

Jacksonville Recreation and Parks

Esports League

Mission

The mission of the Jacksonville Recreation and Parks Department's Esports Division is to provide an organized setting for participants in the area of competitive gaming for relaxation, promote fair play and good sportsmanship, and provide fellowship among participants. The Department stresses the importance of developing self-esteem; pride in one's accomplishments; and emphasis on a positive outlook on life.

1. Program Format

1.1 Introduction

The league will be known as the Jacksonville Recreation Esports League (JREL). It will be administered by the Jacksonville Recreation and Parks Department (JRPD).

JRPD governs all JREL league and tournament rules. Rules are designed in such a way as to ensure the integrity of competitive play to help ensure that the games are fun, fair and free from toxic behavior (as defined below). There will be times that the League Administrator will need to make decisions for the betterment of the league and has authority in interpreting all rules and regulations.

1.2 Acceptance

To participate in any JREL Event, each player must agree or, if under 18 years of age, the player's parent or legal guardian must agree on the Player's behalf to follow these Rules at all times, including the **Code of Conduct in Section 6 ("Player")**. A Player and or, if a Minor, the Player's parent or legal guardian must accept these Rules as part of the League or Tournament registration. By participating in any event that is part of the JREL, a Player is confirming that he or she has accepted these Rules in accordance to this Section 1.2 and to the terms of Discord.

1.3 Enforcement

JRPD will enforce these Rules for all Players and may distribute penalties to Players for violations of these Rules.

1.4 Amendments

JRPD may update, revise, change, or modify these Rules at any point in time. Players entering into any event does so with the understanding that his or her participation in JREL programs after any update, revision, change, or modification to these Rules will be deemed as acceptance of these Rules as updated, revised, changed, or modified.

2. League and Tournament Structure

2.1 Definition of Terms

"Best-of-X": means a Match that has X number of Games. The Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Team wins two Games, that Team will immediately be declared the winner of that Match.

"Event": any League or Tournament play.

"Game": means a single competition between Teams.

"Match": means Tournament play between Teams that may involve multiple Games.

"Round Robin": means a stage of the Tournament where each Team plays against every other Team in their group.

"Rules Website": the most recent version of these Rules will be posted on <http://www.jacksonvillenc.gov>

"Team": means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 5.

"Administrator": means any JRPD employee or member of the admin team, broadcast team, production team, Event staff, or anyone else otherwise employed or contracted for the purpose of running the Event.

"Tournament Entities": means the Tournament Administrators, any official sponsors of the Tournament, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

"Winning Player" or **"Winning Team"**: means any Team that is officially declared a Winning Player / Winning Team by winning more Games than their opponent in a Match.

2.2 Schedule

The schedule that corresponds to each Event is outlined before the Event.

2.2.1 Rescheduling

JRPD may reorder the schedule and/or change the date for any Match or session of the League or Tournament (or change any game mode to be played). JRPD will notify all Players at its earliest convenience if the Tournament schedule is modified.

3. Game Play Rules

This section declares the **"Game Play Rules"** governing play during Events.

3.1 Match Settings

Will be determined and specified prior to the Event.

3.1.1 Game Settings

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3.1.2 Controllers

Standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. All controllers are subject to approval from Administrators.

3.1.3 Arenas/Maps

Will be determined and specified prior to the Event.

3.2 Match Procedures

3.2.1 Hosting and Team Colors

If applicable, Administrators will specify team colors as they apply to each game. Teams will be instructed how to host matches when playing Events over the internet.

3.2.2. Re-Hosts

If applicable, Teams may request that the Match be re-hosted between Games in a Match due to connection issues. If both Teams agree they may cancel the current Game of the Match and re-host the Match. This must be done with Administrators approval. Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

3.2.3 Servers

Hosts will use, "US-East" or the closest region to their location as the default server when applicable.

3.2.4 Game Start

Players may not start the Match before all players have joined the Game.

3.2.5 Substitutions

Substitutions are not permitted.

3.2.6 Reporting Scores

After a Match is completed, both Teams must submit the Match result to Administrators in a designated chatroom. It is strongly recommended to take a screenshot of the results screen in case of disputed results. If a Team that disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit. Teams or Players submitting false or doctored results will be permanently banned from the JREL and future Events.

3.2.7 Accounts

All participants must have a unique and valid Steam, Microsoft Account, Nintendo Account, or PlayStation Network ID, and appropriate access levels to Steam, Xbox Live, Nintendo Network, or the PlayStation Network as applicable. Players may not compete using guest accounts.

3.2.8 Observers

Only Administrators and their designees may observe matches in game.

