

2023 - 2024

FENWORKS

Esports Program Handbook



LEAD THE PACK

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Important Dates

Preseason Match

The preseason match will take place from Monday, March 4, 2024, to Friday, March 8, 2024. All teams must participate in the preseason match.

Season Dates

The season will run from March 11 – April 19 (6 weeks). Week 1 matches will be announced on Wednesday, March 6. Tiebreaker rounds will occur tentatively April 22 – May 3.

State Tournament Dates

The tentative state tournament dates are May 10 – May 11, 2024. Location and schedule will be announced later in the season.

About Us

Fenworks brings Varsity level esports programs to schools across the region. We create a meaningful community that gets students involved, engaged, and excited through cutting edge content, competition, and coaching. Fenworks designs the program to focus on real-world application and develop skills that will last a lifetime with a competitive experience — just like traditional sports. This program gives students a new avenue to explore during their K-12 years without taking away from any other opportunities they already enjoy.

See our website for more information about Fenworks: <https://www.fenworks.com/>.

Terminology

(These words will be capitalized throughout the document)

- **Student** – Refers to a Student enrolled in the program
- **Student Captain** – A Student that is the captain of their team
- **General Manager (GM)** – Refers to the school liaison that communicates with Fenworks and is responsible for the school's teams and Students
- **Fenworks Representative** – If you are needing to get ahold of someone at Fenworks, please email esports@fenworks.com.

Fenworks Code of Conduct

By participating in the program, all participants (Students and/or GMs) within the Fenworks program agree to abide by these guidelines to maintain a safe and inclusive environment. Any violations of this Code of Conduct should be reported to a Fenworks Representative immediately. Egregious violations will be reported to the school. The Student or GM responsible may be removed from the program, depending upon the severity of the offense. Fenworks has outlined the responsibilities of participants within the program below. This list includes but is not limited to:

- Must be at least 13 years of age by the start of the season or obtained parental approval to participate and operate software,
- Abide by their school's individual attendance/GPA policies, enforced by the GM
- Check-in to scheduled matches on time
- Limit excessive rescheduling of matches

- Maintain a positive and friendly manner towards other members of the program
- Maintain regular communication with other participants
- Be respectful to, including but not limited to, all players, coaches, GMs, and Fenworks Staff
- Report to coaches or GMs regarding inappropriate behavior or problems

Any violations of this Code of Conduct can result in suspension, removal from competition, or even removal from the program. Should one of these cases occur, the offending player will be suspended from the program until their GM has been notified and the behavior has been corrected. Offenses include but are not limited to:

- Any toxic behavior: Unsportsmanlike conduct, profanity in any form, trash talking, violent behavior, or "griefing."
- Cheating in any form: Outside aid or coaching while in competition, cheating programs/software, hardware modifications, or anything that would give a player an unfair advantage
- A player/team intentionally losing games, fixing of games, bribery, sharing accounts
- Any attempt to fabricate or lie about rank/skill level (i.e., smurfing, boosting) so that players are at a level significantly lower or higher than their actual rank
- Hate speech, racism, and sexism are a no-tolerance offenses, resulting in immediate removal from the program; The student's school will be contacted to determine if further action is required.
- Engaging in any unsafe behaviors when operating or using physical equipment

Program Structure and Schedule

Season Structure

All teams will play in the same league. There will be no JV or Varsity teams. There will be no division of teams at this time based on skill level. Schools are permitted to have multiple teams compete at the State Tournament.

Teams

Throughout the season and state tournament, students will be competing individually and/or as a team. The team sizes for each title are as follows. Fenworks recommends 2 - 3 substitutes (subs) for any team. This is not a requirement or a limit, just a suggestion to make sure your team is able to play all their games in the event a player is unable to compete, and a sub is needed. A sub can be any player. Below is the minimum required number of players that are needed to form a team for each game title.

Additionally, students are allowed to compete on multiple teams of different game titles throughout the season, however, if a student qualifies for state in multiple game titles, Fenworks will not rearrange the state tournament schedule to accommodate for that student. Please make sure that all students understand this prior to and during the state tournament. Make sure that all teams have substitutes to accommodate this.

- Rocket League: 3 students per team
- Fortnite: 3 students per team
- Super Smash Bros Ultimate: 1 student competing individually, no substitutes
- Chess: 1 student competing individually, no substitutes

- Minecraft (Java Edition, Non-competitive): All students that sign up for the Fenworks Program can access the Minecraft servers.

If you do not have enough students to make a full team in a specific game title, please reach out to esports@fenworks.com to discuss some potential solutions.

