



GAME RULES

Job Corps is a federal program that provides free vocational and academic training to young people aged 16–24. It aims to empower individuals to improve their lives by gaining the skills and knowledge needed for successful careers and independence. Job Corps operates over 120 campuses across the United States and Puerto Rico

For more information or questions, please contact:

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RESCHEDULING MATCHES

Schedules will be finalized the Wednesday prior to the start of regular season competitions via the TEC platform.

Teams may begin contacting their opponents prior to the official start of the season to reschedule any game within the platform. To do so, Coaches/Advisors or Team Captains must log into their TEC profile and click on "Reschedule Match" for the designated week/game. The team requesting a reschedule must add in the new/date time they prefer. The opponent's Coach will receive an email with the request and be able to approve or deny and offer a different option.

When rescheduling matches, a 36 hour notice is required to notify the opponent. Time will be needed to agree upon a rescheduled date/time. The rescheduled game must be finalized and locked into the TEC platform within 48 hours, unless approved by an Admin member.

If no reschedule can be agreed upon, the team who needs to reschedule will be forced to forfeit. Exceptions will only be made to reschedule to another week if discussed with an Admin member.. Once the initial match is rescheduled, it cannot be rescheduled again or will result in a forfeit. If both teams agree, under the discretion of an Admin, further reschedulings may be allowed.

JobCorps recommends all matches be completed if possible and will work with the flexibility needs based on competing teams.

Private Messaging Channels will be created for an additional method of communication, although all rescheduling will need to be finalized via the TEC platform.

Games rescheduled outside of the TBD start time on the designated game day may not allow the inclusion of streams, recordings or referees.

OPPONENT NO SHOW

Upon confirmation of the game date/time, teams have a 15 minute grace period to be in the game lobby and/or communicating with their opponents to get the game started. After 15 minutes with no communication, the first game in the series will result in a forfeit/loss for the team who is not online. If the team is communicating effectively, the first game in the series will result in a forfeit loss after 20 minutes. If the team who is a no show is still unavailable, not communicating or not within the game lobby after 30 minutes, the entire match will be forfeited.

If the team who was on time, patiently waiting for their opponent wants to reschedule, this can be allowed. We recommend all teams to get their games played, but it is solely up to the team who was prepared to play during the designated date/time.

If the team waiting does want to reschedule, they need to provide 2 dates/times for the opponent. If no agreement can be made on behalf of the team who was not available, they will be forced to forfeit.

Teams may choose to play down any amount of players instead of forfeiting their matches if a rescheduling cannot be agreed.

Coaches/Advisors and Student Captains should be available for communication purposes on the TEC platform.

LEAVING MATCHES MID-GAME

Teams and/or players may not leave matches mid-game or rage-quit for any reason with a request to reschedule or the final score will result in a forfeit for the team who left. If a match needs to be completed at a later time due to technical reasons, the Coach/Advisor and/or Student Captain must relay the request to the in-match moderator/referee and Executive Director.

Both teams will be required to confirm the need to reschedule and understand that only the completed matches prior will stand in regard to the

final score. If a reschedule cannot be agreed upon, the match score will result in a double forfeit or be left with the previous completed score.

CONTACT INFORMATION

Please reach out to Admin members via email or the TEC platform with any questions, comments or concerns.

Name	Email	Discord	TEC
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ELITE CONFERENCE

The Elite Conference will include the top 10 teams from the previous Fall season. Teams will be invited to the Elite Conference based on the outcomes of the previous season and have the option to opt out based on the 60% rule. Overall team ranks will also be taken into consideration when gaining admittance to the Elite Conference.

The 10 teams in the Elite Conference will compete in the regular season, only against teams within the same conference (Full Round Robin).

The 60% rule requires teams to have 60% of their roster return from the past season.

GENERAL GAME RULES

Rosters:

Rosters need to be set within the TEC Platform by 12:00 PM on the game day. Any roster that is not confirmed with the players and gamertags will be seen as being unavailable for the game day and time. **Rosters LOCK** the week after the regular season.

