



# THE MISSION CONTROL GAME LIBRARY

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Mission Control is proud to support 40 games for its community to compete in. This resource is here to help provide you as an administrator insight into each title available. Games with \* next to them are Featured Games.

1. Apex Legends\*
2. Brawl Stars
3. Brawlhalla
4. Call of Duty: Black Ops Cold War
5. Call of Duty: Mobile
6. Call of Duty: Modern Warfare\*
7. Call of Duty: Vanguard\*
8. Call of Duty: Warzone\*
9. Chess\*
10. Clash of Clans
11. Clash Royale\*
12. Counter-Strike: Global Offensive\*
13. Dota 2
14. DRAGON BALL FighterZ
15. FIFA 22\*
16. Fortnite\*
17. Halo Infinite\*
18. Hearthstone\*
19. Knockout City
20. League of Legends\*
21. Legends of Runeterra
22. Madden 22\*
23. Magic: The Gathering Arena
24. Mario Kart 8 Deluxe\*
25. MLB The Show 21
26. Mortal Kombat 11
27. NBA 2K22\*
28. NHL 22
29. Overwatch\*
30. PGA TOUR 2K21
31. Pokémon UNITE\*
32. PUBG
33. PUBG Mobile
34. Rocket League\*
35. Street Fighter V
36. Super Smash Bros Ultimate\*
37. Tekken 7
38. Tom Clancy's Rainbow Six Siege
39. VALORANT\*
40. Words with Friends

If you don't see what you're looking for here, be sure to check out the "Creating Leagues on Mission Control" resource within the Support tab of the Admin platform. Its explanations and suggestions for season and league settings include (but are not limited to):

- Season Details
- League Name & Description
- Minimum & Maximum Number of Teams
- Playoff Details
- And more!

Further questions? Email [support@missioncontrol.gg](mailto:support@missioncontrol.gg).





## APEX LEGENDS\*

### DESCRIPTION

Conquer with character in Apex Legends, a free-to-play Battle Royale shooter where legendary characters with powerful abilities team up to battle for fame & fortune on the fringes of the Frontier. Master an ever-growing roster of diverse Legends, deep tactical squad play and bold new innovations that level up the Battle Royale experience—all within a rugged world where anything goes. Welcome to the next evolution of Battle Royale.

This game is rated **T for Teen (13+)** by the ESRB for the following: Blood, Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Apex Legends **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following consoles:

- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- Xbox One

### GAME CARDS

Mission Control has **2 Game Cards** for Apex Legends (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Stats Face-Off*
- Creative Stats Face-Off.

**Both Game Cards** are **Indirect Head-to-Head** which means that teams are not required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Stats Face-Off** Game Card:

#### Mode: Trios

- Description: Twenty teams of 3 players face-off to be the last team standing on a shrinking map.
- Players Per Team: 3 min, 3 max, 3 required.
- Game Setup: Your team enters the same lobby at match time and squads up.
- Rules: Default Trios' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 12 points, 2<sup>nd</sup> place is worth 9 points, 3<sup>rd</sup> place is worth 7 points, 4<sup>th</sup> place is worth 5 points, 5<sup>th</sup> place is worth 4 points, 6<sup>th</sup>-7<sup>th</sup> place is





- worth 3 points, 8<sup>th</sup>-10<sup>th</sup> place is worth 2 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 1 point, 16<sup>th</sup> place is worth 0 points.
- Photos must clearly show both your team's placement and total number of kills.
- After each game, the score should be entered as such:
  - Kills equals the number of kills your team achieved in that game.
  - Place equals the final placement your team achieved in that game.
- Tiebreakers: Single Match Score, Single Match Best Placement, Single Match Total Kills.
- Games Per Match: 3 min, 5 max, 3 recommended.

Mission Control has **1 Game Mode** for the **Creative Stats Face-Off** Game Card:

### **Mode: Duos**

- Description: Thirty teams of 2 players face-off to be the last team standing on a shrinking map.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Your team enters the same lobby at match time and squads up.
- Rules: Default Duos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 12 points, 2<sup>nd</sup> place is worth 9 points, 3<sup>rd</sup> place is worth 7 points, 4<sup>th</sup>-5<sup>th</sup> place is worth 5 points, 6<sup>th</sup>-7<sup>th</sup> place is worth 4 points, 8<sup>th</sup>-10<sup>th</sup> place is worth 3 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 2 points, 16<sup>th</sup>-20<sup>th</sup> is worth 1 point, 21<sup>st</sup> place is worth 0 points.
  - Photos must clearly show both your team's placement and total number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Single Match Score, Single Match Best Placement, Single Match Total Kills.
- Games Per Match: 3 min, 5 max, 3 recommended





## BRAWL STARS

### DESCRIPTION

Time to BRAWL! Team up with your friends and get ready for epic multiplayer MAYHEM! Brawl Stars is the newest game from the makers of Clash of Clans and Clash Royale. Jump into your favorite game mode and play quick matches with your friends. Shoot 'em up, blow 'em up, punch 'em out and win the BRAWL.

The game is rated **9+** by the Apple App Store and **E10+ for Everyone 10+** by the Google Play Store for the following: Infrequent/Mild Cartoon or Fantasy Violence. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

Brawl Stars **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS

### GAME CARDS

Mission Control has **1 Game Card** for Brawl Stars:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: 3v3

- Description: Two teams of 3 players face-off in one of Brawl Stars' 3v3 game modes: Bounty, Brawl Ball, Gem Grab, Heist or Siege,
- Players Per Team: 3 min, 3 max, 3 required.
- Game Setup: Prior to the match, players add each other as friends on their mobile devices. One team invites all team members. One team selects the first event and map, and then event and map selection are alternated.
- Rules:
  - Mode: Friendly Games.
  - Default Settings.
- Scoring: The winning team is the team that wins the most rounds.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for rounds won.
    - The losing team enters a score of 0 for rounds won.





- Games Per Match: 3 min, 5 max, 5 recommended.





## BRAWLHALLA

### DESCRIPTION

Brawlhalla is a free 2D platform fighting game that supports up to 8 local or online players with full cross-play for PC, Xbox One, PS4, iOS, and Android. History's greatest warriors brawl to prove who's the best in an epic test of strength and skill. These slugfests are salted with powerful weapons and gadgets. Every weapon you pick up changes your style of play.

The game is rated **9+** by the Apple App Store and **E10+ for Everyone 10+** by the Google Play Store for the following: Infrequent/Mild Cartoon or Fantasy Violence. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

Brawlhalla **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS
- Mac
- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- Xbox One

### GAME CARDS

Mission Control has **1 Game Card** for Brawlhalla:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Brawl

- Descriptions: Two teams of 1 or 2 players face-off in a fighting battle.
- Players Per Team: 1 min, 2 max, 1 recommended.
- Game Setup: Prior to the match, players add each other as friends on their consoles or mobile devices. One team creates private room, establishes lobby as either 1v1 or 2v2, and invites friends.
- Rules:
  - Game Mode: Stock.
  - Teams: Off (for 1v1), On (for 2v2).
  - Team Damage: On (for 2v2).





- Lives: 3.
- Match Time: 8:00.
- Gadgets: Off.
- Test Features: Off.
- Map Set: 1v1 (for 1v1), 2v2 (for 2v2).
- Scoring: The winning team is the team that wins the most rounds.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for rounds won.
    - The losing team enters a score of 0 for rounds won.
- Games Per Match: 3 min, 5 max, 5 recommended.





## CALL OF DUTY: BLACK OPS COLD WAR

### DESCRIPTION

The iconic Black Ops series is back with Call of Duty®: Black Ops Cold War – the direct sequel to the original and fan-favorite Call of Duty®: Black Ops. Black Ops Cold War will drop fans into the depths of the Cold War’s volatile geopolitical battle of the early 1980s. Nothing is ever as it seems in a gripping single-player Campaign, where players will come face-to-face with historical figures and hard truths, as they battle around the globe through iconic locales like East Berlin, Vietnam, Turkey, Soviet KGB headquarters and more. As elite operatives, you will follow the trail of a shadowy figure named Perseus who is on a mission to destabilize the global balance of power and change the course of history. Descend into the dark center of this global conspiracy alongside iconic characters Woods, Mason and Hudson and a new cast of operatives attempting to stop a plot decades in the making. Beyond the Campaign, players will bring a Cold War arsenal of weapons and equipment into the next generation of Multiplayer and Zombies experiences. Welcome to the brink. Welcome to Call of Duty®: Black Ops Cold War.

This game is rated **M for Mature (17+)** by the ESRB for the following: Blood and Gore, Drug Reference, Intense Violence, Strong Language, Suggestive Themes. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Call of Duty: Black Ops Cold War **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **2 Game Cards** for Call of Duty: Black Ops Cold War (with the italicized text indicating the Game Card we recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- USPREC Head-to-Head Face-Off

**Both Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **2 Game Modes** for the **Classic Head-to-Head Face-Off** Game Card (with the italicized text indicating the Game Mode we most recommend offering a league in):





### **Mode: Gunfight**

- Description: Two small teams face-off with no respawns on small maps where every player uses the same weapons and loadout items that rotate every two rounds.
- Players Per Team: 1 min, 2 max, 2 recommended.
- Game Setup: Prior to the match, players add each other on their Consoles OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Mode: Gunfight.
  - Time Limit: 40 seconds.
  - Round Win Limit: 6 Rounds.
  - No Bots.
  - Default Settings.
- Scoring: The winning team is the first team to win 6 rounds.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 6 while Team B won 3, so Team A enters a score of 6 while Team B enters a score of 3).
- Games Per Match: 3 min, 5 max, 5 recommended.

### **Mode: Team Deathmatch**

- Description: Two teams face-off with one simple goal: eliminate the opposition. Each takedown of an enemy player awards a point for your team. The first team to reach the point limit, or the team that earns the most points within the time limit, wins the match.
- Players Per Team: 3 min, 5 max, 3 recommended.
- Game Setup: Prior to the match, players add each other on their Consoles OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Mode: Team Deathmatch.
  - Time Limit: 10 minutes.
  - First Team to: 75 kills.
  - No Bots.
  - Default Settings.
- Scoring: The winning team is the first team to reach 75 kills or finish with the most kills when time expires.
  - Photos must clearly show how many kills your team and your opponent each had.
  - The score should be entered as such:





- Each team enters the number of kills that they had in that game (i.e. Team A had 75 while Team B won 62, so Team A enters a score of 75 while Team B enters a score of 62).
- Games Per Match: 3 min, 5 max, 3 recommended.

Mission Control has **1 Game Mode** for the **USPREC Head-to-Head Face-Off** Game Card (which should only be used for USPREC Qualifiers or Official Tournaments):

### **Mode: Gunfight**

- Description: Two small teams of 2 players face-off with no respawns on small maps where every player uses the same weapons and loadout items that rotate every two rounds.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Prior to the match, players add each other on their Consoles OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Mode: Gunfight.
  - Time Limit: 40 seconds.
  - Round Win Limit: 6 Rounds.
  - No Bots.
  - Default Settings.
- Scoring: The winning team is the first team to win 6 rounds.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 6 while Team B won 3, so Team A enters a score of 6 while Team B enters a score of 3).
- Games Per Match: 5 required.





## CALL OF DUTY: MOBILE

### DESCRIPTION

Fight across iconic multiplayer maps and play fan-favorite modes as you strive to be the best in the world in Activision's highly-anticipated Call of Duty®: Mobile! The foundation of Call of Duty®: Mobile is heart-pumping head-to-head multiplayer. In Call of Duty®: Mobile you will play several classic maps and modes from across Call of Duty® franchises, including Call of Duty®: Black Ops and the original Modern Warfare® series. Multiplayer is just the start. Over the coming months, stay tuned for updates on additional game modes including a unique Call of Duty® Battle Royale experience.

This game is rated **17+** by the Apple App Store and **M for Mature (17+)** by the Google Play Store for the following: Infrequent/Mild Mature/Suggestive Themes, Frequent/Intense Realistic Violence, Infrequent/Mild Horror/Fear Themes, Infrequent/Mild Profanity or Crude Humor. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

Call of Duty: Mobile **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS

### GAME CARDS

Mission Control has **2 Game Cards** for Call of Duty: Mobile (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- Classic Stats Face-Off

The **Classic Head-to-Head Face-Off Game Card** is **Direct Head-to-Head** which means that both teams compete against each other in the same lobby. The **Classic Stats Face-Off Game Card** is **Indirect Head-to-Head** which means that both teams do not compete against each other in the same lobby.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Team Deathmatch

- Description: Two teams face-off with one simple goal: eliminate the opposition. Each takedown of an enemy player awards a point for your team. The first team to reach the point limit, or the team that earns the most points within the time limit, wins the match.
- Players Per Team: 1 min, 5 max, 1 recommended.