Each team will select and appoint a Student Captain*. GMs will have the final say in these decisions. Fenworks recommends that GMs ask students if they have already identified teammates they wish to play with on teams and consider hosting a student voting process to elect Student Captains to encourage leadership and engagement in these decisions.

*Student Captains may have additional responsibilities and expectations and should be selected accordingly.

Holidays

Fenworks recognizes several holidays that occur during the 2023 – 2024 regular season. Please check with other teams as other holidays or days off may be observed by their school. Fenworks, GMs, and Students Captains should avoid scheduling on the following observed days:

- **Presidents Day:** Monday, February 19, 2024
- **Spring Holiday:** Friday, March 29 – Monday, April 1, 2024

In the case that teams have a gameday for their title that falls on a holiday, those teams are NOT required to play their scheduled match; they will be allowed to, should it work for both parties. GMs/Student Captains should communicate to find a different time to reschedule their match.

Preseason

Please see the Important Dates Section for the Preseason Dates. This match will be created by Fenworks and function the same as the regular season. This preseason match will have no effect on a team's seasonal standings. It is purely for practice.

Regular Season

Competitions are structured in a six-week season. The season will be split into two sections. The matches will be released every Friday for the following week. All matches from each week must be finished by the Friday night at 11:59 pm MT of that week or have a confirmed reschedule on the platform. Otherwise, those team(s) will receive a forfeit. In the event of a forfeit, if both teams decide to play the game at a later point, please notify Fenworks and we can undo the forfeit and allow the match to be played.

The first three weeks of the season will be random matchmaking. After the first three weeks have been completed, the next three weeks will be created based on the win/loss of the first half of the season. This is to make sure that the second half of the season's matches are more based on skill and to remove any teams that may have dropped.

Teams are responsible for completing one match per week (per game title), with the weekly “gamedays” for each title shown below. All game times are automatically set for 4:00 pm MT on the respective game day. Please note that these days and times are purely suggestions. Fenworks encourages keeping these times consistent, however, it is up to each of the GMs/Student Captains to identify a reschedule date/time if needed. In the event that a game day lands on a holiday, it is up to those teams to discuss if they still want to play on that day or reschedule.

- Mondays: **Fortnite**
- Tuesdays: **Smash Ultimate and Chess**
- Wednesdays: **Off/Makeup**
- Thursdays: **Rocket League**
- Fridays: **Off/Makeup**

Student Captains are responsible for checking themselves and their teammates in before the match starts. In the event that a Student Captain is unavailable for competition that week, any player from that team or GM can check in the team.

Tiebreaker Round

In the event multiple teams end the regular season with the same records/scores (resulting in ties for Fenworks State Tournament qualification), Fenworks will reach out to those teams and a tiebreaker match will occur.

Fenworks State Tournament

The Fenworks State Tournament will be held as a multiday event. During these days, qualified teams compete in a tournament bracket to determine the champions for each game title offered in the Fenworks program. The tournament is structured in the following format, with the following number of qualifiers.

Tournament Formats

All brackets will be **single elimination**. Please note that Fenworks will not rearrange the state tournament schedule to accommodate students participating in multiple game titles. Please make sure that all students understand this prior to and during the state tournament. Make sure that all teams have substitutes to accommodate this.

Fenworks will determine the number and criteria of qualified teams once all the teams are created for the season. More information will be released then.

Fenworks Coaching

Some schools have opted in for Fenworks Coaching Services. Fenworks hires top of the line experts to coach students in their game title. Only GMs are able to sign up students and teams for coaching. GMs can purchase coaching hours at any point in the season by emailing esports@fenworks.com. Students should check in with their GM to see how many hours they have available.

Policies

Reschedule Policy

Each game title is given a specific game day and time in the week. All matches for a game title occur on these game days. If a reschedule is needed, GMs/Student Captains must reach out via email, discord, or phone to see if a reschedule is possible. Once the two teams confirm on a date/time, they will need to go onto the Fenworks Platform and submit a reschedule request for the new time. The team requesting the reschedule must go and submit the request, and then the Student Captain or the GM from the opposing team, must accept it on the platform. Any team may choose to play a match shorthanded as long as the whole team agrees upon it and the opposing team is informed.

Student Ineligibility Policy

School Administrators and GMs will determine the ineligibility policy by which their students must abide. Fenworks does not enforce an ineligibility policy of its own but will support and uphold the guidelines established by school organizations.