Substitutions:

Players may be substituted after a game, when a map is completed, within the series. Players must communicate with the opposing team about a sub after the game within the series is completed and before the next game begins.

Gamertags (IGNs):

Players must keep the same gamertag throughout the season. Only if requested with reasoning, will a player be allowed to change their gamertag. All gamertags must be school appropriate and updated via the TEC Platform. **Inappropriate gamertags will not be tolerated.**

Controllers:

Players may use any standard compatible controller or mouse/keyboard combination while competing, pen/tablet is also legal. Macro functions and modified controllers are not permissible. Modifications to controllers are not allowed, except in the case of approved specialized controllers for persons with disabilities.

In-Game Communication:

Players are forbidden to communicate with external team members/subs, spectators, coaches, etc. after the game begins.

VALORANT – Players can communicate with these individuals after a game and/or in between rounds prior to the end of the Buy Phase. The round MUST be over, therefore the players only have 30 seconds for this communication during the Buy Phase.

Game Stoppage/Pauses:

Spectators or moderators may not pause the game for any reason, unless they are affiliated with the league.

- The game may only be paused for specific reasons:
 - A player drops
 - Technical issues
 - A player disconnects

A stoppage or the pause of play may be requested at any time for the above reasons. The team initiating a pause must first call the pause through game chat.

Game Stoppages built into the tournament mode setting for one minute are allowed (VALORANT).

- Pauses may not be called once the Spike has been planted or during combat.
- Players may not move around the map once a pause is active and only when both teams are ready, will the team who paused the match unpause it for the game to resume.
- Abuse of the pause in-game may result in punishment for the team abusing the request/action.

Game Spectators:

Spectators are allowed in game lobbies for broadcasting purposes only or as a team coach. **Broadcasts must be delayed by a minimum of 90 seconds for Valorant or Overwatch 2.** Rocket League and SSBU may be live streamed or recorded in real time.

- Spectators may broadcast for either their schools team or for TEC's Twitch and/or YouTube Channels to record/livestream the match.
 - These spectators are forbidden to have any communications with the team members while the game is being played and must not be a member of the roster participating in the match at the time.
 - Or if they are on the roster, they must be assigned the role of manager and not player, prior to the match and providing notice to the league via the TEC Platform.

- **All spectator streams or recordings must be from a players point of view or a 3rd person chase cam.**
- Team spectators must be announced and approved by the opposing team.
- Only the production company, TEC or a member of the league, may use the skybox camera, directors camera, or the point of view of any team's player.

At the end of the match, the team's recording of the game must be shared with the opponent upon request within 48 hours. Any deletion or removal of the stream/recording will result in consequences determined by the league.

Documenting Team Scores:

Coaches/Advisors and/or Student Captains will be required to sign off on the final score of the matches via the TEC platform. Once both teams sign off and agree that those scores are accurate, will the standings be updated.

Default Days:

Regular season matchups will be one game per week with a start time between TBD.

Overwatch 2 – TBD

Marvel Rivals – TBD

Rocket League – TBD

Valorant – TBD

Teams will be able to provide their availability/best days via the TEC Platform.

Lobby Creation:

A member of the TEC team will provide lobby information to the Coach/Advisor on the game day with IGN information to add. Teams are expected to be on time for their scheduled match.

MARVEL RIVALS

Competitive Format for Marvel Rivals:

Marvel Rivals will be played as a first to 2 series, where the winner is determined by the first team to achieve two individual map victories.

Ban/Lock Process:

A coin flip will determine who begins the banning process. All matches will follow the below ban and lock process on heroes:

- Winner (Team A) of the coin flip bans a hero
- Loser (Team B) of the coin flip bans a hero and locks a hero
- Team A locks a hero and bans a hero
- Team B bans a hero
- Team B chooses the side to start to attack/defend (Convergence or Convoy)

Locked heroes cannot be banned later. Teams can choose not to ban or lock heroes. After this process, players can choose their hero from the remaining heroes available.