- Game Setup: Prior to the match, players add each other on their mobile devices OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Mode: Team Deathmatch.
  - Time Limit: 10 minutes.
  - First Team to: 75 kills.
  - No Bots.
  - Default Settings.
- Scoring: The winning team is the first team to reach 75 kills or finish with the most kills when time expires.
  - Photos must clearly show how many kills your team and your opponent's each had.
  - After each game, the score should be entered as such:
    - Each team enters the number of kills that they had in that game (i.e. Team A had 75 while Team B won 62, so Team A enters a score of 75 while Team B enters a score of 62).
- Games Per Match: 3 min, 5 max, 3 recommended.

Mission Control has **3 Game Modes** for the **Classic Stats Face-Off** (with the italicized text indicating the Game Mode we most recommend offering a league in):

**Mode: *Battle Royale Solos***

- Description: One-hundred players face-off to be the last player standing on a shrinking map.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: You enter the lobby and begin.
- Rules: Default Solos' Settings
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-15<sup>th</sup> place is worth 5 points, 16<sup>th</sup>-25<sup>th</sup> place is worth 3 points, 26<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.





### Mode: Battle Royale Duos

- Description: Fifty teams of 2 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Duos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 5 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 3 points, 16<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your team's placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### Mode: Battle Royale Quads

- Description: Twenty-five teams of 4 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 4 min, 4 max, 4 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Quads' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-3<sup>rd</sup> place is worth 7 points, 4<sup>th</sup>-5<sup>th</sup> place is worth 5 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 3 points, 11<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your team's placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.





## CALL OF DUTY: MODERN WARFARE\*

### DESCRIPTION

The stakes have never been higher as players take on the role of lethal Tier One operators in a heart-racing saga that will affect the global balance of power. Call of Duty®: Modern Warfare® engulfs fans in an incredibly raw, gritty, provocative narrative that brings unrivaled intensity and shines a light on the changing nature of modern war. Developed by the studio that started it all, Infinity Ward delivers an epic reimagining of the iconic Modern Warfare® series from the ground up. In the visceral and dramatic single-player story campaign, Call of Duty: Modern Warfare pushes boundaries and breaks rules the way only Modern Warfare can. Players will engage in breathtaking covert operations alongside a diverse cast of international special forces and freedom fighters throughout iconic European cities and volatile expanses of the Middle East. And the story doesn't end there. In Call of Duty: Modern Warfare, players will be thrust into an immersive narrative spanning the entire game. Experience the ultimate online playground with classic multiplayer, or squad-up and play cooperatively in a collection of elite operations accessible to all skill levels.

This game is rated **M for Mature (17+)** by the ESRB for the following: Blood and Gore, Intense Violence, Strong Language, Suggestive Themes, Use of Drugs. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Call of Duty: Modern Warfare **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- PC (Microsoft Windows)
- PS4
- Xbox One

### GAME CARDS

Mission Control has **1 Game Card** for Call of Duty: Modern Warfare:

- Classic Head-to-Head Face-Off

**This Game Card is Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **2 Game Modes** for the **Classic Head-to-Head Face-Off** Game Card (with the italicized text indicating the Game Mode we most recommend offering a league in):

#### **Mode: *Gunfight***

- Description: Two small teams face-off with no respawns on small maps where every player uses the same weapons and loadout items that rotate every two rounds.
- Players Per Team: 1 min, 3 max, 2 recommended.





- Game Setup: Prior to the match, players add each other on their Consoles OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Mode: Gunfight.
  - Time Limit: 40 seconds.
  - Round Win Limit: 6 Rounds.
  - No Bots.
  - Default Settings.
- Scoring: The winning team is the first team to win 6 rounds.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 6 while Team B won 3, so Team A enters a score of 6 while Team B enters a score of 3).
- Games Per Match: 3 min, 5 max, 5 recommended.

#### **Mode: Team Deathmatch**

- Description: Two teams face-off with one simple goal: eliminate the opposition. Each takedown of an enemy player awards a point for your team. The first team to reach the point limit, or the team that earns the most points within the time limit, wins the match.
- Players Per Team: 3 min, 5 max, 3 recommended.
- Game Setup: Prior to the match, players add each other on their Consoles OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Mode: Team Deathmatch.
  - Time Limit: 10 minutes.
  - First Team to: 75 kills.
  - No Bots.
  - Default Settings.
- Scoring: The winning team is the first team to reach 75 kills.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of kills that they had in that game (i.e. Team A had 75 while Team B won 62, so Team A enters a score of 75 while Team B enters a score of 62).
- Games Per Match: 3 min, 5 max, 5 recommended.





## CALL OF DUTY: VANGUARD\*

### DESCRIPTION

This is WWII combat like never before. Witness the origins of Special Forces as you play a pivotal role and change the face of history, forming Task Force One in a gripping Campaign across four major theaters of war. Become an original Special Forces Operator in an online Multiplayer rich in innovation with 20 maps available at launch. Prepare for a franchise-first, universe-expanding Zombies crossover. Immerse yourself in a fully integrated Call of Duty®: Warzone™ experience featuring a new and massive map. This is the most connected Call of Duty ever, all powered by the next generation Call of Duty® engine introduced in Modern Warfare®.

This game is rated **M for Mature (17+)** by the ESRB for the following: Blood and Gore, Drug Reference, Intense Violence, Strong Language, Suggestive Themes. Additional information on the rating can be found at ESRB.org.

### PLATFORMS

Call of Duty: Vanguard **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series X|S

### GAME CARDS

Mission Control has **1 Game Card** for Call of Duty: Vanguard:

- Classic Head-to-Head Face-Off

The **Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **2 Game Modes** for the **Classic Head-to-Head Face-Off** Game Card (with the italicized text indicating the Game Mode(s) we most recommend offering a league in):

#### **Mode: *Call of Duty League Rules***

- Description: Two teams face-off across three different game modes to win two games in a match.
- Players Per Team: 4 min, 4 max, 4 recommended.





- Game Setup: Prior to the match, players add each other on their Consoles OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Game 1: Search & Destroy
    - Search & Destroy Maps Available: Tuscan, Bocage, Desert Siege, Berlin.
    - Round Time Limit: 1:30 mins.
    - Round Win Limit: 6 Rounds.
    - All other competitive rules apply.
  - Game 2: Hardpoint
    - Hardpoint Maps Available: Tuscan, Bocage, Gavutu, Berlin.
    - Round Time Limit: 5 Minutes.
    - Score Win Limit: 250 Points.
    - All other competitive rules apply.
  - Game 3: Control
    - Control Maps Available: Tuscan, Gavutu.
    - Round Time Limit: 1:30 mins.
    - Round Win Limits: 3 Rounds.
    - All other competitive rules apply.
  - Any additional rules can be found here: [https://callofdutyleague.com/en-us/competitive-settings#game\\_settings](https://callofdutyleague.com/en-us/competitive-settings#game_settings)
- Scoring: The winning team is the first team to win 2 of 3 games in those modes.
  - Photos must clearly show how which team won which game.
  - The score should be entered as such:
    - Each team enters the number of games that they won in that match (i.e. Team A had 2 while Team B won 1, so Team A enters a score of 2 while Team B enters a score of 1).
- Games Per Match: 3 min, 3 max, 3 recommended.

### Mode: Team Deathmatch

- Description: Two teams face-off with one simple goal: eliminate the opposition. Each takedown of an enemy player awards a point for your team. The first team to reach the point limit, or the team that earns the most points within the time limit, wins the match.
- Players Per Team: 3 min, 5 max, 3 recommended.
- Game Setup: Prior to the match, players add each other on their Consoles OR on Activision. One team creates the lobby. The other team selects the first map, and then map selection is alternated.
- Rules:
  - Mode: Team Deathmatch.
  - Time Limit: 10 minutes.
  - First Team to: 75 kills.





- No Bots.
  - Default Settings.
- Scoring: The winning team is the first team to reach 75 kills or finish with the most kills when time expires.
  - Photos must clearly show how many kills your team and your opponent each had.
  - The score should be entered as such:
    - Each team enters the number of kills that they had in that game (i.e. Team A had 75 while Team B won 62, so Team A enters a score of 75 while Team B enters a score of 62).
- Games Per Match: 3 min, 5 max, 3 recommended.





## CALL OF DUTY: WARZONE\*

### DESCRIPTION

Warzone is a new, massive combat experience with up to 150 players from the world of Call of Duty: Modern Warfare and is free-to-play for everyone.

This game is rated **M for Mature (17+)** by the ESRB for the following: Blood and Gore, Strong Language, Suggestive Themes, Use of Drugs, Violence. Additional information on the rating can be found at ESRB.org.

### PLATFORMS

Call of Duty: Warzone **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **1 Game Card** for Call of Duty: Warzone:

- Classic Stats Face-Off

**This Game Card** is **Indirect Head-to-Head** which means that teams are not required to join the same lobby to play.

### GAME MODES

Mission Control has **4 Game Modes** for the **Classic Stats Face-Off** Game Card (with the italicized text indicating the Game Mode(s) we most recommend offering a league in):

#### **Mode: *Battle Royale Solos***

- Description: One-hundred and fifty players face-off to be the last player standing on a shrinking map.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: You enter the lobby and begin.
- Rules: Default Solos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-15<sup>th</sup> place is worth 5 points, 16<sup>th</sup>-25<sup>th</sup> place is worth 3 points, 26<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.





- After each game, the score should be entered as such:
  - Kills equals the number of kills your team achieved in that game.
  - Place equals the final placement your team achieved in that game.
- Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Battle Royale Duos**

- Description: Seventy-five teams of 2 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Duos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-15<sup>th</sup> place is worth 5 points, 16<sup>th</sup>-25<sup>th</sup> place is worth 3 points, 26<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your team's placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Battle Royale Trios**

- Description: Fifty teams of 3 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 3 min, 3 max, 3 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Trios' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 5 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 3 points, 16<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your team's placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.





- Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Battle Royale Quads**

- Description: Fifty teams of 4 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 4 min, 4 max, 4 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Quads' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 5 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 3 points, 16<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your team's placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.





## CHESS

### DESCRIPTION

Chess is a strategy board game for two players. Play the classic game now online through [chess.com](https://chess.com).

This game is **Not Rated**.

### PLATFORMS

Chess **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Linux
- Mac
- PC (Microsoft Windows)

### GAME CARDS

Mission Control has **2 Game Cards** for Chess (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- USPREC Head-to-Head Face-Off

**Both Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Play a Friend

- Description: Two teams of 1 player face-off to be the first player to checkmate the opposing player's king.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players share their [chess.com](https://chess.com) username. One team invites the opposing team.
- Rules:
  - Website: [chess.com](https://chess.com).
  - Game Mode: Play a Friend.
  - Default rules and settings.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for victories.
    - The losing team enters a score of 0 for victories.
- Scoring: The winning team is the first team to checkmate the other team's king.
- Games Per Match: 1 min, 5 max, 3 recommended.





Mission Control has **1 Game Mode** for the **USPREC Head-to-Head Face-Off** Game Card (which should only be used for USPREC Qualifiers or Official Tournaments):

**Mode: USPREC Play a Friend**

- Description: Two teams of 1 player face-off to be the first player to checkmate the opposing player's king.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players share their [chess.com](https://www.chess.com) username. One team invites the opposing team.
- Rules:
  - Website: chess.com.
  - Game Mode: Play a Friend.
  - Default rules and settings.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for victories.
    - The losing team enters a score of 0 for victories.
- Scoring: The winning team is the first team to checkmate the other team's king.
- Games Per Match: 3 required.





## CLASH OF CLANS

### DESCRIPTION

Clash of Clans is an addictive mixture of strategic planning and competitive fast-paced combats. Raise an army of Barbarians, War Wizards, Dragons and other mighty fighters. Join a clan of players and rise through the ranks or create your own Clan to contest ownership of the Realm.

The game is rated **9+** by the Apple App Store and **E10+ for Everyone 10+** by the Google Play Store for the following: Infrequent/Mild Cartoon or Fantasy Violence. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

Clash of Clans **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS

### GAME CARDS

Mission Control has **1 Game Card** for Clash of Clans:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Friendly Wars

- Description: Two teams of 5 players face-off in a battle to defeat the opposing army.
- Players Per Team: 5 min, 5 max, 5 required.
- Game Setup: Prior to the match, players add each other as friends on their mobile devices. One team creates the Friendly War and invites the opposing team.
- Rules:
  - Game Mode: Friendly War.
  - Mode: Best of 1, only one attack per player is allowed.
  - Match Type: 5v5.
  - Preparation time: 15 minutes.
  - Match Time: 1 hour.
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for victories.





- The losing team enters a score of 0 for victories.
- Games Per Match: 1 min, 3 max, 1 recommended.