Benching Policy

By participating in Fenworks Programs all students/GMs are committed to completing their match each week. In the event a team fails to appear or forfeits their scheduled match in a given week and no notification was provided to Fenworks, that team will be subject to our "Benching" policy. A bench is considered a penalty against a team. This measure is taken to prevent the possibility of another game being disrupted due to their absence. To prevent a team being benched, GMs must communicate with Fenworks in advance if they know their team is unable to compete in a specific week. Once a team is benched, they will remain permanently benched unless they follow the un-benching procedure. Teams must work to reschedule games before being allowed to take a forfeit without penalty (see forfeit policy.)

This policy mandates that the team in question be automatically assigned to a bye game for the following week. A bye week means the benched team will not receive a match for that week but is still a part of the season. In the event that a team receives a penalty in a season, it's up the discretion of Fenworks to determine if a team will qualify for the state tournament.

Un-benching

Once a team has been benched, they can only be un-benched if the GM reaches out to Fenworks. The GM must assure Fenworks that the team in question is ready to compete for the following week. They must inform Fenworks why the previous match was missed, and why they won't miss the upcoming match. The request will be reviewed by Fenworks and, if deemed satisfactory, the benching for future weeks will be rescinded, allowing the team to reengage in the scheduled matches. If possible, Fenworks may try and get an un-benched team a match for the current week. If not, that team will just miss out on a week.

Substitute Policy

Fenworks recommends 2 - 3 subs for any team. This is not a requirement or a limit, just a suggestion to make sure your team is able to play all their games in the event a player is unable to compete, and a sub is needed. A substitute can be any player.

Teams may substitute players between games in a series. For example, in a best of 3 game series, teams may substitute between games 1 and 2 or between games 2 and 3.

Teams should never substitute in the midst of an individual game (I.e., passing their controller off). The players who start a game must finish that game.

There will be no subs for Chess or Super Smash Ultimate. In the event that one of those students cannot play in a week, please try to reschedule the match.

Forfeit Policy

In the event that the opposing team does not communicate with your team, and/or they do not show up at the agreed upon time, please reach out to Josh Bitterman on the Discord server or to Fenworks Representatives at esports@fenworks.com and Fenworks will give forfeit their team. Please give teams 15 minutes after the scheduled start time before you notify Fenworks.

Teams should attempt to reschedule all games before forfeiting a game. If a team needs to forfeit, they can do so on the platform, and they should notify a Fenworks Representative. In the event a forfeit happens, the team will be subject to the Benching Policy.

Disputes and Other Issues Policy

Fenworks retains ultimate authority over dispute resolution and possesses the exclusive right to make definitive rulings on matters not specified within the rules and handbook.

If a score is submitted and no one disputes the result within one week, the result will stand. Teams are allowed to submit definitive evidence in the event of a dispute. Fenworks reserves the right for final decisions. In the event an error was made, and both teams agree upon it, the scores can be adjusted at the discretion of Fenworks.

Game Titles and Rulesets

Overview

Regular Season

- **Chess** – First to Two Wins
- **Fortnite** – Cumulative point total after three games
- **Rocket League** – Best of 5 series
- **Super Smash Bros Ultimate** – Best of 5 series

