

Gameplay Procedures

Private Match Settings:

- Default Arena: DFH Stadium (More on “Arena Selection” below)
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Steam, PS4, PS5, Xbox One, Xbox Series X or S, and Nintendo Switch
- If Teams cannot agree to a server, the winner of a coin flip will pick the server for Game 1, and it will rotate for subsequent Games.

Arena Selection:

- Each Arena selection must be agreed upon by BOTH teams, if teams cannot agree upon an Arena, DFH Stadium will be chosen as the “Default Arena”

Home team will select the arena for the first game, still pending approval from both teams. All game after the first, the losing team of the previous game will select the Arena

Example: If the Away team loses the first game, they would select the Arena for the second game

o Arena Pool:

- Aquadome
- Champions Field
- Champions Field (Day)
- DFH Stadium (Day)
- DFH Stadium
- DFH Stadium (Stormy)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Salty Shores (Day)
- Salty Shores (Night)
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)

- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

Home/Away

Check In: Prior to each match both team leadership members must check in their respective teams and confirm 15 minutes before match time. Check in period starts 15 minutes prior to match time and expires 15 minutes after. Any team that is not checked in for a match will forfeit that match. This can be waived if one or both teams are unable to check in for any reason, but the Teams are online and in their respective in-game lobbies available to start the Match by the time the check-in period expires. If neither Team checks in, and neither Team submits a technical issue through the Discord server, they will both receive a no-show loss. Unreported Match losses will be treated as 0-2 losses.

Rescheduling your matches: Accounts with the roles of team leadership can request a reschedule with a tournament organizer as well as the opposing team.

- Get in contact with a tournament organizer and the opposing team
- If opposing team is allowing a reschedule the tournament organizer will give times for a possible rescheduled game
- If there can be no reschedule agreement the requesting team would have to forfeit
- If the opposing team refuses the reschedule, the match time will not change. Another request can only be made if either side rejects the current request.

Finality of Results: At the discretion of League Officials, any Game that is played in full will not be open for review and the results will be considered final. This does not apply to Games that involve Player Conduct violations.

Playing Your Matches: The home team will be designated as the Blue Team and for the Away team they will be designated as the Orange Team. The Blue team must host the match. The hosting team is responsible for communicating the **name/password** of the **private match**. **The hosting Team is responsible for ensuring that all settings are correct.** Any game starting with the wrong settings may result in a forfeit for the hosting Team.

Game Start: Teams may not join their designated side until three (3) Players from each Team have joined the Private Match. Any Game started before all Players have joined may result in a Game forfeit for the offending Team.

Mid-Match Break: Teams may take up to a five minute break in between Games 3 and 4 (if applicable). Teams may agree to take a shorter or longer break if both agree in writing to do so.

Substitutions: Teams may freely substitute Players between Games in a Match, but the opposing Team must be allowed at least five minutes between notification of the substitution and the start of the next Game. Players may not be substituted during an ongoing Game. All substituted Players must have been on a Team's roster before the start of the Match to be considered eligible.

Reporting Your Matches: After a match has been played, the **team leadership** of the winning team can manually input the match results in the results channel with a league officials verification. Match results should be reported immediately after the match is completed.

Disconnections: A Game must be restarted if a Player disconnects in the first 15 seconds and before the first goal is scored. If a Player disconnects from a Game after the first 15 seconds or after the first goal is scored, the current Game must be played to completion and the disconnected Player should rejoin as soon as possible. Any Team that leaves a Game following a Player disconnection, unless specifically provided for above, may forfeit the current Game, or Match, at the discretion of League Officials.

Technical Problems: Each team is allowed 15 minutes of pause time in a Match for disconnects and other technical issues. There is no minimum or maximum time that a pause may last, as long as it does not exceed the allotted 15 minutes. If a team exceeds their allotted pause time they may forfeit the current Game, at the discretion of league officials. An example: If a Team pauses and is able to resume play within one minute, they have 14 minutes of pause time left to use throughout the series. When a Team has used 15 minutes of pause time they must resume and will no longer be able to pause a game in progress. Both Teams must agree to resume a Game before doing so.

Network Issues: Within 15 seconds of the start of any Game and before either Team has scored, Teams may agree to restart and/or switch either the host or the Server (if applicable) if connectivity issues significantly hinder gameplay.