



# 2021 FRPA OFFICIAL GAME RULES

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We're excited to have your gamers compete in the 2021 Florida Recreation and Park Association (FRPA) Esports State Championship! Here are the official rulesets for the games.

## 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, which means players can compete in a single league dedicated to **any and all** of the game's compatible platforms. A **single** league should include the following platforms:

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

### RULES

- Mode: FRPA Battle Royale: Duos - Fifty teams of 2 players face-off to be the last player standing on a shrinking map.
- Teams: 2 min, 2 max.
- Game Setup: Your team enters the same lobby and squads up.
- Rules:





- All games are to be played in the Duos Battle Royale mode using default Duos' settings.
- Games are not permitted to be played in the following modes: Solos, Squads, Creative, Battle Labs, Team Rumble, and Arena.
- Photos must clearly show your results.
- Tiebreakers: Total points scored, Total Victory Royales, Average eliminations, Average placement, Random.
- 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 your results on the entire stats panel.
  - Tiebreakers: Total points scored, Total Victory Royales, Average eliminations, Average placement, Random.
- Number of Games (League Settings): 3

## 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, which means players can compete in a single league dedicated to **any and all** of the game's compatible platforms. A **single** league should include the following platforms:

- Linux
- Mac
- Nintendo Switch
- PC (Microsoft Windows)
- PS4





- PS5
- Xbox One
- Xbox Series

## R U L E S

- Mode: FRPA Soccer 3v3 - Two teams of 3 players face-off to score the most goals in a game of rocket-powered car soccer.
- Teams: 3 min, 3 max
- 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:
  - Standard Maps Only.
  - Map Selection: Random.
  - No bots.
  - Mutators: None.
  - Match Time: 5 Minutes
  - All other game settings are standard.
  - After each game, the score should be entered as the number of goals each team scored (i.e. Team 1 scored 4 goals and Team 2 scored 6 goals, so the score is 4-6).
- Scoring: The winning team is the team that scores the most goals.
- Number of Games (League Settings): 5

## SUPER SMASH BROS ULTIMATE

### D E S C R I P T I O N

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](https://www.esrb.org).





## PLATFORMS

Super Smash Bros Ultimate is only available on a single console, which means players can compete in a single league dedicated to that compatible platform. A **single** league should include the following platform:

- Nintendo Switch

## RULES

- Mode: FRPA Battle Arena 1v1- Two teams of 1 player face-off in a fighting battle.
- Teams: 1 min, 1 max.
- Game Setup: Prior to the match, players add each other on the Switch. One team creates the arena, and the opposing team joins. The opposing 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: On (Except for 1v1).
  - After each game, the score should be entered as such: the winner enters a score of 1 while the loser enters a score of 0.
- Scoring: The winning team is the last team standing.
- Number of Games (League Settings): 5