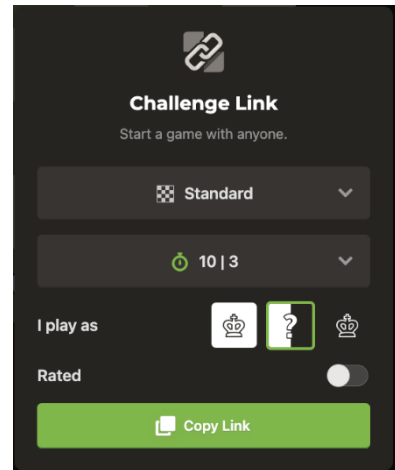
General Rulesets for All Game Titles

- Lobby Setups – Most of our game titles require a private lobby to be set up with the below listed settings and rules. Both teams are responsible for making sure the settings are correct before beginning a game.
 - If a lobby is incorrectly made and the game hasn't started, make the fixes, and restart the game.
 - If a lobby is incorrectly made and game time has passed, should a player notice the settings were made incorrectly, that player should notify both teams, game play should stop immediately if possible, and both teams should work together to correct this issue. If the game cannot stop, the teams should finish the game and the results will not count towards the final score.
 - A Fenworks Representative should be informed if the issues aren't resolved between the teams.
 - Once a lobby is found to be made incorrectly, that entire game will be redone/rescheduled unless the teams mutually agree upon another solution, such as if they decide to keep the scores for game(s) that have already been played. If a team is unable or does not want to play that rescheduled game, that team will receive a forfeit.
 - If someone knowingly has concerns about the settings but doesn't bring them up in the moment and doesn't stop play, the results will stand.
 - If the team who incorrectly created the lobby loses, the results will stand.
 - If a match is fully completed and an issue about the lobby settings is brought to Fenworks, Fenworks will investigate and make a decision. If the team who incorrectly created the lobby loses, the results will stand.
- Scouting – If players use school accounts or other alternative accounts for games, all players and GMs are allowed to ask for "main accounts" to do proper scouting. All teams must provide their real/main accounts if requested. If a player is unwilling to share the account information, please contact a Fenworks representative.
- Spectating – Only GMs, substitute players, Fenworks Representatives/Coaches, or a designated school streamer are allowed to spectate games. Before each game, communication must be made between both teams to make sure all spectators are in the game. If a game starts without the proper spectators, it must be notified immediately where no reasonable game time has passed. If game time has passed, the game will continue without the spectator since spectators have no effect on the game.
 - People are allowed to be in the spectator/observer spot, but if concern is raised about cheating, both teams should only occupy the coach spot for the respective team.
 - If Fenworks is informed and shown proper proof that a team used the spectator/observer spot to cheat, that team will be forfeited from the match and could be subject to further disciplinary actions including but not limited to removal of the season.

Competitive Title Rulesets

Chess – First to Two Wins

- Chess players will need to create a [Chess.com](https://www.chess.com) account associated with their school email. Please ensure the account is correctly set up and confirmed via email
- The process for setting up a game is as follows:
 - Go to [Chess.com/play/online](https://www.chess.com/play/online)
 - Select 'Play a Friend'
 - Click at the bottom of the page 'create a challenge link'
 - The game mode should be 'Standard.'
 - Click the arrow next to the time clock.
 - Click 'More Time Controls' and under Custom, type in '10 min, 0 sec, 3 inc.' and click the arrow next to the 'inc' box
 - Set the 'I play as' random.
 - Uncheck the rated box.
 - Select 'Copy Link' Copy and send the link generated with your opponent via Discord.
- Once the link has been accepted, the game will begin.
 - The side of the board (white or black) will be randomly selected for each player in the first game.
 - Once the first game has finished, both players should click 'Rematch.' Doing this allows for a quick and easy rematch and swaps the color of pieces each player gets.
- **Score Reporting:** Game results will be uploaded to the Fenworks Platform. Each student is to submit the score and screenshot for each game.
 - For chess scores, players will report '1' for a win and '0' for a loss in the Fenworks Platform.
 - In the event a game draws, both players will report a '1,' indicating a tie within the Fenworks Platform.
 - **Players will continue playing games until one player has won two games. This ensures that a winner is decided, and no matches end in a draw.**
- **Technical Difficulties in Chess:** If a player is experiencing technical difficulties that are preventing play, the game may be restarted as long as no moves have been made. Technical difficulties are classified as follows:
 - Hardware malfunction
 - Software malfunction
 - Other extreme circumstances (household emergencies)



If a move has been made and technical difficulties occur, a player's time will run down as usual. Players should try to rejoin (reconnect) their match as soon as possible.

Fortnite – Leaderboard

- **Game Mode:** Zero Build (Trios - 3 players)
- **Making Lobbies:** Add and invite your teammates to your lobby, then queue up for Zero Build (Trios).

- **Ruleset:** Each week, teams will play three games and total their score from those three games when submitting them to the Fenworks Platform. Games **MUST** be played in the Zero Build (Trios) playlist.
- **Scoring:** Teams will receive one point for every elimination. Teams will receive the following bonus points for placement:
 - **1st place:** 5 points
 - **2nd place:** 3 points
 - **3rd place:** 2 points
 - **4th place:** 1 point
- **Leaderboard:** Each teams scores will be arranged in a leaderboard each week with the highest score being first, and the lowest score being last. The season leaderboard will show the cumulative scores from all weeks and will be what determines teams for the state tournament.
- **Submitting Scores:** Submitting scores and screenshots to the Fenworks Platform will follow this process:
 - Play 3 games with your team.
 - Use the scoring system (above) to accumulate your team's point total from all three games.
 - At least one person on each team will need to submit their team's score and screenshots to the Fenworks Platform.

"This event is in no way sponsored, endorsed, or administered by, or otherwise associated with, epic games, inc. the information players provide in connection with this event is being provided to event organizer and not to epic games, inc. By participating in this event, to the extent permitted by applicable law, players agree to release and hold harmless epic games, inc., its licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the event."

