



MUSLIM INTERSCHOLASTIC
TOURNAMENT

**THE CONVICTION
IN COURAGE:
FINDING THE BALANCE
BETWEEN FEAR AND RISK**

OFFICIAL 2022 RULEBOOK

E-Sports Addendum



Note to Competitors:

At MIST 2022, E-Sports will be offered in addition to in-person Sports competitions. This means that competitors who are registered for an in-person Sports competition (ex: Basketball) will also be able to sign up for an E-Sports competition as well.

The MIST Honor Code, Tournament Guidelines, and Competitor Guidelines that are detailed in the main 2022 Rulebook apply to this E-Sports Addendum as well. Failure to adhere to any of the guidelines may be subject to loss of individual and/or team points, or even disqualification.

Students registered for any MIST competition automatically agree to abide by the principles of academic integrity as outlined in the MIST Honor Code.



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Chess

Logistics

1. All competitors must connect via discord so there is an open line of communication.
2. There will be 1 text channel to host all competitors and moderators and 1 text and voice channel for the actual games and will only contain the moderators and active players.
3. It is recommended to use of Chess.com as the platform for hosting chess matches. However, regional tournaments may choose other technology platforms if the following rules are still implemented.
4. A moderator must confirm that the match timings are set properly and the right players are participating before starting the match.
5. Players may not leave the match until a moderator has confirmed the outcome.
6. Players may NOT use any form of engine or move-calculator at any time during the tournament.

Tournament Rules

Preliminaries

1. Preliminaries will be held in a round-robin style tournament with all players in 1v1 style.
2. The number of players per round and number of rounds will depend on the total registered competitors.
3. All matches will be randomized (there is a chance a competitor may face someone in the same school as them). The color (black or white) will be also randomized for preliminary matches.
4. Preliminary matches will be played in 10 minute games. That means that each player has 10 total minutes of time.
5. Winning a match will result in one (1) point, a draw will result in half ($\frac{1}{2}$) a point and a loss results in zero points.
6. Elimination placements will be decided based on the ranking (1st, 2nd, 3rd, etc place) of players of all their matches during preliminaries.
7. Those who advance will qualify for the Tournament Bracket.

Tournament Bracket

1. All games are played 1v1. If a player loses the set, they are eliminated from the bracket and the other player advances.
2. The scoring system remains the same as the preliminaries: A win results in one (1) point, a draw will result in half ($\frac{1}{2}$) a point and a loss results in zero points.



3. All tournament sets will be decided in a 2-pt series. This means that players will play each other until one side has reached 2 points. (For example, a player might win a series by winning 2 games in a row resulting in a 2-0. Another series might be won by a player winning once and then winning two draws i.e $1 + \frac{1}{2} + \frac{1}{2} = 2$ pts.)
4. Bracket matches will be played in 10 minute games. That means that each player has 10 total minutes of time. For series that go past two (2) games, it is up to regional discretion to use a 5 | 5 style games (5 minute game with an additional 5 seconds added to the player's clock once that player makes a move)
5. The color of each player will be chosen at random for the first game in the series. Every successive game will alternate colors between the two players.



Brawlhalla

Logistics

1. All competitors must connect via discord so there is an open line of communication.
2. There will be 1 text channel to host all competitors and moderators and 1 text and voice channel for the actual games and will only contain the moderators and active players.
3. Moderator starts the matches and sends codes to players depending on the match.
4. Moderator sets the player amount to 5 for prelims, and 3 for 1v1s.
5. Moderator sets map selection settings to vote and moderator selects the smash bros battlefield equivalent map. (The other competitors must also vote for the mod selected map.)
 - a. Once the battle starts, no one moves until the moderator kills themselves until all stock is gone so he/she can simply moderate.

Tournament Rules

Preliminaries

1. Preliminaries will be held in free-for-all rounds with multiple players.
2. The number of players per round and number of rounds will depend on the total registered competitors.
3. All matches will be randomized (there is a chance a competitor may face someone in the same school as them).
4. Elimination will be decided based on the average ranking (1st, 2nd, 3rd, etc place) of players of all their matches during preliminaries.
5. Those who advance will qualify for the Tournament Bracket.

Tournament Bracket

1. All tournament sets will be a best-of-3 games.
2. All games are played 1v1. If a player loses the set, they are eliminated from the bracket and the other player advances.
3. This continues until an overall winner is determined.
4. Before the finals, there will be a fight for 3rd place amongst the eliminated contestants of the top 4.



