

SPORT

LEAGUE OF UNIVERSITIES

RULES



E4S CZECH

ESPORT FOR STUDENTS

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GAMING + SPORT

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GSPORT

The combination of gaming and following physical activities.



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➤ **3/4 - 28/5/2023**

5 weeks of online matches.

3 weeks of rest and preparation for final.

1 week (25/5 - 28/5) when the offline finals will take place.

➤ **ESPORT:** 2 esports games CS:GO, FIFA23.

➤ **SPORT:** calories burning, soccer 5+1, GSPORT obstacle course.

➤ **Number of universities**

10 universities (5 Czech and 5 foreign) will be divided into 2 groups:

Group A Czech



CHARLES UNIVERSITY

UNIVERSITY OF HRADEC KRÁLOVÉ

UNIVERSITY OF PARDUBICE

UJEP UNIVERSITY

VSB - TECHNICAL UNIVERSITY OF OSTRAVA



Group B foreign

STAFFORDSHIRE UNIVERSITY (UK)

UNIVERSITY OF TRENTO (IT)

SPORT SCIENCES SCHOOL OF RIO MAIOR (PT)

KAJAANI UNIVERSITY OF APPLIED SCIENCES (FI)

UNIVERSITY OF SS. CYRIL AND METHODIUS IN TRNAVA (SK)

➤ **Number of players**

Each university has a minimum of 7 and a maximum of 9 players (5+1 CS:GO, 2+1 FIFA23).

➤ **GSPORT league division**

1) Online part (5 gaming weeks)

Week 1 : 3/4 - 9/4 - esport part CS:GO a FIFA23, kcal burning

Week 2: 10/4 - 16/4 - esport part CS:GO a FIFA23, kcal burning

Week 3: 17/4 - 23/4 - esport part CS:GO a FIFA23, kcal burning

Week 4: 24/4 - 30/4 - esport part CS:GO a FIFA23, kcal burning

Week 5: 1/5 - 7/5 - esport part CS:GO a FIFA23, kcal burning

Free weeks: 6/5 - 24/5 - preparation for the final

2) Offline part

Final 25/5 - 28/5/2023 in PRAGUE.



➤ Online part (5 gaming weeks)

➤ ESPORT PART: 2 esports games **CS:GO, FIFA23.**

- FIFA23 played in 1v1 format on PS5, Xbox Series X, Xbox Series S, PC.
- FIFA team consists of 2 players + substitutions (max 1 subs). Every week there will be only 1 FIFA player competing, players can switch between the weeks.
- CS:GO qualifying matches will be streamed via a specially created twitch channel. FIFA23 will not be streamed.
- The online (qualifying) part will be played round robin system, CS:GO BO1, FIFA23 BO2.
- Students will have 1 week to play each of the online games.
- The deadline for submitting the results of a each game will be Sunday evening by 11:59 pm (GMT+2).

➤ SPORT PART: **calories burning**

- During the online part, each player's goal is to burn as many kcal as possible with our app gsport.e4sczech.cz (which is linked to the STRAVA app), using smartwatch or mobile phone. These burned kcal are added up by the team.
- Only the kcal of the 6 active players are counted (5 CS:GO + 1 FIFA23).
- Kcal burnt throughout the week will be collected only from players, that were participating in either CS:GO or FIFA23 (during the same week)
- Event time: GMT+2.

➤ Scoring and decision making system in the online part

- In each weekly competition between 2 teams, a total of 3 points are in play (1 point for winning each of the **CS:GO, FIFA, kcal burning** parts)
- The team with more points after 3 disciplines achieves a victory (final possible score ratio 2:1 or 3:0 = **points from all 3 disciplines are counted**)
- Decisive criteria for the ranking of the teams in the **overall** scoreboard:
 - 1) the total number of victories
 - 2) the total number of accumulated points from all 3 disciplines
 - 3) the result of the mutual match

➤ **GSPORT league Commission**

Situations where it is not possible to decide on the result will be decided by the Commission (Miloslav Šobáň, Jan Ferkl, Jakub Čubík).



