

Smite

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

“Smite” is an Online game during the Fall 24’ Season of OKSE

Online games can be played from home and coaches **MUST** be in contact with their students via their school approved communication system.

GAMES CANNOT AND WILL NOT BE RESCHEDULED FOR AN EOM DAY!

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

2.1 Online Set Day and Time

Starting Sept. 24’, matches will be given a set day and time to play.

For Smite, this is Tuesdays at 4:30

If your team cannot regularly make this weekly day, please do not enroll a team in Smite.

If you need to reschedule matches, you can find a time and day that works for both teams, but all matches need to be done the day **before** the last Saturday of the month.

There will be 3 matches scheduled per month, with no matches scheduled on the weeks of Travel events.

If there are no travel days before the last Saturday of the month, the week of no scheduled matches will be assigned on a case by case basis.

For fall 24’, this means the bye week is: Sept. 2-6th, Sept. 31st-Oct 4th, Nov. 18th-22nd

**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 and modes 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. Any New maps/characters that is released into smite will be available at the discretion of OKSE
5. 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 1 series

**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.

3.2 Settings

1. Match type: Conquest
2. Team size: 5v5
3. Player pick: Draft - 10 Bans
4. Starting level: Level 1
5. Starting gold: 1500
6. Pause type: Normal
7. Bonus Time: 30
8. Spawn lane minions: On
9. Region: North America East
10. Allow Spectators/Record Demo: On
11. Low-Delay Spectate Mode: Off
12. Password: Chosen by hosting team captain
13. Spectator password: Chosen by hosting team captain (should be the same as the normal password)

3.4 Coach Requirements

1. Online matches can be played from home, Coaches must be available and in communication with their team.
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/ Items

- a. Player Skins are allowed to be used during a match. Player goals are allowed to be used during a match.

5. Streaming

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

6. Stoppage of Play

. 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 teams 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.

Note: The Lobby host can reset the match to its previous state before any disconnects or crashes. A tutorial on how to set this up will be in the How-To section

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

7. Player Counts

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

Each team has to have the following criteria.

- Teams consist of 5 players.
- Teams can not have less than 4 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 5 players. During a map set, teams are only allowed to sub in 3 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.

9. Platform

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

9.1 Input

Input is determined by platform (controllers on console, controllers or mouse and keyboard on PC)

11. How-To