## CLASH ROYALE\*

### DESCRIPTION

Enter the Arena! From the creators of Clash of Clans comes a real-time multiplayer game starring the Royales, your favorite Clash characters and much, much more. Collect and upgrade dozens of cards featuring the Clash of Clans troops, spells and defenses you know and love, as well as the Royales: Princes, Knights, Baby Dragons and more. Knock the enemy King and Princesses from their towers to defeat your opponents and win Trophies, Crowns and glory in the Arena. Form a Clan to share cards and build your very own battle community. Lead the Clash Royale Family to victory!

The game is rated **9+** by the Apple App Store and **E10+ for Everyone 10+** by the Google Play Store for the following: Infrequent/Mild Cartoon or Fantasy Violence. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

Clash Royale **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS

### GAME CARDS

Mission Control has **1 Game Card** for Clash Royale:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Friendly Battle

- Description: Two teams of 1-2 players face-off to destroy more opposing towers.
- Players Per Team: 1 min, 2 max, 1 recommended.
- Game Setup: Prior to the match, players add each other as friends on their mobile devices. One team creates the Friendly Battle and invites the opposing team.
- Rules:
  - Game Mode: Friendly Match.
  - Match Type: 1v1 or 2v2.
  - Match Time: 3 minutes.
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:





- The winning team enters a score of 1 for wins.
- The losing team enters a score of 0 for wins.
- Games Per Match: 5 min, 7 max, 5 recommended.





## COUNTER-STRIKE: GLOBAL OFFENSIVE\*

### DESCRIPTION

Counter-Strike: Global Offensive (CS:GO) expands upon the team-based first person shooter gameplay the original Counter-Strike pioneered when it launched in 1999. Two teams compete in multiple rounds of objective-based game modes with the goal of winning enough rounds to win the match. CS:GO features new maps, characters, and weapons and delivers updated versions of the classic Counter-Strike maps like Dust, Inferno, Nuke, Train, and more. In addition, CS:GO introduces new game modes like Arms Race, Flying Scoutsman and Wingman, and features online matchmaking and Competitive Skill Groups.

This game is rated **M for Mature (17+)** by the ESRB for the following: Blood, Intense Violence. Additional information on the rating can be found at [ESRB.org](http://ESRB.org).

### PLATFORMS

Counter-Strike: Global Offensive is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Linux
- Mac
- **PC (Microsoft Windows)**
- PS3
- Xbox 360

### GAME CARDS

Mission Control has **2 Game Cards** for Counter-Strike: Global Offensive (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- Creative Head-to-Head Face-Off

**Both Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Competitive

- Description: Two teams of 5 players compete in a best-of-30 match to complete more objectives.
- Players Per Team: 5 min, 5 max, 5 required.





- Game Setup: Prior to the match, players add each other in the game. One team creates the lobby and invites the opposing team. The other team bans the first map, the first team second, and so on until a final map remains.
- Rules:
  - Game Mode: Competitive.
  - Freeze Time: 5 seconds.
  - Round Time: 1:55 min.
  - Regulation Max Rounds: 15.
  - Regulation Start Money: \$800.
  - Regulation Side Selection: Knife for Sides.
  - Overtime Max Rounds: 3.
  - Overtime Start Money: \$16,000.
  - Overtime Side Selection: Teams first play the side they last played in regulation.
- Scoring: The winning team is the first team to win the best-of-30 match.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 16 while Team B won 10, so Team A enters a score of 16 while Team B enters a score of 10).
- Games Per Match: 1 min, 3 max, 3 recommended.

Mission Control has **1 Game Mode** for the **Creative Head-to-Head Face-Off** Game Card:

### Mode: Wingman

- Description: Two teams of 2 players compete in a best-of-16 match to complete more objectives.
- Players Per Team: 2 min, 2 max.
- Game Setup: Prior to the match, players add each other in the game. One team creates the lobby and invites the opposing team. The other team bans the first map, the first team second, and so on until a final map remains.
- Rules:
  - Game Mode: Wingman.
  - Freeze Time: 5 seconds.
  - Round Time: 1:30 min.
  - Regulation Max Rounds: 8.
  - Regulation Start Money: \$800.
  - Regulation Side Selection: Knife for Sides.
  - Overtime Max Rounds: 3.
  - Overtime Start Money: \$16,000.
  - Overtime Side Selection: Teams first play the side they last played in regulation.
- Scoring: The winning team is the first team to win the best-of-16 match.





- Photos must clearly show how many rounds your team and your opponent's each won.
- After each game, the score should be entered as such:
  - Each team enters the number of rounds that they won in that game (i.e. Team A won 5 while Team B won 2, so Team A enters a score of 5 while Team B enters a score of 2).
- Games Per Match: 1 min, 3 max, 3 recommended.





## DOTA 2

### DESCRIPTION

Dota 2 is a multiplayer online battle arena (MOBA) video game developed and published by Valve. The game is a sequel to Defense of the Ancients (DotA), which was a community-created mod for Blizzard Entertainment's Warcraft III: Reign of Chaos and its expansion pack, The Frozen Throne. Dota 2 is played in matches between two teams of five players, with each team occupying and defending their own separate base on the map. Each of the ten players independently controls a powerful character, known as a "hero", who all have unique abilities and differing styles of play. During a match, players collect experience points and items for their heroes to successfully defeat the opposing team's heroes in player versus player combat. A team wins by being the first to destroy the other team's "Ancient", a large structure located within their base.

This game is not officially rated by any video game body; however, it is rated **Age 13+** by Common Sense Media. Additional information on the rating can be found at [CommonSenseMedia.org](http://CommonSenseMedia.org).

### PLATFORMS

Dota 2 **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Linux
- Mac
- PC (Microsoft Windows)

### GAME CARDS

Mission Control has **1 Game Card** for Dota 2:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face Off** Game Card:

#### Mode: 5v5 Captain's Mode

- Description: Two teams of 5 players compete to either destroy each other's Ancient or force the other team to surrender first.
- Players Per Team: 5 max, 5 min, 5 required.
- Game Setup: Prior to the match, players add each other in the game. One team creates the lobby and invites the opposing team.
- Rules:
  - Game Mode: 5v5 Captain's Mode.





- Selection Priority: Automatic (Coin Toss).
  - Default Settings.
- Scoring: The winning team is the first team to destroy the other team's Ancient.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 1 min, 5 max, 3 recommended.





## DRAGON BALL FIGHTERZ

### DESCRIPTION

DRAGON BALL FighterZ is born from what makes the DRAGON BALL series so loved and famous: endless spectacular fights with its all-powerful fighters. Partnering with Arc System Works, DRAGON BALL FighterZ maximizes high end Anime graphics and brings easy to learn but difficult to master fighting gameplay.

This game is rated **T for Teen (13+)** by the ESRB for the following: Cartoon Violence, Mild Language, Mild Suggestive Themes. Additional information on the rating can be found at [ESRB.org](http://ESRB.org).

### PLATFORMS

DRAGON BALL FighterZ is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must select a **single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Nintendo Switch
- PC (Microsoft Windows)
- ***PS4***
- Xbox One

### GAME CARDS

Mission Control has **1 Game Card** for DRAGON BALL FighterZ:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face Off** Game Card:

#### Mode: Battle Mode

- Description: Two teams of 1 to 3 players face-off in a fighting battle.
- Players Per Team: 1 max, 3 min, 1 recommended.
- Game Setup: Prior to the match, players add each other in the game. One team creates the lobby and invites the opposing team.
- Rules:
  - Battle Mode: 3 vs 3 (Default).
  - Time Limit: 300 seconds (Default).
  - Input Delay: 0 (Default).
  - Stage: Random.
  - Music: Auto.





- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for rounds won.
    - The losing team enters a score of 0 for rounds won.
- Games Per Match: 5 min, 7 max, 7 recommended.





## FIFA 22\*

### DESCRIPTION

Powered by Football™, EA SPORTS™ FIFA 22 brings the game even closer to the real thing with fundamental gameplay advances and a new season of innovation across every mode. New gameplay features in FIFA 22 give you more consistency between the posts with a goalkeeper rewrite that brings more composure to the most important position on the pitch, alongside new ball physics, explosive sprint that better matches the acceleration of the game's quickest players, and new attacking tactics that let you take control of how your team plays. In Career Mode, live out your football dreams as you create and manage the game's newest club to glory. VOLTA FOOTBALL rewards you for your flair with restyled small-sided gameplay and new ways to play and progress each season. Get the squad together in Pro Clubs with enhanced team customization and updated progression that puts you in control of your Virtual Pro's development, and welcome back some of football's most memorable players as new FUT Heroes in FIFA Ultimate Team™ with a redefined competition structure that makes testing your skills against other players more accessible. However you play, enjoy unrivaled authenticity everywhere with over 17,000 players, 700+ teams, and more than 30 leagues including the UEFA Champions League, CONMEBOL Libertadores, and the brand new UEFA Europa Conference League - only available in FIFA 22.

This game is rated **E for Everyone** by the ESRB. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

FIFA 22 is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Google Stadia
- PC (Microsoft Windows)
- ***PS4***
- PS5
- ***Xbox One***
- Xbox Series X|S

### GAME CARDS

Mission Control has **1 Game Card** for FIFA 22:

- Classic Head-to-Head Face-off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:





### Mode: Kick Off

- Description: Two teams of 1 players face-off in a game of soccer.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on their Consoles. One team creates the lobby and invites opponent.
- Rules:
  - Half Length: 6 Minutes.
  - Difficulty: World Class.
  - No restrictions on defense controls.
  - Current FIFA Rosters Only (aka No Custom, Ultimate, All-Star or Historical Teams).
  - If the game ends in a tie, replay the game.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many goals your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of goals that they scored in that game (i.e. Team A scored 3 while Team B scored 1, so Team A enters a score of 3 while Team B enters a score of 1).
- Games Per Match: 1 min, 3 max, 3 recommended.





## FORTNITE\*

### DESCRIPTION

Available on consoles, PC, and mobile, Fortnite Battle Royale is free to download and play! Hop off the Battle Bus to the Island below and battle it out to be the last one remaining. Or team up with friends or other players to outlast other teams. Use the power of wood, brick, and metal to build structures to help you out. There's always something to look forward to in Fortnite Battle Royale, including new items, weapons, vehicles, submodes, special events, and "Seasons." Each new Season brings a distinct theme to the Island, like the past secret agent takeover and giant flood.

This game is rated **T for Teen (13+)** by the ESRB for the following: Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Fortnite **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS
- Mac
- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **3 Game Cards** for Fortnite (with the italicized text indicating the Game Card we most recommend offering a league in):

- Classic Stats Face-Off
- FRPA Stats Face-Off
- KRPA Stats Face-Off

**All Game Cards** are **Indirect Head-to-Head** which means that teams are not required to join the same lobby to play.

### GAME MODES

Mission Control has **4 Game Modes** for the **Classic Stats Face-Off** Game Card (with the italicized text indicating the Game Mode(s) we most recommend offering a league in):





### **Mode: Battle Royale: Solos**

- Description: One-hundred players face-off to be the last player standing on a shrinking map.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: You enter the lobby and begin.
- Rules:
  - Default Solos' Settings.
  - You must play all games within a match using the same EPIC ID.
  - Games are not permitted to be played in the following modes: Duos, Trios, Squads, Creative, Battle Labs, Team Rumble, and Arena.
  - Games are also not permitted to be played in a bot lobby.
    - In order to remain out of a bot lobby, you will be required to have an in-game rank of 10 or higher.
    - If it is believed that you may have played in a bot lobby, Mission Control may ask for your EPIC ID to cross-reference your results. Your EPIC profile will need to be public for result verification.
    - If the EPIC ID is not provided or verification not made possible, this may result in disqualification.
- Scoring: The winning team is the team with the largest score determined by the number of eliminations and final placements.
  - 1 elimination is worth 1 point.
  - 1<sup>st</sup> place is worth 25 points, 2<sup>nd</sup>-4<sup>th</sup> place is worth 24 points, 5<sup>th</sup>-6<sup>th</sup> place is worth 23 points, 7<sup>th</sup>-8<sup>th</sup> place is worth 22 points, 9<sup>th</sup>-10<sup>th</sup> place is worth 21 points, 11<sup>th</sup>-12<sup>th</sup> place is worth 20 points, 13<sup>th</sup>-14<sup>th</sup> place is worth 19 points, 15<sup>th</sup>-16<sup>th</sup> place is worth 18 points, 17<sup>th</sup>-18<sup>th</sup> place is worth 17 points, 19<sup>th</sup>-20<sup>th</sup> place is worth 16 points, 21<sup>st</sup>-22<sup>nd</sup> place is worth 15 points, 23<sup>rd</sup>-24<sup>th</sup> place is worth 14 points, 25<sup>th</sup>-26<sup>th</sup> place is worth 13 points, 27<sup>th</sup>-28<sup>th</sup> place is worth 12 points, 29<sup>th</sup>-30<sup>th</sup> place is worth 11 points, 31<sup>st</sup>-32<sup>nd</sup> place is worth 10 points, 33<sup>rd</sup>-34<sup>th</sup> place is worth 9 points, 35<sup>th</sup>-36<sup>th</sup> place is worth 8 points, 37<sup>th</sup>-38<sup>th</sup> place is worth 7 points, 39<sup>th</sup>-40<sup>th</sup> place is worth 6 points, 41<sup>st</sup>-42<sup>nd</sup> place is worth 5 points, 43<sup>rd</sup>-44<sup>th</sup> place is worth 4 points, 45<sup>th</sup>-46<sup>th</sup> place is worth 3 points, 47<sup>th</sup>-48<sup>th</sup> place is worth 2 points, 49<sup>th</sup>-50<sup>th</sup> place is worth 1 point, 51<sup>st</sup> place and above is worth 0 points.
  - Photos must clearly show your placement, number of eliminations AND a time stamp for the game.
    - If you are gaming on a system other than a Nintendo Switch, this time stamp should come from the in-game replay screen.
    - If you are gaming on a Nintendo Switch, this time stamp needs to come from an external time marker (i.e. a clock).
    - Mission Control reserves the right to disqualify a score submission if proper photographic proof is not provided.
  - After each game, the score should be entered as such:





- Eliminations equals the number of eliminations your team achieved in that game.
- Place equals the final placement your team achieved in that game.
  - Your team will receive points for a placement between 1<sup>st</sup> and 50<sup>th</sup> place. If you finish in 51<sup>st</sup> place or above, you are to select 51<sup>st</sup> place which is equivalent to 0 points.
- Tiebreaker: In the case of a tie, the home team will be given the victory.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Battle Royale: Duos**

- Description: Fifty teams of 2 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules:
  - Default Duos' Settings.
  - You and your teammate must play all games within a match using the same EPIC ID.
  - Games are not permitted to be played in the following modes: Solos, Trios, Squads, Creative, Battle Labs, Team Rumble, and Arena.
  - Games are also not permitted to be played in a bot lobby.
    - In order to remain out of a bot lobby, you and your teammate will be required to have an in-game rank of 10 or higher.
    - If it is believed that your team may have played in a bot lobby, Mission Control may ask for your EPIC ID to cross-reference your results. Your EPIC profile will need to be public for result verification.
    - If the EPIC ID is not provided or verification not made possible, this may result in disqualification.
- Scoring: The winning team is the team with the largest score determined by the number of eliminations and final placements.
  - 1 elimination is worth 1 point.
  - 1<sup>st</sup> place is worth 25 points, 2<sup>nd</sup> place is worth 24 points, 3<sup>rd</sup> place is worth 23 points, 4<sup>th</sup> place is worth 22 points, 5<sup>th</sup> place is worth 21 points, 6<sup>th</sup> place is worth 20 points, 7<sup>th</sup> place is worth 19 points, 8<sup>th</sup> place is worth 18 points, 9<sup>th</sup> place is worth 17 points, 10<sup>th</sup> place is worth 16 points, 11<sup>th</sup> place is worth 15 points, 12<sup>th</sup> place is worth 14 points, 13<sup>th</sup> place is worth 13 points, 14<sup>th</sup> place is worth 12 points, 15<sup>th</sup> place is worth 11 points, 16<sup>th</sup> place is worth 10 points, 17<sup>th</sup> place is worth 9 points, 18<sup>th</sup> place is worth 8 points, 19<sup>th</sup> place is worth 7 points, 20<sup>th</sup> place is worth 6 points, 21<sup>st</sup> place is worth 5 points, 22<sup>nd</sup> place is worth 4 points, 23<sup>rd</sup> place is worth 3 points, 24<sup>th</sup> place is worth 2 points, 25<sup>th</sup> place is worth 1 point, 26<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show yours and your teammates' placement, number of eliminations AND a time stamp for the game.





- If you are gaming on a system other than a Nintendo Switch, this time stamp should come from the in-game replay screen.
- If you are gaming on a Nintendo Switch, this time stamp needs to come from an external time marker (i.e. a clock).
- Mission Control reserves the right to disqualify a score submission if proper photographic proof is not provided.
- After each game, the score should be entered as such:
  - Eliminations equals the number of eliminations your team achieved in that game.
  - Place equals the final placement your team achieved in that game.
    - Your team will receive points for a placement between 1<sup>st</sup> and 25<sup>th</sup> place. If you finish in 26<sup>th</sup> place or above, you are to select 26<sup>th</sup> place which is equivalent to 0 points.
- Tiebreaker: In the case of a tie, the home team will be given the victory.
- Games Per Match: 3 min, 5 max, 3 recommended.

#### **Mode: Battle Royale: Trios**

- Description: Thirty-three teams of 3 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 3 min, 3 max, 3 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules:
  - Default Trios' Settings.
  - You and your teammates must play all games within a match using the same EPIC ID.
  - Games are not permitted to be played in the following modes: Solos, Duos, Squads, Creative, Battle Labs, Team Rumble, and Arena.
  - Games are also not permitted to be played in a bot lobby.
    - In order to remain out of a bot lobby, you and your teammates will be required to have an in-game rank of 10 or higher.
    - If it is believed that your team may have played in a bot lobby, Mission Control may ask for your EPIC ID to cross-reference your results. Your EPIC profile will need to be public for result verification.
    - If the EPIC ID is not provided or verification not made possible, this may result in disqualification.
- Scoring: The winning team is the team with the largest score determined by the number of eliminations and final placements.
  - 1 elimination is worth 1 point.
  - 1<sup>st</sup> place is worth 25 points, 2<sup>nd</sup> place is worth 24 points, 3<sup>rd</sup> place is worth 22 points, 4<sup>th</sup> place is worth 21 points, 5<sup>th</sup> place is worth 19 points, 6<sup>th</sup> place is worth 18 points, 7<sup>th</sup> place is worth 16 points, 8<sup>th</sup> place is worth 15 points, 9<sup>th</sup>-place is worth 13 points, 10<sup>th</sup> place is worth 12 points, 11<sup>th</sup> place is worth 10 points, 12<sup>th</sup> place is worth 9 points, 13<sup>th</sup> place is worth 7 points, 14<sup>th</sup> place is





- worth 6 points, 15<sup>th</sup> place is worth 4 points, 16<sup>th</sup> place is worth 3 points, 17<sup>th</sup> place is worth 1 points, 18<sup>th</sup> place and above is worth 0 points.
- Photos must clearly show yours and your teammates' placement, number of eliminations AND a time stamp for the game.
    - If you are gaming on a system other than a Nintendo Switch, this time stamp should come from the in-game replay screen.
    - If you are gaming on a Nintendo Switch, this time stamp needs to come from an external time marker (i.e. a clock).
    - Mission Control reserves the right to disqualify a score submission if proper photographic proof is not provided.
  - After each game, the score should be entered as such:
    - Eliminations equals the number of eliminations your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
      - Your team will receive points for a placement between 1<sup>st</sup> and 17<sup>th</sup> place. If you finish in 18<sup>th</sup> place or above, you are to select 18<sup>th</sup> place which is equivalent to 0 points.
  - Tiebreaker: In the case of a tie, the home team will be given the victory.
  - Games Per Match: 3 min, 5 max, 3 recommended.

#### **Mode: Battle Royale: Squads**

- Description: Twenty-five teams of 4 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 4 min, 4 max, 4 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules:
  - Default Squads' Settings.
  - You and your teammates must play all games within a match using the same EPIC ID.
  - Games are not permitted to be played in the following modes: Solos, Duos, Trios, Creative, Battle Labs, Team Rumble, and Arena.
  - Games are also not permitted to be played in a bot lobby.
    - In order to remain out of a bot lobby, you and your teammates will be required to have an in-game rank of 10 or higher.
    - If it is believed that your team may have played in a bot lobby, Mission Control may ask for your EPIC ID to cross-reference your results. Your EPIC profile will need to be public for result verification.
    - If the EPIC ID is not provided or verification not made possible, this may result in disqualification.
- Scoring: The winning team is the team with the largest score determined by the number of eliminations and final placements.
  - 1 elimination is worth 1 point.





- 1<sup>st</sup> place is worth 25 points, 2<sup>nd</sup> place is worth 23 points, 3<sup>rd</sup> place is worth 21 points, 4<sup>th</sup> place is worth 19 points, 5<sup>th</sup> place is worth 17 points, 6<sup>th</sup> place is worth 15 points, 7<sup>th</sup> place is worth 13 points, 8<sup>th</sup> place is worth 12 points, 9<sup>th</sup>-place is worth 10 points, 10<sup>th</sup> place is worth 8 points, 11<sup>th</sup> place is worth 6 points, 12<sup>th</sup> place is worth 4 points, 13<sup>th</sup> place is worth 2 points, 14<sup>th</sup> place and above is worth 0 points.
- Photos must clearly show yours and your teammates' placement, number of eliminations AND a time stamp for the game.
  - If you are gaming on a system other than a Nintendo Switch, this time stamp should come from the in-game replay screen.
  - If you are gaming on a Nintendo Switch, this time stamp needs to come from an external time marker (i.e. a clock).
  - Mission Control reserves the right to disqualify a score submission if proper photographic proof is not provided.
- After each game, the score should be entered as such:
  - Eliminations equals the number of eliminations your team achieved in that game.
  - Place equals the final placement your team achieved in that game.
    - Your team will receive points for a placement between 1<sup>st</sup> and 13<sup>th</sup> place. If you finish in 14<sup>th</sup> place or above, you are to select 14<sup>th</sup> place which is equivalent to 0 points.
- Tiebreaker: In the case of a tie, the home team will be given the victory.
- Games Per Match: 3 min, 5 max, 3 recommended.

Mission Control has **1 Game Mode** for the **FRPA Stats Face-Off** Game Card (which should only be used for FRPA Qualifiers or Official Tournaments):

### **Mode: FRPA Battle Royale**

- Description: Duos - Fifty teams of 2 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules:
  - Default Duos' Settings.
  - Games are not permitted to be played in the following modes: Solos, Squads, Creative, Battle Labs, Team Rumble, and Arena.
- Scoring: The winning team is the team with the largest score determined by the number of eliminations and final placements.
  - 1 elimination is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 5 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 3 points, 16<sup>th</sup> place and above is worth 0 points.





- Photos must clearly show both your team's placement and number of eliminations.
- After each game, the score should be entered as such:
  - Eliminations equals the number of eliminations your team achieved in that game.
  - Place equals the final placement your team achieved in that game.
- Tiebreakers: Total points scored, Total Victory Royales, Average eliminations, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

Mission Control has **1 Game Mode** for the **KRPA Stats Face-Off** Game Card (which should only be used for KRPA Qualifiers or Official Tournaments):

### **Mode: KRPA Battle Royale**

- Description: Solos - One-hundred players face-off to be the last player standing on a shrinking map.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: You enter the lobby and begin.
- Rules:
  - Default Solos' Settings.
  - Games are not permitted to be played in the following modes: Duos, Squads, Creative, Battle Labs, Team Rumble, and Arena.
- Scoring: The winning team is the team with the largest score determined by the number of eliminations and final placements.
  - 1 elimination is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-15<sup>th</sup> place is worth 5 points, 16<sup>th</sup>-25<sup>th</sup> place is worth 3 points, 26<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of eliminations.
  - After each game, the score should be entered as such:
    - Eliminations equals the number of eliminations your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average eliminations, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.





## HALO INFINITE\*

### DESCRIPTION

The Master Chief returns in Halo Infinite – the next chapter of the legendary franchise. When all hope is lost and humanity's fate hangs in the balance, the Master Chief is ready to confront the most ruthless foe he's ever faced. Step inside the armor of humanity's greatest hero to experience an epic adventure and explore the massive scale of the Halo ring.

The game is rated **T for Teen (13+)** by the ESRB for the following: Blood, Mild Language, Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

**Halo Infinite IS a cross-platform game.** This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- PC (Microsoft Windows)
- Xbox One
- Xbox Series X|S

### GAME CARDS

Mission Control has **2 Game Cards** for Halo Infinite (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- Creative Head-to-Head Face-Off

**All Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Custom Game > Ranked:Slayer

- Description: Two teams of 4 players battle to kill the other team more times.
- Players Per Team: 4 min, 4 max, 4 required.
- Game Setup: Prior to the match, players add each other in the game. One team selects Custom Game from the Main Menu. Once here, that team will invite the other team to the game.
- Rules:
  - Mode: Ranked:Slayer. Select this by clicking on Mode Editor > Popular > Ranked:Slayer.
  - Match > Score to Win: 50 kills.
  - Match > Time Limit: Unlimited.
  - No bots.
  - All other Default Settings.