If a hero is chosen who was banned, the game must reset.

The winner of the previous match will begin the ban process for the next game. The loser from the previous match will choose to attack or defend.

Map Selection:

- Map 1: Domination
 - Week 1 – Royal Palace
 - Week 2 – Hell’s Heaven
 - Week 3 – Birnin T’Challa
 - Week 4 – Royal Palace
- Map 2: Convergence or Convoy
 - Week 1 – Symbiotic Surface
 - Week 2 – Yggdrasill Path
 - Week 3 – Hall of Djalia
 - Week 4 – Spider-Islands
- Map 3: Convergence or Convoy (*If Needed*)

- Week 1 – Spider-Islands
- Week 2 – Hall of Djalila
- Week 3 – Yggdrasill Path
- Week 4 – Symbiotic Surface

OVERWATCH 2

Competitive Format for Overwatch 2:

- Each regular season match will be played as a **First to two series**, where the winner is determined by the first team to achieve two individual map victories.
- Rosters may include up to 7 players, 5 starters and 2 substitutes
- **All Overwatch 2 matches will be defaulted to TBD with a start time between TBD.**

Game Day Experience:

A member of the TEC production team will add members of each team into a custom lobby. Teams are expected to be on time for their scheduled match.

Game Settings for Overwatch: Presets

Any matches rescheduled after the defaulted time frame may be required to create their own lobby with the settings below.

Custom Lobby Game Code: KKZJ0

- Set Competitive :*[On]
- All others : [Off] Lobby
- **MAP**
 - Map Rotation: *[Paused]
 - Return to Lobby: *[After a Game]
- **TEAM** (unchanged)
 - Team Balancing: [Off]
 - Team 1 Max Players: [5]
 - Team 2 Max Players: [5]
 - Max Spectators: *[12] Modes
- **GENERAL**
 - Enemy Health Bars: [On]
 - Game Mode Start: [Immediately]

- Health Pack Respawn Time: [100%]
- Health Packs: [Determined by Mode]
- Kill Cam: *[Off]
- Skins: [On]
- **HEROES** (unchanged)
 - Allow Hero Switching: [On]
 - Hero Limit: [1 Per Team]
 - Random Hero on Respawn: [Off]
 - Respawn Time: [100%]
- **Maps:** Maps are limited to the map pool provided below.
- Team compositions will follow the “2 DPS – 1 Tank – 2 Support” composition

Regular Season Map Selection

- **Map 1 – Designated Control Map (Below)**
- **Map 2 and 3 – Designated Mode (Below)**
 - Loser of past map picks next map
 - Winner of past map picks attack/defend
 - In case of a tie the same team that picked the last map will pick again and the winner will choose attack/defend
- **Map 4 (tiebreaker, if needed) – Control**
 - Loser of Map 3 picks a control map from map pool, can not be same as map 1

Week	Map 1	Map 2	Map 3
1	Samoa	Hybrid	Push
2	Nepal	Escort	Flashpoint
3	Busan	Flashpoint	Hybrid
4	Oasis	Push	Escort
5	Ilios	Flashpoint	Push
6	Lijiang Tower	Hybrid	Escort

Current Map Pool

Control	Hybrid	Escort	Flashpoint / Push
Ilios	Blizzard World	Circuit Royal	Esperança
Lijiang Tower	King's Row	Havana	Runasapi
Samoa	Numbani	Watchpoint: Gibraltar	Suravasa

*Flashpoint/Push will be counted as 1 mode for map selection purposes

Hero Bans

- Each team bans 1 hero per map, with the ban impacting both teams
- Each ban must be from a different role than the other team's ban
- Teams can only ban a hero once per series, but may repeat a ban from the opposing team

Game Spectators

Overwatch teams are permitted to have coaches or team managers spectate in-game using the [locked spectator option](#).

Hero/Character Selection:

Players must choose 1 Tank, 2 DPS, and 2 Support Heroes for their team. Players may not change the category of their hero until a game is fully completed on the selected map.

