General
The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.

The Handbook is available at und.edu/intramurals. Key Handbook items include:

- Alcohol, Tobacco, and Illegal Drugs – Handbook pg. 6
- Registration & Payment – Handbook pg. 7
- Captain Responsibilities – Handbook pg. 9
- Team Name Requirements – Handbook pg. 10
- Playoff Requirements – Handbook pg. 12
- Default/Forfeit Instructions and Consequences – Handbook pg. 14
- Participant Eligibility/ID Requirements – Handbook pg. 15
- Adding Players to Roster/Participation Limits – Handbook pg. 18
- Appropriate Attire – Handbook pg. 19
- Team/Participant Conduct – Handbook pg. 21

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Wellness Center on the classroom projectors.

Questions
Please feel free to contact Recreational Esports with any questions or concerns.

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<th>Position</th>
<th>Phone</th>
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**Controllers and Consoles**

- All matches will be played on a PS4.
- Controllers will be provided.
  - Players will be allowed to bring their own controllers, provided they do not have any button modifications (turbo, etc.).

**The Draft**

- Before the season begins, players will participate in a draft to form their team.
- The order will be randomly selected and will be a snake format.
- The draft will take place via Zoom. The meeting invite will be shared once registration ends.
- Teams will be created in NHL 21 after the draft.

**Roster Changes**

- You are eligible to freely pick up and drop players as desired before your match begins that week.
- A coin flip will decide who gets to make the first personnel move.
- Moves will alternate back and forth until players are both satisfied with their rosters.
- Team names must remain as the player last name. However, jerseys and symbols can be changed weekly if desired.

**Rules**

- Difficulty will be set at All Star.
- Slider Presets will be “Competitive.”
- “NHL” rules will be used.
- “Control Goalie in Shootout” On
- “Injuries” on
- Mercy Rule: up 5 goals at the end of the 2nd period
- Game will be three 4-minute periods
- Home and Away will be decided by coin flip
  - Home jersey must be dark and Away jersey must be light.

**Miscellaneous**

- **All staff rulings are final!**
- The scorekeeper’s record is the official record.
- **These rules are being developed before the game is released and based on NHL 20. Rules and presets may be subject to change.**