- Alternate maps selection.
- Scoring: The winning team is the first team to reach 50 kills
  - Photos must clearly show how many kills your team and your opponent's each had.
  - After each game, the score should be entered as such:
    - Each team enters the number of kills that they had in that game (i.e. Team A had 50 while Team B won 42, so Team A enters a score of 50 while Team B enters a score of 42).
- Games Per Match: 3 min, 5 max, 3 recommended.

Mission Control has **1 Game Mode** for the **Creative Head-to-Head Face-Off** Game Card:

### **Custom Game > Arena:FFA Slayer**

- Description: Two teams of 1 player battle to kill the other team more times.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other in the game. One team selects Custom Game from the Main Menu. Once here, that team will invite the other team to the game.
- Rules:
  - Mode: Mode: Arena:FFA Slayer. Select this by clicking on Mode Editor > 343 Industries > Arena:FFA Slayer.
  - Match > Score to Win: 15 kills.
  - Match > Time Limit: 10 min.
  - No bots.
  - All other Default Settings.
  - Alternate maps selection.
- Scoring: The winning team is the first team to reach 15 kills or finish with the most kills when time expires.
  - Photos must clearly show how many kills your team and your opponent's each had.
  - After each game, the score should be entered as such:
    - Each team enters the number of kills that they had in that game (i.e. Team A had 15 while Team B won 12, so Team A enters a score of 15 while Team B enters a score of 12).Games Per Match: 3 min, 5 max, 3 recommended.
- Games Per Match: 3 min, 5 max, 3 recommended.





## HEARTHSTONE\*

### DESCRIPTION

From the studio that brought you Overwatch® and World of Warcraft®, comes HEARTHSTONE®, Blizzard Entertainment's award-winning collectable card game! Collect powerful cards and create mighty decks. Summon minions and sling spells to seize control of an ever-shifting battlegrounds. Wield a masterful strategy and defeat all players who dare challenge you. Experience the magic, mischief and mayhem with your friends. Clash with friends and join the millions of players around the hearth to enjoy Hearthstone and DOWNLOAD TODAY!

The game is rated **12+** by the Apple App Store and **T for Teen (13+)** by the Google Play Store for the following: Infrequent/Mild Alcohol, Tobacco, or Drug Use or References; Infrequent/Mild Mature/Suggestive Themes; Infrequent/Mild Profanity or Crude Humor; Infrequent/Mild Cartoon or Fantasy Violence; Infrequent/Mild Horror/Fear Themes. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

Hearthstone **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS
- Mac
- PC (Microsoft Windows)

### GAME CARDS

Mission Control has **1 Game Card** for Hearthstone:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Friendly Challenge

- Description: Two teams of 1 player battle to be outlast the other in this digital card game.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other in the game. One team invites the opposing team.
- Rules:
  - Mode: Standard.





- Standard rules.
  - If the game ends in a draw, replay the game.
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for rounds won.
    - The losing team enters a score of 0 for rounds won.
- Games Per Match: 3 min, 5 max, 3 recommended.





## KNOCKOUT CITY\*

### DESCRIPTION

Team up and duke it out with rival Crews in Knockout City™, where you settle the score with EPIC DODGEBALL BATTLES. Brace yourself for outrageous fun and intense competition in an all-new take on team-based multiplayer games. Customize your character and form a Crew with friends to start your Knockout City takeover. Knock out opponents with trick shots and coordinated teamwork while dodging and catching balls flying across the map. No ball? No problem! You can literally ball up, roll into a teammate's hands, and become the ultimate weapon! A variety of outlandish ball types, locations, and game modes keep it exciting. Plus, each season introduces new maps, ball types, rewards, events, and challenges! Throw, catch, pass, dodge, and tackle your way to dodgeball dominance!

This game is rated **E10+** for **Everyone 10+** by the ESRB for the following: Fantasy Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Knockout City **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **1 Game Card** for Knockout City:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the Classic Head-to-Head Face-Off Game Card:

#### Mode: Team KO

- Description: Two teams of 3 players compete in a 3-on-3 fight to the dodge-death.
- Players Per Team: 3 min, 3 max, 3 required.
- Game Setup: Prior to the match, players add each other in the game. One team invites the opposing team.
- Rules:
  - Game Mode: 3vs3 Team KO.





- All other game settings are standard.
- Scoring: A team wins a round when one of the following occurs: the first team to 10 KOs wins a round, the team with the most KOs when the round timer ends, or the first team to score a KO in overtime.
  - Photos must clearly show how many KOs your team and your opponent's each had.
  - After each game, the score should be entered as such:
    - Each team enters the number of KOS that they had in that game (i.e. Team A had 10 while Team B had 7, so Team A enters a score of 10 while Team B enters a score of 7).
- Games Per Match: 3 min, 5 max, 5 recommended.





## LEAGUE OF LEGENDS\*

### DESCRIPTION

League of Legends is a fast-paced, competitive online game that blends the speed and intensity of an RTS with RPG elements. Two teams of powerful champions, each with a unique design and playstyle, battle head-to-head across multiple battlefields and game modes. With an ever-expanding roster of champions, frequent updates and a thriving tournament scene, League of Legends offers endless replayability for players of every skill level.

This game is rated **T for Teen (13+)** by the ESRB for the following: Blood, Fantasy Violence, Mild Suggestive Themes, Use of Alcohol and Tobacco. Additional information on the rating can be found at [ESRB.org](http://ESRB.org).

### PLATFORMS

League of Legends **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Mac
- PC (Microsoft Windows)

### GAME CARDS

Mission Control has **2 Game Cards** for League of Legends (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- Creative Head-to-Head Face-Off

**Both Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Draft Pick

- Description: Two teams of 5 players face-off to be the first team to destroy the enemy's Nexus.
- Players Per Team: 5 min, 5 max, 5 required.
- Game Setup: Prior to the match, players add each other in the game. One team creates custom lobby and invites opposing team. The same team selects side first.
- Rules:
  - Mode: Tournament Draft.
  - Summoner's Rift: Default Settings.
  - No Bots.
- Scoring: The winning team is the first team to destroy the other team's Nexus.





- Photos must clearly show which team won and which team lost.
- After each game, the score should be entered as such:
  - The winning team enters a score of 1 for wins.
  - The losing team enters a score of 0 for wins.
- Games Per Match: 1 min, 5 max, 3 recommended.

Mission Control has **2 Game Modes** for the **Creative Head-to-Head Face-Off** Game Card:

#### **Mode: Blind 1v1**

- Description: Two teams of 1 player face-off to be the first team to score a kill, get 100 CS, or destroy the enemy's tower.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other in the game. One team creates custom lobby and invites opposing team. The same team selects side first. Players alternate bans, banning up to 3 champions. The first team selects first ban.
- Rules:
  - Mode: Blind Pick.
  - Summoner's Rift: Default Settings.
  - No Bots.
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 3 min, 5 max, 5 recommended.

#### **Mode: ARAM**

- Description: Two teams of 5 players face-off to cross the bridge and destroy the enemy's Nexus.
- Players Per Team: 5 min, 5 max, 5 required.
- Game Setup: Prior to the match, players add each other in the game. One team creates custom lobby and invites opposing team. The same team selects side first. Use rerolls and runes to set up your team.
- Rules:
  - Mode: ARAM.
  - Howling Abyss: Default Settings.
  - No Bots.
- Scoring: The winning team is the first team to destroy the enemy's Nexus.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 3 min, 5 max, 5 recommended.





## LEGENDS OF RUNETERRA

### DESCRIPTION

Set in the world of League of Legends, Legends of Runeterra is the strategy card game where skill, creativity, and cleverness determine your success. Choose your champions and combine cards from different regions—each with their own style and strategic advantage—then build the perfect deck to take down the rest.

This game is rated **T for Teen (13+)** by the ESRB for the following: Alcohol Reference, Blood, Fantasy Violence, Mild Suggestive Themes. Additional information on the rating can be found at ESRB.org.

### PLATFORMS

Legends of Runeterra **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS
- PC (Microsoft Windows)

### GAME CARDS

Mission Control has **1 Game Card** for Legends of Runeterra:

- Classic Head-to-head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Challenge

- Description: Two teams of 1 player battle to enact the most damage on their opponent in this digital card game.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other in the game. One team challenges the opposing team. Decks must be prepared ahead of time.
- Scoring: The winning team is the team with the least amount of damage.
  - Photos must clearly show how much health your team and your opponent's each have remaining.
  - After each game, the score should be entered as such:
    - Each team enters the number of health that they have left in that game (i.e. Team A had 10 while Team B had 0, so Team A enters a score of 10 while Team B enters a score of 0).
- Games Per Match: 3 min, 5 max, 3 recommended.





## MADDEN 22\*

### DESCRIPTION

Madden NFL 22 is where gameday happens. All-new features in Franchise include staff management, an enhanced scenario engine, and weekly strategy. Share avatar progress and player class between Face of The Franchise and The Yard with unified progression.

This game is rated **E for Everyone** by the ESRB for the following: Mild Lyrics. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Madden 22 is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Google Stadia
- PC (Microsoft Windows)
- ***PS4***
- PS5
- ***Xbox One***
- Xbox Series

### GAME CARDS

Mission Control has **1 Game Card** for Madden 22:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Head to Head

- Description: Two teams of 1 players face-off in a game of football.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other in the game. One team invites the opposing team.
- Rules:
  - Quarter Length: 5 Minutes.
  - Skill Level: All Madden.
  - Game Style: Competitive.
  - Accelerated Clock: Off.





- Current NFL Rosters Only (aka No Custom, Ultimate, All-Star or Historical Teams).
- All other game settings are standard.
- Scoring: The winning team is the team that scores the most points.
  - Photos must clearly show how many points your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of points that they scored in that game (i.e. Team A scored 35 while Team B scored 24, so Team A enters a score of 35 while Team B enters a score of 24).
- Games Per Match: 1 min, 3 max, 1 recommended.





## MAGIC: THE GATHERING ARENA

### DESCRIPTION

Magic: The Gathering - Arena is a free to play digital, collectible card game by Wizards of the Coast that places the players in the shoes of a powerful magic-user that can cast spells, summon creatures, and attack opposing players. Arena adds entire sets from the physical card game and features several modes/formats to play, including constructed, limited, and draft formats all of which also have their own season long rankings.

This game is rated **T for Teen (13+)** by the ESRB for the following: Blood and Gore, Mild Fantasy Violence. Additional information on the rating can be found at [ESRB.org](http://ESRB.org)

### PLATFORMS

Magic: The Gathering Arena **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Mac
- PC (Microsoft Windows)

### GAME CARDS

Mission Control has **1 Game Card** for Magic: The Gathering Arena:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Direct Challenge

- Description: Two teams of 1 player battle to enact the most damage on their opponent in this digital card game.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other in the game. One team challenges the opposing team. Decks must be prepared ahead of time.
- Rules:
  - Game Mode: Direct Challenge.
  - Default settings.
- Scoring: The winning team is the team with the least amount of damage.
  - Photos must clearly show how much health your team and your opponent's each have remaining.
  - After each game, the score should be entered as such:





- Each team enters the number of health that they have left in that game (i.e. Team A had 10 while Team B had 0, so Team A enters a score of 10 while Team B enters a score of 0).
- Games Per Match: 3 min, 5 max, 5 recommended.





## MARIO KART 8 DELUXE\*

### DESCRIPTION

Hit the road with the definitive version of Mario Kart 8 and play anytime, anywhere! Race your friends or battle them in a revised battle mode on new and returning battle courses. Play locally in up to 4-player multiplayer in 1080p while playing in TV Mode. Every track from the Wii U version, including DLC, makes a glorious return. Plus, the Inklings appear as all-new guest characters, along with returning favorites, such as King Boo, Dry Bones, and Bowser Jr.!

This game is rated **E for Everyone** by the ESRB for the following: Comic Mischief. Additional information on the rating can be found at [ESRB.org](http://ESRB.org).

### PLATFORMS

Mario Kart 8 Deluxe is **only available on a single platform**, which means players can only own the game on that one platform. A single league will then include **ONLY** the following:

- Nintendo Switch

### GAME CARDS

Mission Control has **2 Game Cards** for Mario Kart 8 Deluxe (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- KRPA Head-to-Head Face-Off

**Both Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: VS

- Description: Two teams of 1 to 2 players compete against in each other in a series of races.
- Players Per Team: 1 min, 2 max, required.
- Game Setup: Prior to the match, players add each other on the Switch. One team creates the room, and the opposing team joins. The other team selects the first course, and then selection alternates.
- Rules:
  - Game Mode: VS. 150cc Race.
  - Teams: No Teams.
  - Items: Normal Items.
  - COM: Hard COM.
  - COM Vehicles: All Vehicles.
  - Courses: Choose.
  - Race Count: 8 Races.