Rocket League (Rated E)

Intro

- Rocket League is a free to play game available on Windows, XBOX One, XBOX Series S/X, PlayStation 4, and PlayStation 5.
- Competitors may use any of these platforms for the tournament.
- To enter the tournament, players must have access to online play.
- Players playing on XBOX may be required to have access to Microsoft's online play services (Xbox Live, etc). Any subscriptions or purchases will not be provided by MIST and each competitor is expected to have the means to play before signing up.
 - **Note:** The Mac and Linux platforms are not permitted as they no longer support online play.

Logistics

1. All competitors must connect via Discord so there is an open line of communication that tournament organizers can observe. Each team will have a private call for communication during the game.
2. There will be 2 voice channels to host competitors (1 for each team) and 1 voice for moderators.
3. Moderator starts the matches and sets the rules. They will also assign each team to be either on the blue or orange side by renaming the sides to the school's name.
4. All rules and settings will be as follows in the "Specific game settings" section.

Specific game settings Rocket League:

5. 3v3 mode
6. Map: DFH Stadium
7. Game mode: Private match, 'Soccer' only
8. Settings: Online friendly match standard settings
9. Bots: No Bots
10. Match duration: bo3 - 5 minutes per match
11. Allowed cars: All cars
12. Server: US East (unless connection issues are found)
13. Default mutator settings will be followed
14. A private match name and password will be sent out to the players before a match.
15. Will be livestreamed; casted by MIST Organizers



Tournament Rules

1. Two teams will be allowed per school. Each team will consist of 3 players. If a school cannot reach 3 players, the MIST Region will do its best to pair with other incomplete teams.
2. The tournament will be undertaken through a single elimination bracket format and there will be no preliminaries.
3. All tournament sets will be best-of-3 matches. Game details/settings can be found below.
4. All match-ups will be randomized (there is a chance a team may face a team with players from their own school).
5. All participants must arrive for an orientation before the tournament starts (time will be specified by email). Failure to arrive on time may lead to disqualification from the competition.
6. Every player is responsible for his own connection and has to have a good internet connection to avoid possible 'lag'.
7. Complaining about losing a game incorrectly after a match can not be taken into account in the final outcome of a match. If there are reasons to suspect that your opponent is not playing by the rules or serious lag occurs for a long time, report this to the admin before your opponent has taken advantage of the problem. (The beginning of the game.)
8. In the event of an odd number of teams, the team which finalized their registration first will receive a bye.
9. When 2 players can't connect in a private match, the team will forfeit the match. If there is a possibility, the players can try to connect again. The MIST Regional Team will decide if there is time enough for the replay.
10. When the connection is lost, the match will not be paused and the game will continue. If the player can reconnect mid-game they should do so. If they cannot and there are more games in the set, they will receive a 3-minute time to reconnect before the next game in the BO3 starts. If the player still cannot reconnect their team will either have to play with two players or forfeit the match.
11. When a game ends in a tie, the players must play 'Extra time'. There has to be a winning team.
12. Per general MIST rules and behavior rules outlined, participants must use clean language or face penalty. During the live stream, team's voice calls may be streamed and any foul language will lead to disciplinary action (a warning and/or disqualification).
13. All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.



Behavior Rules

1. All in game usernames, clan tags, chat messages, etc must abide by MIST behavior rules and must be respectful.
2. All participants must treat each other and the organization respectfully.
3. When a participant has hurtful, offensive or racist expressions towards his/her opponent, he will be immediately disqualified and disciplinary measures will be taken.
4. Bad language and/or threats against the MIST organizers means an instant disqualification.
5. In cases of fraud and/or cheats, a participant will be disqualified immediately and disciplinary measures will be taken.
6. All participants will be treated the same way by the MIST Regional Team.



Super Smash Bros (E10+)

2 v 2 Tournament

Logistics

1. Teams will play 2v2s through the tournament
2. Teams will be randomly seeded into a single elimination bracket
3. Only playable on Nintendo Switch**

General

4. Allowed controllers are:
 - a. GameCube
 - b. Switch Pro
 - c. Joy-Con
 - d. SmashBox
 - e. If you have another controller you wish to use, it will need to be approved by regional team
5. All stages will have hazards turned off
6. Matches will be played best of 3 to progress in tournament

Tournament Rules

Matches will be played best of 3 games:

1. Style: Stock
2. Stocks: 3
3. Time Limit: 7:00
4. Final Smash Meter: Off
5. Spirits: Off
6. Damage Handicap: Off
7. First to: 1 win (will still play best of 3, but stage and character selection can change)
8. Stage Morph: Off
9. Team Attack: Off
10. Items: Off and None
11. Launch Rate: 1.0x
12. Underdog Boost: Off
13. Pausing: Off
14. Score Display: Off
15. % Show Damage: Yes
16. Custom Balance: Off



17. Radar: Big
18. Mii Fighters: All moveset combinations are legal
19. Amiibos' are banned
20. In case time runs out and both characters have an equal amount of lives the character with less damage wins the match.
21. If both characters have equal lives AND damage, sudden death with a 1 stock, 2-minute playoff will determine the result.
22. If game ends with a self-destruction move, the results screen will determine the winner.