➤ **Offline part: FINAL 25/5 – 28/5/ 2023**

The format of the offline (finals and semi-finals) part will be Single elimination spider, played in BO3 format per game (CS:GO, FIFA23), combined with a soccer 5+1 tournament and the obstacle course.

➤ **ESPORT PART: 2 esports games CS:GO, FIFA23.**

- FIFA23 is played in 2v2 format on PS5.
- The advancing team from the semi-finals or the winner in the final is always the team with more points, goals (CS:GO and FIFA23).

➤ **SPORT PART: gsport obstacle course, soccer 5+1.**

- The gsport obstacle course is for players who play CS:GO.
- The individual times of each player will be added together. The lower the time of the whole team is the better the result.
- For FIFA23, there are required 2+1 players, so we need a CS:GO player to complete the soccer 5+1 team.
- Soccer 5+1 - the team that scores the highest number of goals during the match is the winner of the match. If both teams have scored the same number of goals, a KO system is played - penalty kicks decide the outcome of the match.

➤ **2 semifinal matches will be played on Friday and Saturday.**

Friday 26/5: semifinal matches FIFA23 and soccer 5+1.

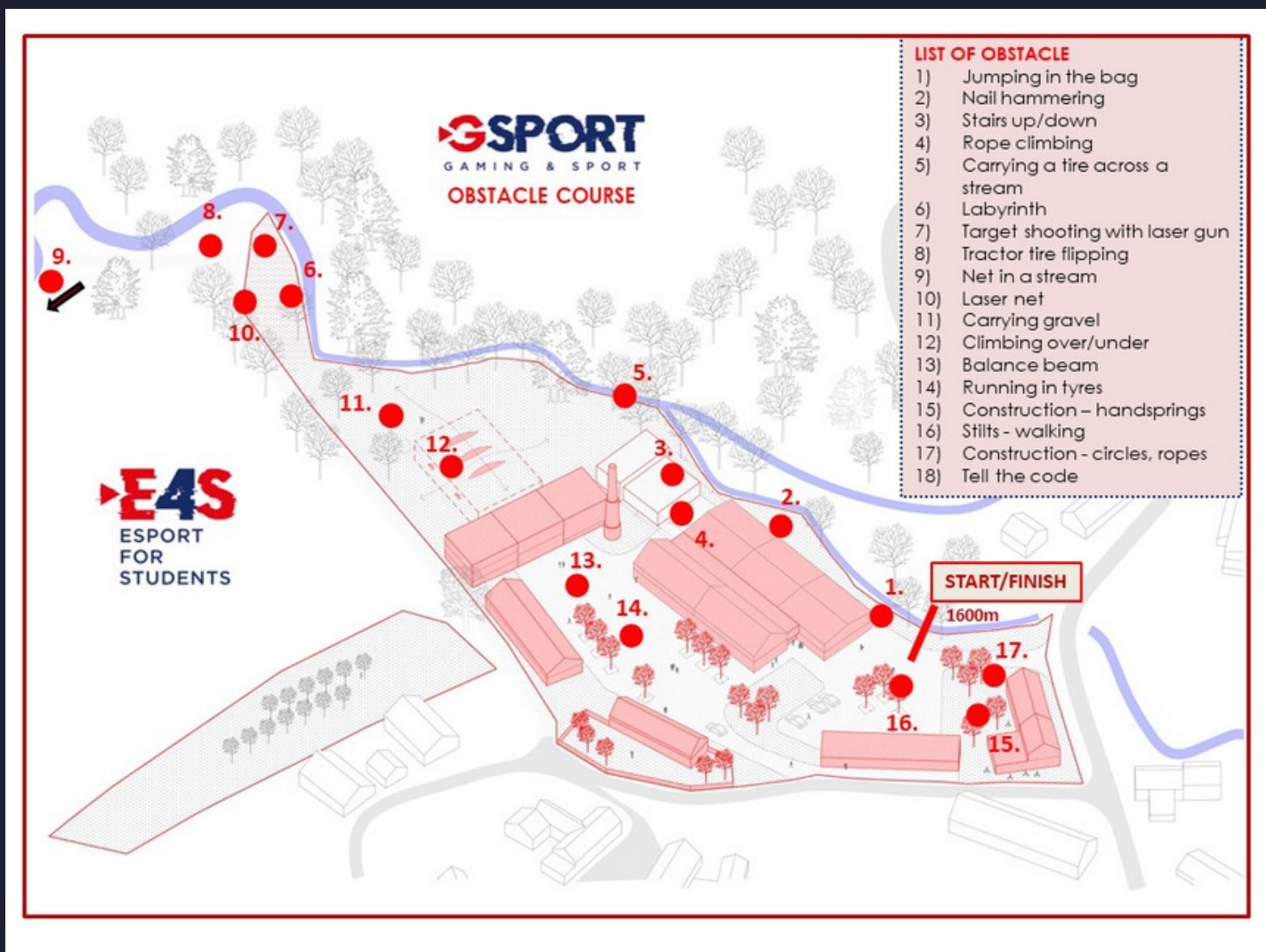
Saturday 27/5: semifinal matches CS:GO and obstacle course.