Rocket League

- **Game Mode:** 3v3 Soccar (no mutators). Keep default settings. **Best-of-five series.**
- **Making Lobbies:** Student Captains will be responsible for communicating with each other regarding game lobby creation and setup, and ensuring all players join.
 - Players are not allowed to leave their team then rejoin to put them on the other side of the arena. This is considered cheating and will result in immediate DQ for the match.
 - Once a series has begun, teams will not be required to swap sides (colors) -- they may play through the entirety of the series without any swapping.
 - Roster changes and substitutions are allowed mid-series, but **ONLY** in-between games.
 - Substitute players **MUST** be identified as members of a team in the Fenworks Platform before playing a series.
 - Spectator slots are only allowed to be occupied by General Managers, shout casters, Fenworks representatives, or substitute players.

- **Forfeits:** A team may forfeit at any point that the game allows. Forfeits will count as a loss.
- **Maps:** All standard maps are available for play
- **Score Reporting:** Each game score, with the correct screenshot, within the best-of-five series must be reported in the Fenworks Platform match details.
- **Technical Difficulties in Rocket League:** If a player is experiencing technical difficulties preventing play, they may call for a game restart-- if within the bounds of a Game of Record. Technical difficulties are classified as follows:
 - Hardware malfunction
 - Software malfunction
 - Other extreme circumstances (household emergencies)
- A game qualifies as a **Game of Record** and, therefore, cannot be remade if the following conditions have been met:
 - At least one minute of game time has elapsed
 - A goal has been scored

*In the event a Technical Difficulty occurs after a **Game of Record** condition is met, teams will have to play the remainder of the match shorthanded (or until the player can reconnect).

Super Smash Bros Ultimate

- **Game Mode:** Matches will be a best of 5 series.
- **Making Lobbies** The home/host team (left team in platform) will create the lobby ("Online" > "Smash" > "Battle Arenas" > "Create Arena"). When creating the lobby make sure the name is something recognizable and set a simple password that you will share with your opponent via discord so they can join the arena. Additionally, you'll need to share the Arena ID with your opponent so they can find and join your arena. This is found in the top right of your arena after you've created one. Set The following settings are to be used in official matches:
 - Type: Host preference
 - Visibility: Public
 - Format: 1-on-1
 - 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
 - Max Players: 2
 - Stage: Choice
 - Spirits: Off
 - Voice Chat: Off

- **Stage Selection:** Players will agree upon a **Starter Stage** to play game 1 on. Then the loser of game 1 will be able to select a stage from the **Starter Stages** or **Counter Picks** below for game 2. The loser of game 2 will be able to select a stage from any listed below, excluding any stage they have won on, if a game 3 is played.
 - Starter Stages:
 - Battlefield
 - Final Destination
 - Pokémon Stadium 2
 - Smashville
 - Counter Pick Stages:
 - Yoshi's Story
 - Lylat Cruise
 - Kalos Pokémon League
 - Town and City

Resources

Resources related to the season, such as handbooks, marketing material, and student waivers can be found on our Website Portal.

- Discord – <https://discord.com/>
- Fenworks Platform: <https://app.fenworks.com>
- Fenworks Website Portals: <https://fenworks.com/esports-portal-login/>
 - Student/Parent Login info
 - Username: studentesports
 - Password: Esports2324

Firewalls

GMs and Students should be aware of school firewalls that could block several of the applications that the Fenworks program will be using. GMs should work with their school's administrators and IT to address these before the season. If Students will be participating in the Fenworks program from computers/labs at school, ensure these Students can access the necessary websites/applications and software. This process may include having your school's Tech Coordinator unblock certain websites/applications on these computers or provide accounts that allow Students to access what they need.

A list of websites/applications required for participation in the Fenworks program is listed below. Many of these launchers/applications are where the games are downloaded and played through.

SUPER SMASH BROS ULTIMATE (SSBU) NOTICE

Many schools have reported a network connection issue when attempting to play SSBU using school Wi-Fi. SSBU requires players to be logged into a Nintendo Switch Online account. Many schools have found that they are unable to connect to another player. Fenworks has identified that this is due to Nintendo Switch Online requiring unfiltered access to school internet. To bypass this, some solutions include using hotspots or having a separate connection of Wi-Fi in school esports labs that is unfiltered. Please make sure

that if you want to run SSBU, that you test if you are capable of online play before the season.

- Chess.com (<https://www.chess.com/>)
- Steam (<https://store.steampowered.com/>)
- Epic Games (<https://store.epicgames.com/en-US/>)
- Discord – (<https://discord.com/>)
- Fenworks Platform: (<https://app.fenworks.com>)
- Fenworks Website Portals: (<https://fenworks.com/>)
- Optional: YouTube: (<https://www.youtube.com/>)