3.2.9 Bugs and Glitches

If a bug or glitch affects gameplay, the full Match should be played out. If a Team calls for a rematch due to the bug or glitch, if applicable they must save the replay and submit it to the Administrator for review. If no replay option is available the opposing team is expected to honestly advise whether or not the bug or glitch affected the results of the match.

3.3 Team Rosters

3.3.1 Team Captains

Events where Teams contain more than one Player, each Team must declare one member of their roster to be the "**Team Captain**" who represents the Team and serves as the point of contact for the entire team and for all official decisions.

3.3.2 Rosters

Events where Teams contain more than one Player, Teams may only use Players on the roster sent to Administrators. Rosters must contain the specified minimum number of Players and up to one alternate Player designated as a reserve. An individual may not be part of more than one roster at a time.

3.3.3 Roster Submission

Starting line-ups for each Match must be submitted to Administrators at least 24-hours before the Event.

3.3.4 Roster Change Period/Roster Lock Deadline

Unless otherwise specified in these Rules or unless there are modified Rules for the Event, Team rosters may only change twenty-four hours before the Event begins unless otherwise determined by the Administrator. If Teams do not have a Substitute and need a time extension, they must notify the Administrator by the Roster Lock Date and the Administrator will try to find one for them. Otherwise, no Substitutes will be allowed to be added past the Roster Lock Date.

3.3.5 Trades

All Team trades must be approved by the Administrators and all involved Teams must be notified of the trade. Trades are only permitted twenty-four hours before the Event unless approved by the Administrator. A Player may not play for more than one Team during an Event.

3.3.6 Player or Team Names

Players or Teams may only change their User Names, in-game names, or Team Names with approval from Administrators. All names must comply with these Rules and Administrators may request that they be changed at any time. Rosters shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another.

3.4 Match Obligations

3.4.1 Punctuality

All Teams must have their Players in the designated chatroom thirty minutes prior to the start of the Event. Teams must have their Players either physically present or in the online Match lobby by the Match start time. Teams that are not ready to play will have five minutes after the Matches scheduled start time before they are subject to penalties including a possible Match forfeiture.

3.4.2 Forfeits

Teams may not voluntarily forfeit a Match without prior authorization from Administrators and are still subject to further penalties for forfeiting.

3.4.3 Communications

Teams will communicate with their opponents and Administrators in a designated chatroom during all online stages of the Tournament. For live Events, once a Match has officially begun, communication with anyone not designated as playing within the current Match is strictly prohibited and may result in immediate disqualification of the Player(s) or Team.

3.5 Match Disruptions

3.5.1 Disconnects

If a disconnect occurs, Teams will continue to play out the single Game within the Match series. The disconnected Player may attempt to rejoin during the Game that the disconnect occurred in or in between Games of a Match series. However, the player may not join in the middle of succeeding Games in the series. If the Player cannot rejoin during the same Game, the Player will have five minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster if one is available.

3.5.2 Stoppage of Play

Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

3.5.3 Restarts

Tournament Administrators may mandate a Game or Match restart due to a bug that significantly affects a Player's ability to play or any other such exceptional circumstances.

4. Player Eligibility

4.1 Player Age

4.1.1 Players must be at least 18 years old in order to participate in the JREL. Minors must have permission to participate from a parent or legal guardian.

4.1.2 Players who mislead or attempt to mislead JREL Administrators by providing false information or forged parental consent will be subject to disciplinary actions as further described in Section 7.2.

4.2 Software EULA

Each Player must follow the End User License Agreement of all games played. These Rules add to, and do not replace, the EULA of all software used.

4.3 Team and Player Names, Logos, and Avatars

4.3.1 All Team and individual Player names must follow the Code of Conduct in Section 6. JRPD may restrict or ask Teams or Players to change Team names, Player tags or screen names for any reason.

4.3.2 If necessary, Administrators will work with Teams and Players to determine an appropriate display name for the Event. Teams and Players must use this agreed upon name for the duration of the Event.

4.3.3 At times Teams or Players may be able to use their own profile pictures or avatars. Administrators reserve the right to reject these profile pictures or avatars prior to the Event and/or after Play begins.

4.4 Good Standing

Players / Teams must be free of or served fully any penalties from previously breaking any rules.

4.5 Additional Restrictions

Events are open to eligible Players who reside in the eligibility area but are void wherever restricted or prohibited by law.

5. Team Formation Rules

5.1 Players may participate on only one Team at a time throughout the Event.

5.1.1 Each Team Player must register on the Registration website in order to be considered a member of the applicable Team. During the Registration process, the Team Captain will register/create the Team Name. During Events, the Administrators will attempt to notify the Team through its Team Captain (as defined in Section 3.3.1).