- Smart Steering: Off.
- Auto Accelerate: Off.
- Motion Controls: Personal Choice.
- Scoring: The winning team is the team that scores the most points.
  - Photos must clearly show how many points your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of points that they scored in that game (i.e. Team A scored 117 while Team B scored 104, so Team A enters a score of 117 while Team B enters a score of 104).
- Games Per Match: 1 min, 1 max, 1 recommended.

Mission Control has **1 Game Mode** for the **KRPA Head-to-Head Face-Off** Game Card (which should only be used for KRPA Qualifiers or Official Tournaments):

#### **Mode: KRPA VS**

- Description: Two teams of 1 player compete against in each other in a series of races.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on the Switch. One team creates the room, and the opposing team joins. The other team selects the first course, and then selection alternates.
- Rules:
  - Game Mode: VS. 150cc Race.
  - Teams: No Teams.
  - Items: Normal Items.
  - COM: Hard COM.
  - COM Vehicles: All Vehicles.
  - Courses: Choose.
  - Race Count: 8 Races.
  - Smart Steering: Off.
  - Auto Accelerate: Off.
  - Motion Controls: Personal Choice.
- Scoring: The winning team is the team that scores the most points.
  - Photos must clearly show how many points your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of points that they scored in that game (i.e. Team A scored 117 while Team B scored 104, so Team A enters a score of 117 while Team B enters a score of 104).
- Games Per Match: 1 min, 1 max, 1 recommended.





## MLB THE SHOW 21

### DESCRIPTION

Welcome to MLB® The Show™ 21. Experience faster, deeper and more intense moment-to-moment match action on the baseball field in this year's MLB® The Show™ 21 from San Diego Studio. Play a variety of game modes for all your rookie players and returning seasoned vets.

This game is rated **E for Everyone** by the ESRB. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

MLB The Show 21 **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **1 Game Card** for MLB The Show 21:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Exhibition

- Description: Two teams of 1 player face-off in a game of baseball.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on PSN. One team invites the opposing team.
- Rules:
  - Length: 9 Innings.
  - Hitting: Hall of Fame.
  - Pitching: Hall of Fame.
  - Current MLB Rosters Only (aka No Custom, Ultimate, All-Star or Historical Teams).
  - All other game settings are standard.
- Scoring: The winning team is the team that scores the most runs.





- Photos must clearly show how many runs your team and your opponent's each scored.
- After each game, the score should be entered as such:
  - Each team enters the number of runs that they scored in that game (i.e. Team A scored 3 while Team B scored 1, so Team A enters a score of 3 while Team B enters a score of 1).
- Games Per Match: 1 min, 1 max, 1 recommended.





## MORTAL KOMBAT 11: ULTIMATE

### DESCRIPTION

The definitive MK11 experience! Take control of Earthrealm's protectors in the game's TWO critically acclaimed, time-bending Story Campaigns as they race to stop Kronika from rewinding time and rebooting history. Friendships are tested, and new alliances forged, in the battle to save all of existence. MK11 Ultimate features the complete 37-character roster, including new additions Rain, Mileena & Rambo. Mortal Kombat 11 showcases every amusing friendship, gory fatality and soul-crushing fatal blow like never before. You'll be so close to the fight, you can feel it!

This game is rated **M for Mature (17+)** by the ESRB for the following: Blood and Gore, Intense Violence, Strong Language. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Mortal Kombat 11: Ultimate **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Google Stadia
- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **1 Game Card** for Mortal Kombat 11: Ultimate:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Fight

- Description: Two teams of 1 player face-off in a fighting battle.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on their console. One team invites the opposing team.
- Rules:
  - Tournament Mode: Default Options.





- Game Timer: 90 seconds.
- Arena Select: Off.
- Interactables: On.
- All other game settings are standard.
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for rounds won.
    - The losing team enters a score of 0 for rounds won.
- Games Per Match: 5 min, 7 max, 7 recommended.





## NBA 2K22\*

### DESCRIPTION

NBA 2K22 puts the entire basketball universe in your hands. Play now in real NBA and WNBA environments against authentic teams and players. Build your own dream team in MyTEAM with today's stars and yesterday's legends. Live out your own pro journey in MyCAREER and experience your personal rise to the NBA. Flex your management skills as a powerful Executive in MyGM and MyLEAGUE. Anyone, anywhere can hoop in NBA 2K22.

This game is rated **E for Everyone** by the ESRB. Additional information on the rating can be found at ESRB.org.

### PLATFORMS

NBA 2K22 is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Google Stadia
- Nintendo Switch
- PC (Microsoft Windows)
- ***PS4***
- PS5
- ***Xbox One***
- Xbox Series

### GAME CARDS

Mission Control has **1 Game Card** for NBA 2K22:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Private Match

- Description: Two teams of 1 player face-off in a game of basketball.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on their console. One team invites the opposing team.
- Rules:
  - Quarter Length: 5 Minutes.
  - Game Style: Simulation.





- Fatigue: On.
- Difficulty: Hall of Fame.
- Current NBA Rosters Only (aka No Custom, Ultimate, All-Star or Historical Teams).
- All other game settings are standard.
- Scoring: The winning team is the team that scores the most points.
  - Photos must clearly show how many points your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of points that they scored in that game (i.e. Team A scored 117 while Team B scored 104, so Team A enters a score of 117 while Team B enters a score of 104).
- Games Per Match: 1 min, 3 max, 1 recommended.





## NHL 22

### DESCRIPTION

Powered by Frostbite™, EA SPORTS™ NHL@22 gets the superstar treatment. For the first time ever, experience EA SPORTS NHL on one of the industry's most powerful game engines bringing unrivaled visual detail to every hit, deke and shot. Superstar X-Factors lets you feel the personality and power of NHL superstars with an all-new ability system that unlocks the unique skills of the league's most elite players. Authentic to real player skill and style, the stars of the NHL truly come to life in EA SPORTS NHL 22 making their time on ice more influential than ever. From HUT to World of Chel, Superstar X-Factors brings new class based strategy to every game mode. EA SPORTS NHL 22 is an all new game for a new generation, giving you more ways to play and compete than ever before. This is breakthrough hockey.

This game is rated **E10+ for Everyone 10+** by the ESRB for the following: Mild Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

NHL 22 is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform for that league**. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- ***PS4***
- PS5
- ***Xbox One***
- Xbox Series X|S

### GAME CARDS

Mission Control has **1 Game Card** for NHL 22:

- Classic Head-to-Head Face-Off

**This Game Card is Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Play Now

- Description: Two teams of 1 player face-off in a game of hockey.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on their console. One team invites the opposing team.
- Rules:





- Period Length: 4 Minutes.
- Difficulty: All-Star.
- If the game ends in a tie: Continuous OT.
- Current NHL Rosters Only (aka No Custom, Ultimate, All-Star or Historical Teams).
- Player Lock: Off.
- All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many goals your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of goals that they scored in that game (i.e. Team A scored 3 while Team B scored 1, so Team A enters a score of 3 while Team B enters a score of 1).
- Games Per Match: 1 min, 3 max, 3 recommended.





## OVERWATCH\*

### DESCRIPTION

The world needs heroes. Join over 40 million players as you take your place in the world of Overwatch. Choose your hero from a diverse cast of soldiers, scientists, adventurers, and oddities. Bend time, defy physics, and unleash an array of extraordinary powers and weapons. Engage your enemies in iconic locations from around the globe in the ultimate team-based shooter.

This game is rated **T for Teen (13+)** by the ESRB for the following: Blood, Use of Tobacco, Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Overwatch is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Nintendo Switch
- ***PC (Microsoft Windows)***
- PS4
- Xbox One

### GAME CARDS

Mission Control has **2 Game Cards** for Overwatch (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- Creative Head-to-Head Face-Off

**Both Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Normals Mode

- Description: Two teams of 6 players face-off to be the first to win the map's objective.
- Players Per Team: 6 min, 6 max, 6 required.
- Game Setup: Prior to the match, players add each other on their console. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Standard Presets.
  - Maps: Random.
  - Best 3 out of 5 Maps.





- Scoring: The winning team is the first team to win on 3 maps.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 3 while Team B won 2, so Team A enters a score of 3 while Team B enters a score of 2).
- Games Per Match: 1 min, 3 max, 1 recommended.

Mission Control has **1 Game Mode** for the **Creative Head-to-Head Face-Off** Game Card:

**Mode: Semi-Bind 1v1 or 3v3**

- Description: Two teams of 1 or 3 players face-off to be the first to kill a member of the opposing team.
- Players Per Team: 1 min, 3 max, 3 recommended.
- Game Setup: Prior to the match, players add each other on their console. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: 1v1 or 3v3.
  - Maps: Random.
  - Best 3 out of 5 Rounds.
- Scoring: The winning team is the first team to win on 3 maps.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 3 while Team B won 2, so Team A enters a score of 3 while Team B enters a score of 2).
- Games Per Match: 3 min, 5 max, 3 recommended.





## PGA TOUR 2K21

### DESCRIPTION

Whether you're a serious golfer or just looking to have fun, PGA TOUR 2K21 has something for everyone! Play against the pros. Play with your crew. In PGA TOUR 2K21, you can play by the rules or create your own!

This game is rated **E for Everyone** by the ESRB. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

PGA Tour 2K21 **is NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Google Stadia
- Nintendo Switch
- PC (Microsoft Windows)
- ***PS4***
- ***Xbox One***

### GAME CARDS

Mission Control has **1 Game Card** for PGA TOUR 2K21:

- Classic Head-to-Head Face-Off

**This Game Card is Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **2 Game Modes** for the **Classic Head-to-Head Face-Off** Game Card (with the italicized text indicating the Game Mode(s) we most recommend offering a league in):

#### **Mode: Match Play**

- Description: Two teams of 1 player face-off to get the lowest score on each hole which wins them a point. The player with the most points, or a decisive lead, wins the match.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on their console. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Match Play.
  - Difficulty Settings: Pro Difficulty.





- Scoring: The winning team is the team that scores the most points.
  - Photos must clearly show how many holes your team and your opponent's each won.
  - After each game, the score should be entered as such: Each team enters the number of rounds that they won in that game (i.e. Team A won 11 while Team B won 7, so Team A enters a score of 11 while Team B enters a score of 7).
- Games Per Match: 1 min, 3 max, 1 recommended.

### **Mode: Four Ball**

- Description: Two teams of 2 player face-off to get the lowest score on each hole which wins them a point. The team with the most points, or a decisive lead, wins the match.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Prior to the match, players add each other on their console. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Four Ball.
  - Difficulty Settings: Pro Difficulty
- Scoring: The winning team is the team that scores the most points.
  - Photos must clearly show how many holes your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 11 while Team B won 7, so Team A enters a score of 11 while Team B enters a score of 7).
- Games Per Match: 1 min, 3 max, 1 recommended.





## POKÉMON UNITE

### DESCRIPTION

Join Trainers from around the world as they head for Aeos Island to compete in Unite Battles! In Unite Battles, Trainers face off in 5-on-5 team battles to see who can score the most points within the allotted time. Teamwork is key as you and your teammates defeat wild Pokémon, level up and evolve your partner Pokémon, and knock out the opposing team's Pokémon to prevent them from scoring points. Put your teamwork to the test, and take home the win!

This game is rated **E10+ for Everyone 10+** by the ESRB for the following: Fantasy Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Pokémon UNITE **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS
- Nintendo Switch

### GAME CARDS

Mission Control has **1 Game Card** for Pokémon UNITE:

- Classic Head-to-Head Face-Off

**This Game Card is Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Unite Battle

- Description: Two teams of 5 players face-off to score the most points before time runs out.
- Players Per Team: 5 min, 5 max, 5 required.
- Game Setup: Prior to the match, players add each other on their console. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Unite Battle.
  - Match Type: Friendly Match.
  - All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many points your team and your opponent's each scored.





- After each game, the score should be entered as such:
  - Each team enters the number of points that they scored in that game (i.e. Team A scored 117 while Team B scored 104, so Team A enters a score of 117 while Team B enters a score of 104).
- Games Per Match: 3 min, 5 max, 5 recommended.





## PUBG

### DESCRIPTION

PLAYERUNKNOWN'S BATTLEGROUNDS is a battle royale shooter that pits 100 players against each other in a struggle for survival. Gather supplies and outwit your opponents to become the last person standing.

This game is rated **T for Teen (13+)** by the ESRB for the following: Violence, Blood. Additional information on the rating can be found at ESRB.org.

