

Fortnite Zone Wars(4v4)

CODE: 3537-4087-0888

Video to setup: <https://www.youtube.com/watch?v=BaVR6SBpZO8>

1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the [OKSE High School Rules Handbook](#)

2. OKSE Title Type

“Fortnite Zone Wars” is an Core game during the Spring 25’ Season of OKSE

Core games cannot be played from home and must have a coach present at all times during matches.

**Reference Section 3 “Types of Tournaments” in the handbook for additional information*

3. Match Procedure

Matches must abide by the following requirements.

1. Teams must start at the declared time. There will be a 10 minute grace period after the declared start time, after that the other team may request a forfeit.
2. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the rules were wrong during previous map sets, this can not be undone or replayed. Please make sure you check the settings for the lobby before playing a match.
3. Any new maps, modes, and/or characters that get added during the season will be added to the rotation once they have been added to the in-game competitive pool and have been live for two weeks.
4. The coach of the Home team will need to set up the lobby and put themselves to spectator mode. The spectator can only spectate only their team, unless otherwise given permission by the opposing team.

- a. This is the only way to pause/unpause the game if needed, so make sure to have the host of the lobby be your spectator.

**Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

3.1 Series Length

All Matches will be played as a Best of 3 Games (7 Rounds)

1. First to win 7 Rounds wins 1 Game, a Match is a Best of 3 Games so you have to win a total of 14 Rounds to win the Match. (2 out of 3 Games)
2. Best of 5 will only be played in the Grand Final.
3. Any State Championships/Grand Finals matches will not have a bracket reset due to time constraints.

**Reference Section 3 "Types of Tournaments" in the handbook for additional information*

3.2 Hosting

The team listed as the "Home" team will host the match.

3.3 Coach Requirements

1. Coaches are required to be present during matches with their players under some sort of supervision. This way, if there is an issue/discrepancy, both coaches can communicate rather than the players.
2. Coaches **must** have a mode of communication (Email, Text, google meet, Discord) established with the opposing coach and must be reachable during matches in order to be eligible to have your team compete.
3. Coaches **must** be a verified adult.

**Reference Section 9 "Coaches Expectations" in the handbook for additional information*

4. Player Skins / Emotes

All Characters and Skins are currently allowed

5. Streaming

**Reference Section 7-G "Match Broadcasting" in the handbook for additional information*

6. Stoppage of Play

Make sure to contact the coach immediately to pause the match. If you do need to pause the match for any reason, take note of the score and time and leave the match. Remake the lobby and continue playing until you have played 5 minutes total of the match. This is not a perfect solution, but it is generally better than completely restarting the match. The following criteria must be met to pause the game.

- Player Drop
- Player Disconnect
- Server Crash
- Technical Issues w/ PC or PC Hardware (peripherals included / coach verified)

In order to pause a match, the team's coach must be immediately notified of the issue.

The coach must be present and communicating with the other team's coach during the pause. This can be done via text chat in discord or voice chat. Stoppage of Play can last as long as the other team needs if the coaches are in communication.

**Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

7. Player Counts

Titles with 3 players or more are limited to 2 teams per school.

Each team has to have the following criteria.

- Teams consist of 4 players.

- Teams can not have less than 3 players by any circumstance even if the coaches agree.

**Reference Section 11 "Team Information" and Section 12 "Player Counts for Each Game" in the handbook for additional information*

7.1 Substitutions

As a team starts their entire match, whatever roster the team starts with is that team's starting 4 players. During a map set, teams are only allowed to sub in 2 player subs total.

**Reference Section 12-D "Substitutions" in the handbook for additional information*

8. Disqualification

*For full rules violations, please refer to the [High School Handbook](#). Specifically sections Violations and Toxicity.

1. If you see any violations of the rules, STOP the match and notify the other coach IMMEDIATELY. Take a Screenshot or recording and report issues to the executive board IMMEDIATELY. All disqualification reports will be under review from the OKSE Executive Board.
2. ALL play should be stopped until the violation is resolved.
- 3.

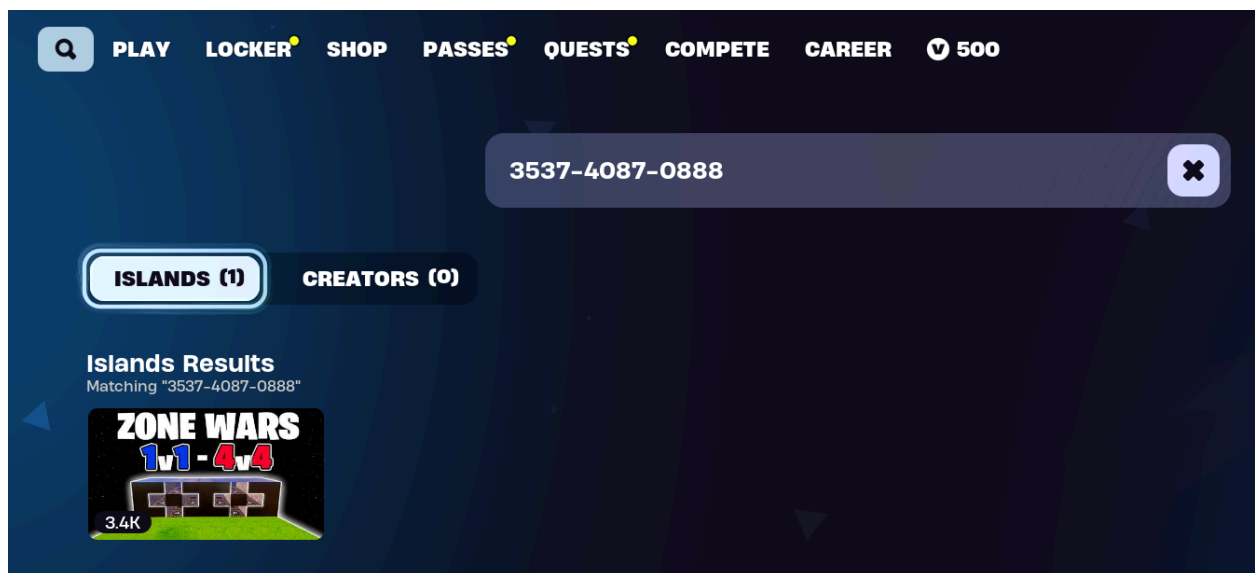
9. Platform

Eligible platforms include: PS4, PS5, Xbox One, Xbox Series X/S, PC

10. How-To

This section is designed to help any coaches or players create a custom lobby and change any maps, rulesets, or anything else that needs to be done before starting the match and any actions that needs to be within the match

Step 1: Click the magnifying glass and put in the code: **3537-4087-0888** . There should be only one result. Click it and hit select



Step 2: IMPORTANT: If not in private, click the public button and switch to private. Click Play



Step 3: Invite opposing team(You'll need to friend them). Go to Loadouts and make sure the first switch to the left is on. After each round, you will switch on the next switch.

Health should be 200. Note: There is a spectating option in the back of the lobby!



Waiting for players to join.