➤ **On Sunday, only the final itself (there will be no 3rd place matches).**

Sunday 28/5: final match FIFA23, soccer 5+1, CS:GO and obstacle course.

► Detailed rules of the sport part

GSPORT obstacle course:



- The Gsport obstacle course has a given start and finish.
- The length of the track is about 1600 m.
- The number of obstacles from the plan above may vary. The minimum number of obstacles is 15.
- If a player (student) is unable to complete an individual obstacle (but must attempt it), compensation will be offered - for example 10 squats, push-ups (it will be clearly explained in advance during the final).
- Best result = lowest time to finish the obstacle course.
- On the day of arrival - Friday - the course will be presented in detail to all players (students) + they will be able to try it out.

➤ Detailed rules of the sport part

Soccer 5+1:

- **Playing area**

The playing area of the soccer 5+1 is rectangular: length 44-54 m, width 22-30 m.

- **Ball**

• The ball is the same as the size 5 football ball, if not available it can be a size 4 ball. The ball can only be replaced with the referee's approval.

- **Number of players**

The game will be played by two teams, each with a maximum of six players on the field of play, one of whom must be the goalkeeper. The team must start the game with at least five players (four plus the goalkeeper).

During the match, the number of players may drop to four (three and a goalkeeper). If the number of players drops below four (three and a goalkeeper), the referee will stop the match and he will decide the result.

A player may change places with the goalkeeper only if the ball is out of the field of play and if this is announced in advance to the referee who gives his consent (whistle, word, hand signal).

- **Players' equipment**

The playing dress consists of a football jersey or shirt, shorts or tracksuit bottoms and authorised sports shoes. Teams will wear uniform jerseys of the same colour with numbers on the back, no two of which may be identical. It is not permitted to play with the upper body exposed.

- **Referee**

The head referee has the authority given by the rules, which begins when he gives the order to play and extends to offences occurring out of play or in suspended play. His authority ends after the match with the signing of the minutes by the team captains.

The referee will enforce the rules and his decisions relating to the game are final.

- **Playing time**

The game shall be played for 2 x 20 minutes of normal time with a break of no more than 5 minutes.

The waiting time for the competitors is 10 minutes from the official start of the match.

The referee shall have the right to set any half time if time has been missed due to injury, loss of the ball or deliberate tactical delays (e.g. ball tripping, etc.). He shall also set playing time if a penalty kick is ordered.

However, he is not obliged to allow other free kicks, a kick from the centre of the pitch, a kick from goal or to allow the action to be completed. The referee cannot reduce the time of the match. The half-time break may be waived at the request of both teams.

In matches played the K.O. system, penalty kicks shall be taken immediately in the event of a tie. In no case shall the match be extended. Each team takes turns to take five penalty kicks (always a different player). The five players shall be determined after the match from all players listed in the Match Report, including players who were not on the field of play at the time of the match (excluding excluded players). In the absence of a decision, the teams shall continue to take turns taking penalty kicks until, with the same number of penalty kicks taken, one team scores one more goal. The kicks are again taken by the players of the originally designated five and in the same order. There is no limit to the number of goalkeeper substitutions. If a team is no longer able to field five players due to injury or suspension, the remaining players will play the kicks in a round-robin fashion, with some players playing the kick a second time, but in the order announced to the referee in advance.