### PLATFORMS

PLAYERUNKNOWN'S BATTLEGROUNDS **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Google Stadia
- PC (Microsoft Windows)
- PS4
- Xbox One

### GAME CARDS

Mission Control has **1 Game Card** for PLAYERUNKNOWN'S BATTLEGROUNDS:

- Classic Stats Face-Off

**This Game Card** is **Indirect Head-to-Head** which means that teams are not required to join the same lobby to play.

### GAME MODES

Mission Control has **3 Game Mode** for the **Classic Stats Face-Off** Game Card (with the italicized text indicating the Game Mode(s) we most recommend offering a league in):

#### **Mode: Solos**

- Description: One-hundred players face-off to be the last player standing on a shrinking map.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: You enter the lobby and begin.
- Rules: Default Solos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-15<sup>th</sup> place is worth 5 points, 16<sup>th</sup>-25<sup>th</sup> place is worth 3 points, 26<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.





- After each game, the score should be entered as such:
  - Kills equals the number of kills your team achieved in that game.
  - Place equals the final placement your team achieved in that game.
- Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Duos**

- Description: Fifty teams of 2 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Duos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 5 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 3 points, 16<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Squads**

- Description: Twenty-five teams of 4 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 4 min, 4 max, 4 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Quads' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-3<sup>rd</sup> place is worth 7 points, 4<sup>th</sup>-5<sup>th</sup> place is worth 5 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 3 points, 11<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.





- Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.





## PUBG MOBILE

### DESCRIPTION

The official PLAYERUNKNOWN'S BATTLEGROUNDS designed exclusively for mobile. Play free anywhere, anytime. PUBG MOBILE delivers the most intense free-to-play multiplayer action on mobile. Drop in, gear up, and compete. Survive epic 100-player classic battles, payload mode and fast-paced 4v4 team deathmatch and zombie modes. Survival is key and the last one standing wins. When duty calls, fire at will!

This game is rated **17+** by the Apple App Store and **T for Teen (13+)** by the Google Play Store for the following: Frequent/Intense Realistic Violence. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

PUBG Mobile **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS

### GAME CARDS

Mission Control has **1 Game Card** for PUBG Mobile:

- Classic Stats Face-Off

**This Game Card** is **Indirect Head-to-Head** which means that teams are not required to join the same lobby to play.

### GAME MODES

Mission Control has **3 Game Mode** for the **Classic Stats Face-Off** Game Card (with the italicized text indicating the Game Mode(s) we most recommend offering a league in):

#### **Mode: Solos**

- Description: One-hundred players face-off to be the last player standing on a shrinking map.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: You enter the lobby and begin.
- Rules: Default Solos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-15<sup>th</sup> place is worth 5 points, 16<sup>th</sup>-25<sup>th</sup> place is worth 3 points, 26<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.





- After each game, the score should be entered as such:
  - Kills equals the number of kills your team achieved in that game.
  - Place equals the final placement your team achieved in that game.
- Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Duos**

- Description: Fifty teams of 2 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 2 min, 2 max, 2 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Duos' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-5<sup>th</sup> place is worth 7 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 5 points, 11<sup>th</sup>-15<sup>th</sup> place is worth 3 points, 16<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.
  - Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.

### **Mode: Squads**

- Description: Twenty-five teams of 4 players face-off to be the last player standing on a shrinking map.
- Players Per Team: 4 min, 4 max, 4 required.
- Game Setup: Your team enters the same lobby and squads up.
- Rules: Default Quads' Settings.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.
  - 1<sup>st</sup> place is worth 10 points, 2<sup>nd</sup>-3<sup>rd</sup> place is worth 7 points, 4<sup>th</sup>-5<sup>th</sup> place is worth 5 points, 6<sup>th</sup>-10<sup>th</sup> place is worth 3 points, 11<sup>th</sup> place and above is worth 0 points.
  - Photos must clearly show both your placement and number of kills.
  - After each game, the score should be entered as such:
    - Kills equals the number of kills your team achieved in that game.
    - Place equals the final placement your team achieved in that game.





- Tiebreakers: Total points scored, Total Victory Royales, Average kills, Average placement, Random.
- Games Per Match: 3 min, 5 max, 3 recommended.





## ROCKET LEAGUE\*

### DESCRIPTION

Rocket League is a futuristic Sports-Action game in which players are equipped with booster-rigged vehicles that can be crashed into balls for incredible goals or epic saves across multiple, highly detailed arenas. Using an advanced physics system to simulate realistic interactions, Rocket League relies on mass and momentum to give players a complete sense of intuitive control in this unbelievable, high-octane re-imagining of association football.

This game is rated **E for Everyone** by the ESRB for the following: Mild Language. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Rocket League **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Linux
- Mac
- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **5 Game Cards** for Rocket League (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- Creative Head-to-Head Face-Off
- FRPA Head-to-Head Face-Off
- KRPA Head-to-Head Face-Off
- USPREC Head-to-Head Face-Off

**All Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Soccer

- Description: Two teams of 1 to 3 players face-off to score the most goals in a game of rocket-powered car soccer.
- Players Per Team: 1 min, 3 max, 2 recommended.





- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Soccer.
  - Standard Arenas Only.
  - First Arena: DFH Stadium.
  - Subsequent Arena Selection: Random.
  - No bots.
  - Mutators: None.
  - Servers: US-East/US-West.
  - All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many goals your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of goals that they scored in that game (i.e. Team A scored 8 while Team B scored 4, so Team A enters a score of 8 while Team B enters a score of 4).
- Games Per Match: 5 min, 7 max, 5 recommended.

Mission Control has **3 Game Modes** for the **Creative Head-to-Head Face-Off** Game Card (with the italicized text indicating the Game Mode(s) we most recommend offering a league in):

#### **Mode: Heatseeker**

- Description: Two teams of 1 to 3 players face-off to be the first team to score seven goals in a game of rocket-powered car soccer. In this mode, the ball will automatically seek the opposing net once it's hit. If the ball hits the backboard, it will fire back toward your goal. The ball gains speed every time it is touched by a player or a backboard.
- Players Per Team: 1 min, 3 max, 2 recommended.
- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Heatseeker.
  - Standard Arenas Only.
  - Arena Selection: Random.
  - No bots.
  - Mutators: None.
  - First to: 7 goals.
  - All other game settings are standard.
- Scoring: The winning team is the team that scores 7 goals first.
  - Photos must clearly show how many goals your team and your opponent's each scored.





- After each game, the score should be entered as such:
  - Each team enters the number of goals that they scored in that game (i.e. Team A scored 7 while Team B scored 4, so Team A enters a score of 7 while Team B enters a score of 4).
- Games Per Match: 5 min, 7 max, 5 recommended.

### **Mode: Rumble**

- Description: Two teams of 1 to 3 players face-off to score the most goals in a game of rocket-powered car soccer...with power-ups!
- Players Per Team: 1 min, 3 max, 2 recommended.
- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Rumble.
  - Standard Arenas Only.
  - Arena Selection: Random.
  - No bots.
  - Mutators: None.
  - Match Time: 5 Minutes.
  - All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many goals your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of goals that they scored in that game (i.e. Team A scored 8 while Team B scored 4, so Team A enters a score of 8 while Team B enters a score of 4).
- Games Per Match: 5 min, 7 max, 5 recommended.

### **Mode: Snowday**

- Description: Two teams of 1 to 3 players face-off to score the most goals in a game of rocket-powered car hockey.
- Players Per Team: 1 min, 3 max, 2 recommended.
- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Mode Snowday.
  - Standard Arenas Only.
  - Arena Selection: Random.
  - No bots.
  - Mutators: None.
  - All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.





- Photos must clearly show how many goals your team and your opponent's each scored.
- After each game, the score should be entered as such:
  - Each team enters the number of goals that they scored in that game (i.e. Team A scored 8 while Team B scored 4, so Team A enters a score of 8 while Team B enters a score of 4).
- Games Per Match: 5 min, 7 max, 5 recommended.

Mission Control has **1 Game Mode** for the **FRPA Head-to-Head Face-Off** Game Card (which should only be used for FRPA Qualifiers or Official Tournaments):

#### **Mode: FRPA Soccer 3v3**

- Description: Two teams of 3 players face-off to score the most goals in a game of rocket-powered car soccer.
- Players Per Team: 3 required
- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Soccer.
  - Standard Maps Only.
  - Map Selection: Random.
  - No bots.
  - Mutators: None.
  - All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many goals your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of goals that they scored in that game (i.e. Team A scored 8 while Team B scored 4, so Team A enters a score of 8 while Team B enters a score of 4).
- Games Per Match: 5 required.

Mission Control has **1 Game Mode** for the **KRPA Head-to-Head Face-Off** Game Card (which should only be used for KRPA Qualifiers or Official Tournaments):

#### **Mode: KRPA Soccer 2v2**

- Description: Two teams of 2 players face-off to score the most goals in a game of rocket-powered car soccer.
- Players Per Team: 2 required.
- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Soccer.





- Standard Maps Only.
- Map Selection: Random.
- No bots.
- Mutators: None.
- All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many goals your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of goals that they scored in that game (i.e. Team A scored 8 while Team B scored 4, so Team A enters a score of 8 while Team B enters a score of 4).
- Games Per Match: 5 required.

Mission Control has **1 Game Mode** for the **USPREC Head-to-Head Face-Off** Game Card (which should only be used for USPREC Qualifiers or Official Tournaments):

**Mode: USPREC Soccar 3v3**

- Description: Two teams of 3 players face-off to score the most goals in a game of rocket-powered car soccer.
- Players Per Team: 3 required.
- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Mode: Soccar.
  - Standard Maps Only.
  - Map Selection: Random.
  - No bots.
  - Mutators: None.
  - All other game settings are standard.
- Scoring: The winning team is the team that scores the most goals.
  - Photos must clearly show how many goals your team and your opponent's each scored.
  - After each game, the score should be entered as such:
    - Each team enters the number of goals that they scored in that game (i.e. Team A scored 8 while Team B scored 4, so Team A enters a score of 8 while Team B enters a score of 4).
- Games Per Match: 5 required.





## STREET FIGHTER V

### DESCRIPTION

The legendary fighting franchise returns with Street Fighter V! Powered by Unreal Engine 4 technology, stunning visuals depict the next generation of World Warriors in unprecedented detail, while exciting and accessible battle mechanics deliver endless fighting fun that both beginners and veterans can enjoy. Challenge friends online or compete for fame and glory on the Capcom Pro Tour.

This game is rated **T for Teen (13+)** by the ESRB for the following: Mild Language, Suggestive Themes, Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Street Fighter V **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- PC (Microsoft Windows)
- PS4

### GAME CARDS

Mission Control has **1 Game Card** for Street Fighter V:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Battle Lounge

- Description: Two teams of 1 player face-off in a fighting battle.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on their console. One team invites the opposing team.
- Rules:
  - Rounds: 9.
  - Time: 99 seconds.
  - Victory Settings: First To 5.
  - Number of Players: 2.
  - Character Select: OFF.
- Scoring: The winning team is the first team to win 5 rounds.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:





- Each team enters the number of rounds that they won in that game (i.e. Team A won 5 while Team B won 2, so Team A enters a score of 5 while Team B enters a score of 2).
- Games Per Match: 3 min, 5 max, 5 recommended.





## SUPER SMASH BROS ULTIMATE\*

### DESCRIPTION

Gaming icons clash in the ultimate brawl you can play anytime, anywhere! Smash rivals off the stage as new characters Simon Belmont and King K. Rool join Inkling, Ridley, and every fighter in Super Smash Bros. history. Enjoy enhanced speed and combat at new stages based on the Castlevania series, Super Mario Odyssey, and more! Having trouble choosing a stage? Then select the Stage Morph option to transform one stage into another while battling—a series first! Plus, new echo fighters Dark Samus, Richter Belmont, and Chrom join the battle. Whether you play locally or online, savor the faster combat, new attacks, and new defensive options, like a perfect shield. Jam out to 900 different music compositions and go 1-on-1 with a friend, hold a 4-player free-for-all, kick it up to 8-player battles and more! Feel free to bust out your GameCube controllers—legendary couch competitions await—or play together anytime, anywhere!

This game is rated **E10+ for Everyone 10+** by the ESRB for the following: Cartoon Violence, Comic Mischief, Suggestive Themes. Additional information on the rating can be found at [ESRB.org](http://ESRB.org).

### PLATFORMS

Super Smash Bros Ultimate is **only available on a single platform**, which means players can only own the game on that one platform. A single league will then include **ONLY** the following:

- Nintendo Switch

### GAME CARDS

Mission Control has **4 Game Cards** for Super Smash Bros Ultimate (with the italicized text indicating the Game Card we most recommend offering a league in):

- *Classic Head-to-Head Face-Off*
- FRPA Head-to-Head Face-Off
- KRPA Head-to-Head Face-Off
- USPREC Head-to-Head Face-Off

**All Game Cards** are **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **2 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### **Mode: Battle Arena [Casual]**

- Description: Two teams of 1 to 3 players face-off in a fighting battle.
- Players Per Team: 1 min, 3 max, 1 recommended.





