count as a loss for the disconnected player. Disconnections while a player otherwise would have scored may result in a loss for the disconnecting player

5. Player Count

Matches are played as 1 versus 1, meaning that only one player may participate in the match for either side. No player substitutions may be made at any point during the match.