The team composition when in the game lobby should be set in the following format (from top to bottom): DPS - DPS - TANK - SUPPORT - SUPPORT

New Heroes and Maps will be prohibited from play for [two weeks](#) after their release.

Game Restarts:

Games should only be restarted, if needed due to a game stoppage or pause, within the first minute of the first round of any map.

ROCKET LEAGUE

Competitive Format for Rocket League:

- Teams will compete in one match per week during the regular season
- Each match is played as a **best of 5 series**, with the first team to win 3 of the 5 matches being declared the winner
- Rosters may include up to 5 players per team, 3 starters and 2 substitutes.
- All Rocket League matches will be defaulted to TBD with a start time between TBD.

Game Day Experience:

A member of the TEC production team will provide lobby information via Event Notes on the TEC platform on the game day with Arena Information and passcodes, as well as within the messaging system. The Team Manager will be notified of this information. Teams are expected to be on time for their scheduled match.

Game Settings for Rocket League:

Any matches rescheduled after the defaulted time frame may be required to create their own lobby with the settings below.

1. Select "Play" from the main menu
2. Select "Private Match"
3. Select "Create Private Match"
4. Use the following lobby settings
 - Game Mode: Soccer
 - Arena: DFH Stadium or as selected (See "Arena Choice" rules below)
 - Team Size: 3v3
 - Bot Difficulty: No bots
 - Mutators: None
 - Match Time: 5 minutes

- Region: US East
 - Joinable by: Name/Password
 - Platform: PC (Steam, Epic), Nintendo Switch, PS4 or Xbox One
5. Select "Create Match"
 6. Name the match "(Your School Name) vs. (Opponents School Name)"
 - Set appropriate password

VALORANT

Competitive Format for Valorant:

- Teams will compete in one match per week during the regular season.
- Each match is played as a **best of 1 series**, with the first team to 13 points is declared the winner
- Rosters may include up to 7 players per team, 5 starters and 2 substitutes.
- A player's Riot ID must be selected and recorded at the start of the season via the TEC platform. Only gamertags changed within the TEC platform will be official.

Game Day Experience:

A member of the TEC production team will add members of each team into a custom lobby. Teams are expected to be on time for their scheduled match.

Game Settings for Valorant:

Any matches rescheduled after the defaulted time frame may be required to create their own lobby with the settings below.

- Lobby: Custom (closed)
- Settings: Show Blood: Off
- Mode: Standard
- Options:
 - Allow Cheats: Off
 - Tournament Mode: On
 - Overtime: Win by Two: On
- Team Size: 5

In the event that an incorrect rule set is loaded on the server, the match should be stopped and reset. Any previously played rounds with an incorrect format used will not count towards the overall match outcome.

Timeouts:

Each team is allowed one timeout per half per map. Timeouts may only be called during the buy phase of a round.

Regular Season Map Selection:

Team captains are to pick and ban stages using the following process prior to the first match series begins:

- Home team bans a map
- Away team bans the next map
- Map 1 is the final map remaining
 - Home team will select attack or defend

Regular Season Map Pool

Week	Available Maps		
1	Abyss	Bind	Haven
2	Fracture	Lotus	Pearl
3	Split	Haven	Lotus
4	Pearl	Bind	Split
5	Fracture	Abyss	Lotus
6	Split	Bind	Haven

Map Pool:

1. Abyss
2. Bind
3. Haven
4. Fracture
5. Lotus
6. Pearl

7. Split

Round:

A Round is an instance of competition in a Valorant map that is played until a winner is determined by one of the following methods, whichever comes first:

- Spike detonation
- Spike defusal
- Team eliminated before planting or defusing the spike
- Round time expired
- Team forfeit

Agent Selection:

- Any Agents, Weapons, Sprays, Weapon Skins, Weapon Buddies, and maps that are currently disabled from other game modes will also be disabled from leagues Valorant gameplay.
- New Agents will be prohibited from play for two weeks after their release.
- All agents should be in defaulted skins and weapons