- Game Setup: Prior to the match, players add each other on the Switch. One team creates the arena, and the opposing team joins. The other team selects the first stage, and then selection alternates.
- Rules:
  - Style: Stock.
  - Stock: 3.
  - Time Limit: 8 Minutes.
  - FS Meter: Off.
  - Damage Handicap: Off.
  - Items: Off and None.
  - Stage Hazards: Off.
  - Launch Rate: 1.0x.
  - Score Display: Off.
  - Show Damage: Yes.
  - Rotation: Host preference.
  - Stage: Choice.
  - Spirits: Off.
  - Voice Chat: Off.
  - Team Attack: On (Except for 1v1).
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 3 min, 7 max, 5 recommended.

### **Mode: Battle Arena [Competitive]**

- Description: Two teams of 1 to 2 players face-off in a fighting battle.
- Players Per Team: 1 min, 2 max, 1 recommended.
- Game Setup: Prior to the match, players add each other on the Switch. The Home team creates the arena, and the Away team joins.
  - The home team will then select their character, and then the second team will select theirs.
  - The first stage will be selected through the following procedure: Home team strikes a stage, Away team strikes two stages, Home team strikes a stage, and the remaining stage is the stage for the first game.
  - The winner of the first game declares their next character first and then the loser second.
  - The winner of the first game bans two stages from the list of starter or counterpick stages. The loser of the game then chooses the next stage, provided it is not already banned or they have not already won on that stage in the match.
  - This process is repeated until a match winner is determined.





- Rules:
  - Style: Stock.
  - Stock: 3.
  - Time Limit: 8 Minutes.
  - FS Meter: Off.
  - Damage Handicap: Off.
  - Items: Off and None.
  - Stage Hazards: Off.
  - Launch Rate: 1.0x.
  - Score Display: Off.
  - Show Damage: Yes.
  - Rotation: Host preference.
  - Stage: Choice.
  - Spirits: Off.
  - Voice Chat: Off.
  - Team Attack: Off (for 1v1), On (for 2v2)
- Characters:
  - No characters are prohibited from use. However, all amiibo figures are prohibited from use.
  - Mii Fighters are permitted but must declare to their opponent the type and moveset listed in the format "Type XXXX."
- Stages:
  - Starter Stages permitted for the first game: Battlefield, Final Destination, Pokemon Stadium 2, Smashville, Town & City.
  - Counterpick Stages permitted for subsequent games: Hollow Bastion, Kalos Pokémon League, Lylat Cruise, Northern Cave, Town and City, Yoshi's Story.
- Match Disruptions:
  - If a team intentionally or accidentally pauses the game, that team forfeits that game.
  - If a team has internet connectivity issues causing them to drop out of a game, the game will be reset if both players have all starting stocks, combined have not accumulated more than 60% damage, and a minute in-game has not passed. If these conditions are not met, then that team will forfeit that game, unless their opponent agrees to a redo.
  - If a game server is lagging, the game may be reset if and only if both teams consent to the reset.
- Match Ending:
  - If a game ends due to a self-destruct move, the results screen determines the winner of the game.
  - If the clock runs out and a sudden death is initiated, the team with the highest number of stocks is the winner of the game. If both teams have the same amount of stocks, the player with the lower percentage is the winner of the game. If both players have the same amount of stocks and the same





percentage, players will play a tiebreaker game on the same stage with the same characters using the official match format with these modifications:  
Stock: 1, Stock & Time: 3 minutes.

- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 5 min, 7 max, 5 recommended.

Mission Control has **1 Game Mode** for the **FRPA Head-to-Head Face-Off** Game Card (which should only be used for FRPA Qualifiers or Official Tournaments):

#### **Mode: FRPA Battle Arena 1v1**

- Description: Two teams of 1 player face-off in a fighting battle.
- Players Per Team: 1 required.
- Game Setup: Prior to the match, players add each other on the Switch. One team creates the arena, and the opposing team joins. The other team selects the first stage, and then selection alternates.
- Rules:
  - Style: Stock.
  - Stock: 3.
  - Time Limit: 8 Minutes.
  - FS Meter: Off.
  - Damage Handicap: Off.
  - Items: Off and None.
  - Stage Hazards: Off.
  - Launch Rate: 1.0x.
  - Score Display: Off.
  - Show Damage: Yes.
  - Rotation: Host preference.
  - Stage: Battlefield Stages Only.
  - Spirits: Off.
  - Voice Chat: Off.
  - Team Attack: Off
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 5 required.

Mission Control has **1 Game Mode** for the **KRPA Head-to-Head Face-Off** Game Card (which should only be used for KRPA Qualifiers or Official Tournaments):





- Mode: KRPA Battle Arena 1v1 - Two teams of 1 player face-off in a fighting battle.
- Players Per Team: 1 required.
- Game Setup: Prior to the match, players add each other on the Switch. One team creates the arena, and the opposing team joins. The other team selects the first stage, and then selection alternates.
- Rules:
  - Style: Stock.
  - Stock: 3.
  - Time Limit: 8 Minutes.
  - FS Meter: Off.
  - Damage Handicap: Off.
  - Items: Off and None.
  - Stage Hazards: Off.
  - Launch Rate: 1.0x.
  - Score Display: Off.
  - Show Damage: Yes.
  - Rotation: Host preference.
  - Stage: Battlefield Stages Only.
  - Spirits: Off.
  - Voice Chat: Off.
  - Team Attack: Off
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 5 required.

Mission Control has **1 Game Mode** for the **USPREC Head-to-Head Face-Off** Game Card (which should only be used for USPREC Qualifiers or Official Tournaments):

**Mode: USPREC Battle Arena 1v1**

- Description: Two teams of 1 player face-off in a fighting battle.
- Players Per Team: 1 required.
- Game Setup: Prior to the match, players add each other on the Switch. One team creates the arena, and the opposing team joins. The other team selects the first stage, and then selection alternates.
- Rules:
  - Style: Stock.
  - Stock: 3.
  - Time Limit: 8 Minutes.
  - FS Meter: Off.
  - Damage Handicap: Off.
  - Items: Off and None.





- Stage Hazards: Off.
- Launch Rate: 1.0x.
- Score Display: Off.
- Show Damage: Yes.
- Rotation: Host preference.
- Stage: Battlefield Stages Only.
- Spirits: Off.
- Voice Chat: Off.
- Team Attack: Off
- Scoring: The winning team is the last team standing.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 5 required.





## TEKKEN 7

### DESCRIPTION

Raise your fists and get ready for the ultimate battle on the next generation of home consoles. Powered by the Unreal Engine 4, the storied fighting franchise returns for another round in Tekken 7. With the faithful 3D battle system and gameplay intact, Tekken 7 takes the franchise to the next level with photo-realistic graphics and new and innovative features and fighting mechanics. Tekken 7 resurrects the attitude, competitiveness and showmanship rooted in its arcade DNA to provide the ultimate fighting game experience.

This game is rated **T for Teen (13+)** by the ESRB for the following: Crude Humor, Mild Blood, Mild Language, Suggestive Themes, Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Tekken 7 is **NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- Arcade
- PC (Microsoft Windows)
- ***PS4***
- ***Xbox One***

### GAME CARDS

Mission Control has **1 Game Card** for Tekken 7:

- Classic Head-to-Head Face-Off

**This Game Card is Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Player Match

- Two teams of 1 player face-off in a fighting battle.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other on their console. One team invites the opposing team.
- Rules:
  - Rounds: 9.
  - Time: 60 seconds.
  - Victory Settings: First To 5.





- Max Number of Participants: 2.
- Private Slots: 3.
- Scoring: The winning team is the first team to win 5 rounds.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 5 while Team B won 2, so Team A enters a score of 5 while Team B enters a score of 2).
- Games Per Match: 3 min, 7 max, 5 recommended.





## TOM CLANCY'S RAINBOW SIX SIEGE

### DESCRIPTION

Rainbow Six Siege is an intense, new approach to the first-person shooter experience. Choose from a variety of unique Counter-Terrorist Operators and master their abilities as you lead your team through tense, thrilling, and destructive team-based combat.

This game is rated **M for Mature (17+)** by the ESRB for the following: Blood, Drug Reference, Strong Language, Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

Tom Clancy's Rainbow Six Siege **is NOT a cross-platform game**. This means players must compete in separate leagues for separate platforms the game is compatible with. When creating the league, you must **select a single platform** for that league. A single league then can include **ONE** of the following platforms (with the italicized, bolded text indicating the platform(s) we most recommend offering a league in at the same time):

- **PC (Microsoft Windows)**
- PS4
- PS5
- Xbox One
- Xbox Series

### GAME CARDS

Mission Control has **1 Game Card** for Tom Clancy's Rainbow Six Siege:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Bomb

- Description: Two teams of 5 players face-off to try and disarm or defend a bomb.
- Players Per Team: 5 min, 5 max, 5 required.
- Game Setup: Prior to the match, add each other on their console. One team creates the private match and invites the opposing team. The same team bans the first map, the other team second, and so on until three maps remain. Then, the first team selects the first map, the other team selects the second, and the process repeats for future games.
- Rules:
  - Playlist Type: Normal Mode.
  - HUD Settings: Pro League.
  - Match Settings: Default.





- Scoring: The winning team is the team that wins the round.
  - Photos must clearly show which team won and which team lost.
  - After each game, the score should be entered as such:
    - The winning team enters a score of 1 for wins.
    - The losing team enters a score of 0 for wins.
- Games Per Match: 3 min, 5 max, 3 recommended.





## VALORANT\*

### DESCRIPTION

VALORANT is your global competitive stage. It's a 5v5 tac-shooter matchup to plant or defuse the Spike in a one-life-per-round, first to 13 series. More than guns and bullets, you'll choose an Agent armed with adaptive, swift, and lethal abilities that create opportunities to let your gunplay shine. Creativity is your greatest weapon.

This game is rated **T for Teen (13+)** by the ESRB for the following: Blood, Language, Violence. Additional information on the rating can be found at [ESRB.org](https://www.esrb.org).

### PLATFORMS

VALORANT is **only available on a single platform**, which means players can only own the game on that one platform. A single league will then include **ONLY** the following:

- PC (Microsoft Windows)

### GAME CARDS

Mission Control has **1 Game Card** for VALORANT:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Unrated

- Description: Two teams of 5 players face-off to try and disarm or defend a bomb-type device called the Spike.
- Players Per Team: 5 min, 5 max, 5 required.
- Game Setup: Prior to the match, add each other on their console. One team creates the private match and invites the opposing team.
- Rules: Mode: Standard.
- Scoring: The winning team is the first team to win 13 wins.
  - Photos must clearly show how many rounds your team and your opponent's each won.
  - After each game, the score should be entered as such:
    - Each team enters the number of rounds that they won in that game (i.e. Team A won 13 while Team B won 11, so Team A enters a score of 13 while Team B enters a score of 11).
- Games Per Match: 1 min, 3 max, 3 recommended.





## WORDS WITH FRIENDS

### DESCRIPTION

Words With Friends is the fun, free word game that lets you connect with friends and family while expanding your vocabulary and sharpening your wit. Test your brain power and spell your way to victory. May the Best Friend Win.™

The game is rated **4+** by the Apple App Store and **E for Everyone** by the Google Play Store. Additional information on the rating can be found in the App Store on your mobile device.

### PLATFORMS

Words with Friends **IS a cross-platform game**. This means players can compete in a single league using any platforms the game is compatible with. When creating the league, you should **Enable Crossplay**. A single league will then include **ALL** of the following:

- Android
- iOS
- PC (Microsoft Windows)
- Web Browser
- Windows Phone

### GAME CARDS

Mission Control has **1 Game Card** for Words With Friends:

- Classic Head-to-Head Face-Off

**This Game Card** is **Direct Head-to-Head** which means that teams are required to join the same lobby to play.

### GAME MODES

Mission Control has **1 Game Mode** for the **Classic Head-to-Head Face-Off** Game Card:

#### Mode: Friends

- Description: Two teams of 1 player face-off to score the most points from spelling words.
- Players Per Team: 1 min, 1 max, 1 required.
- Game Setup: Prior to the match, players add each other as friends on their mobile devices. One team invites the opposing team.
- Rules:
  - Mode: Friends.
  - Standard rules.
- Scoring: The winning team is the team that scores the most points.
  - Photos must clearly show how many points your team and your opponent's each scored.
  - After each game, the score should be entered as such:





- Each team enters the number of points that they scored in that game (i.e. Team A scored 117 while Team B scored 104, so Team A enters a score of 117 while Team B enters a score of 104).
- Games Per Match: 1 min, 3 max, 3 recommended.

