



# FEATURING FORTNITE®

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|------------------------|-----------|
| Rule Set current as of | 9/16/2024 |
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## Match Procedure

### Team Composition

Esports Ohio League will comprise Fortnite teams as follows:

A team will consist of 3 players. Each school is allowed to field two teams of three per competition level (Premier, Reserve, Club). Teams may choose to go with less than 3 but will be at a severe disadvantage. Players may not sub for both teams. Each player must be only registered for one team

Each school will field a team and compete in an ESO custom server depending on level of play. All players will join the custom lobby before 4:00pm and then the lobby will start promptly at 4:00 EST. All Players must have their discord linked in LeagueOS and have a discord to use with the Yunité Bot.

Premier - Each region (NW, NE, SW, CSE) will have their own server and compete independently. In the Fall it will be mixed and not based on region

Reserve - Will share server matches with Club.

Club - Will share server matches with Reserve.

### Match Format

All matches will be played on ESO's custom server. Each week two rounds will be run, one directly after the other beginning at 4:00 PM EST. Playoff match length will be determined closer to tournaments.

At approximately 3PM on match day, signup posts for the lobby queues will be made in Discord. You will be pinged in a channel for your lobby and one player from your group must react to the posts (if more react, it's not a problem).



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To access the server each week follow the following steps:

1. Start Fortnite, Get into a group with your teammates
2. One player clicks Fortnite Public Mode (1-3 player symbol) (NA East Servers)
3. Click the ... symbol on the logo, make sure it says
  - a. Battle Royale - Trios
  - b. Ranked - Off
  - c. No Fill
4. Five minutes before the drop, you will get a friend request from Yunité bot. You must accept this. The bot will then join your party and must be promoted to party leader so that it can input the custom lobby key for your match.
5. After the bot leaves your group, verify that you are still set to Battle Royale, Ranked - Off, Trios - No Fill.
6. Click Play to join the queue.
7. Wait for the match to start at 4:00 pm EST.

## **Server Admin may remove/disqualify any team who is not following the rules**

Teams who are found grouping together (more than three players) are subject to round disqualification or team ban. Decisions will be made by the Fortnite committee heads.

In the event the server crashes, one of two options will happen depending on the server admin's discretion:

1. The entire round will be replayed.
2. That round will be scrapped and completed during makeup week.

If your team misses a round for a week they will not be able to make that round up. Be on time!

## **Match Format**

Teams should compete in both rounds each week. Ranking for the post season will be determined by takedowns, and match placement.



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## WIN CONDITION

Points will be tallied each week from both rounds for all teams competing. Points are based upon takedowns and placements. There is no definitive winner each week, however a running point total will be taken into account for the postseason. Postseason qualification is team independent, meaning Team A and Team B from a school may both qualify for the postseason.

## Point Breakdown

Victory Royale: 30 points

2nd: 25 points

3rd: 21 points

4th: 18 points

5th: 16 points

6th: 14 points

7th: 13 points

8th: 12 points

9th: 11 points

10th: 10 points

11th: 9 points

12th: 8 points

13th: 7 points

14th: 6 points

15th: 5 points

16th: 4 points

17th: 3 points

18th: 3 points

19th: 3 points

20th: 2 points

21st: 2 points

22nd: 2 points

23rd: 2 points

24th: 2 points

25th-28th: 1 point

Each Elimination: 2 points



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## League Points

Fortnite uses a “league points” system, where a team's total performance for a week based on placement and eliminations is assigned a ranking overall and earns a point value for the week. The following point values are used for assigning league points:

| Placement | League Points Earned |
|-----------|----------------------|
| 1st       | 25                   |
| 2nd       | 21                   |
| 3rd       | 18                   |
| 4th       | 16                   |
| 5th       | 15                   |
| 6th       | 14                   |
| 7th       | 13                   |
| 8th       | 12                   |
| 9th       | 11                   |
| 10th      | 10                   |
| 11th      | 9                    |
| 12th      | 8                    |
| 13th      | 7                    |
| 14th      | 6                    |
| 15th      | 5                    |
| 16th      | 4                    |
| 17th      | 3                    |
| 18th      | 2                    |
| 19th      | 1                    |
| 20th      | 0                    |



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The most points a team may earn in a given week to apply to their overall score in the season leaderboard is 25.

For example, if a team scored a total of 61 points based on placement and eliminations across both games for a week and finished in first place overall that week, they would earn 25 points on the overall leaderboard.

## **Definition:**

**Round:** A single drop into the custom ESO server.

**Match:** Set of two rounds per competition week.

## **Pre Season**

During the preseason, one match will be played consisting of 2 rounds.

## **Reg Season**

During the regular season, one match will be played consisting of 2 rounds.

## **Semi Finals**

For the playoffs, match length will be determined prior to competition.

## **Finals**

For the finals, match length will be determined prior to competition.

## **Restrictions**

## **Game Mode**

Only the custom ESO Drop Server is permitted to be played in official matches.

## **Player Drop**

In the event that a player drops from the server during a round, that player may attempt to reconnect while that round is still competing. If a player can not rejoin during, they will have to wait until the second round is opened to rejoin.



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## Player Count

### Standard Player Count

Matches are to be played in the drop mode, and are played as a team of three. Each school is allowed to enter two teams of three per competition level. Teams may choose to go with less than 3 but will be at a severe disadvantage.

### Substitutions

Coaches may substitute a player into a match after a round has been completed. Subs must happen within the intermission between rounds.

Should a sub(s) fail login correctly, complete disconnect, cause undue delay or disconnect of game the following steps must be taken.

1. The offending team may drop from that week's match
2. Server Admin may remove any team who is not following the rules.

## Sportsmanship

Toxicity and Unsportsmanlike behavior has no place in Esports Ohio. If unsportsmanlike, vulgar or toxic behavior should occur, the following proper steps should be taken by the coach of the team reporting the unsportsmanlike behavior. NOTE: Official complaints by coaches only will be accepted, abuse of this system by coach, player or outside 3rd party may result in penalties to the reporting team.

All participants are expected to uphold a universal level of sportsmanship while participating in ESO sanctioned events. Those who fail to behave in a sportsmanlike manner verbally, through chat, or actual physical taunting and other inappropriate communication may face penalties at the discretion of ESO administrator or referees.



# FEATURING **FORTNITE**®

Emoting, or in-game taunting such as Smash Bros that is built into the game are allowable as it adds a dynamic to the game that players must overcome. Use of an in-game taunt or emote that results in an inappropriate word, action or phrase may be considered bad sportsmanship and result in penalties.

If you or any member of your team believes that you have experienced bad sportsmanship to an extreme degree or violation of the aforementioned rules, please do the following.

1. If possible record the poor sportsmanship at the time of the incident.
2. Finish the match regardless of outcome,
3. Notify coach of the incident
4. Notify the opposing coach of your intent to file a complaint of unsportsmanlike behavior.
5. Coaches only Submit an official complaint. Via Discord @Rackley or @Board

Should the result be proven to be unsportsmanlike disciplinary action will be taken with disqualification, and forfeitures noted. For Further Review See Appendix A to ESO General Rules.

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