5.1.2 All of the Administrators' rights in accordance with these Rules relate to and are applicable against the Team as a whole and each individual member of the Team. If any member of a Team is disqualified, then disqualification may be applied to the individual member of the Team, or to the Team as a whole, as the Administrators may elect. If the Administrators chooses to disqualify individual Team members and not the Team as a whole, then the remaining Players shall continue to be bound by these Rules. At the discretion of the Administrators the Team may replace the disqualified Player(s) with an eligible Player and continue to compete under the same Team Name. Any Team member who chooses to end his/her participation in the Event, and/or is disqualified from the Event, will not be permitted to participate in the Event in any capacity at the discretion of the Administrator and no refunds will be issued.

5.2 Team Relationships

The Rules do not govern Team relationships. The terms of the relationship between Players and their respective Teams are left to each of the Teams and their Players. However, disputes between Team members may be grounds for disqualifying the applicable Team or any of its Team members, as determined by the Administrators in their sole discretion.

6. Code of Conduct

6.1 No toxic behavior, as defined in this section, is permitted.

6.1.1 All Players must conduct themselves with integrity, honesty, and good sportsmanship.

6.1.2 Players must be respectful of other Players, Administrators, and fans.

6.1.3 Players may not behave in a manner which violates these Rules, which is disruptive, unsafe or destructive, or which is otherwise harmful to the enjoyment of the Game by other users. Players may not engage in harassing or disrespectful behavior, use abusive or offensive language, spam, or conduct any unlawful activities during Events.

6.1.4 Whether or not a violation of these Rules is committed intentionally, Players may be subject to disciplinary action as further described in Section 7.2.

6.2 Competitive Integrity

6.2.1 Each Player is expected to play to the best of her or his ability at all times during any match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include but are not limited to the following:

- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match), match fixing, bribing a referee or match official, or any other action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Tournament.
- Hacking or modifying the intended behavior of the Game.
- Playing or allowing another Player to play on an account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function, be it an in-game bug or glitch, in a manner not intended by the developer in order to gain an advantage.
- Using distributed denial of service attacks or similar methods to interfere with another Player's connection to the Game.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a Match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game such as services designed to throw or fix a match.
- Interfering with the operation of the Event, the Rules Website or any website used or operated by JRPD or the Administrators.
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
 - Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament.
 - Making any modification to the Game that has not been disclosed to and authorized by the Organizers.
 - Using any Tournament facilities, services or equipment provided or made available by the Tournament Entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct.
 - Disconnecting from the In-Game Lobby before being dismissed by Administrators.
 - Changing In-Game Player or User Name to a name other than Player's registered User Name.
 - Otherwise violating these Rules.

6.3 Harassment

6.3.1 Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other

opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

6.3.2 Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify an Administrator. All complaints will be promptly investigated and appropriate action will be taken. Retaliation against any Player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

6.4 Confidentiality

A Player may not disclose any confidential information provided by the JRPD or its affiliates concerning software or Events by any method of communication, including by posting on social media channels.

6.5 Illegal Conduct

Players are required to comply with all applicable laws at all times.

7. Rules and Conduct Violations

7.1 Investigation and Compliance

7.1.1 Players agree to fully cooperate with JRPD in the investigation of possible violations of these Rules. If JRPD contacts a Player to discuss the investigation, the Player must be truthful in the information that he or she provides. Any Player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled JRPD during an investigation, will be subject to disciplinary action as further described in Section 7.2.

7.1.2 Players understand and agree that JRPD has the right, to remove a Player from or restrict a Player's participation in any Event as part of any investigation conducted by JRPD as applicable to Section 7.1.1.

7.2 Disciplinary Action

7.2.1 If JRPD decides that a Player has violated the Code of Conduct or any term of the Rules, JRPD may take the following disciplinary actions:

- Match restart;
- Loss of Game;
- Match forfeiture;
- Issue a private or public warning to the Player;
- Loss of all or any part of the prizes previously awarded to the Player;
- Disqualify the Player from participating in one or more matches and/or sessions at the Event
- Prevent the Player from participating in one or more future competitions hosted by JRPD.

7.2.2 The extent of the disciplinary action taken by JRPD will be in the sole discretion of JRPD. JRPD reserves the right to seek damages and other reparations from such Player to the fullest extent permitted by applicable law.

7.2.3 If JRPD decides that there have been repeated breaches of these Rules by a Player, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play.

7.2.4 All disciplinary decisions made by JRPD will be final.

7.3 Rule Disputes

JRPD has the final authority to decide all disputes with respect to these Rules, including the breach, enforcement, and interpretation of them.