Free for All Tournament

Tournament Rules

1. **Preliminaries:** Preliminaries will be held in free for all rounds with multiple players. The number of players per round and number of rounds will depend on the total registered competitors. All matches will be randomized (there is a chance a competitor may face someone in the same school as them). Elimination will be decided based on the average ranking (1st, 2nd, 3rd, etc place) of players of all their matches during preliminaries. Those who advance will qualify for the Tournament Bracket.
2. **Tournament Bracket:** All tournament sets will be a best-of-3 games. All games are played 1v1. If a player loses the set, they are eliminated from the bracket and the other player advances. This continues until an overall winner is determined. Before the finals, there will be a fight for 3rd place amongst the eliminated contestants of the top 4.
3. **Set Procedure:**
 - a. Players must select their characters via Double Blind Character Selection (see section 1.4)
 - b. The players play the first game of the set
 - c. In the next game, both contestants have the option to change their character via Double Blind Character Selection
 - d. Play best-of-3 games until the set is complete (except for preliminaries).
4. **Double Blind Character Selection:** Either player must do a double blind selection. In this situation, a referee or third party will be told, in secret, of each player's choices. Both players are to then select their character, with the referee validating the character selections.
5. **Stage Selection:** Only Battlefield and Omega variations of the stages will be selected at random. No other stages will be allowed.
6. **Pausing and the Home Button:** Pause setting is to be set to off.
7. **Stalling:** Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming



invisible, continuing infinites past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.

8. **Self-Destruct Moves:** If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, a standard sudden death play-off game applies (see 1.9).
9. **Sudden Death:** If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks, the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1-stock tiebreaker will be played with a 1-minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

10. Coaching Violations:

Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set.

Tournament staff reserves the right to judge on what is deemed “coaching” and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:

- a. 1st offense (minor): Verbal warning to the player and the coach. This warning persists for the entire event.
- b. 2nd offense (major): Player receives a game loss and/or the coach is removed from the competition room.

11. Cheering vs. Coaching

- a. Cheering - Nondescript statements such as “Let’s go!”, “you got this!”, or “mess them up!”. These are not violations. These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay.
- b. Coaching violation - Specific statements pointing out habits, specific options, or timings such as “Watch for his neutral getup!,” “His waft is almost ready!” or “He keeps rolling!”

12. **Tardiness:** Anyone who is not present for their set by 10 minutes past the scheduled start time is subject to a total disqualification from the competition.
13. **Collusion:** Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, or committing any other form of bracket manipulation. MIST reserves the right to DQ any competitor suspected of colluding with another player.
14. **Misinterpretation/Misconfiguration:** Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to section 2.1. It is the players’ responsibilities to ask the competition head for any clarification of the rule set before beginning the tournament.



In the event players begin a game with misconfigured player-specific controls (controller settings, etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

15. **Force Majeure Clause:** Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at competition head's discretion.

16. **Final Rulings:** If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

Game Rules

1. Game Settings

- a. Stock and time are set to 3 stock and 5 minutes for Singles and Doubles
 - b. Final Smash Meter: Off
 - c. Spirits: Off
 - d. Damage Handicap: Off
 - e. Stage Selection: Battlefield & Omega only
 - f. Items: Off and None
 - g. First to: 1 Win
 - h. Stage Morph: Off
 - i. Stage Hazards: Off
 - j. Team Attack: On
 - k. Launch Rate: 1.0x
 - l. Underdog Boost: Off
 - m. Pausing: Off
 - n. Score Display: Off
 - o. % Show Damage: Yes
 - p. Custom Balance: Off
 - q. Echo Fighters: Separate
 - r. Radar: Big
 - s. Teammate Highlight: On
 - t. Mii Fighters are not allowed
2. **Controllers:** For ease of access, tournament staff recommends the use of the Nintendo Gamecube controller. However, the Switch Pro controller and Joy Cons are all permitted control options. Turbo/macro options on controllers are banned. Box variants of the GameCube controller are permitted so long as they do not have macros/turbo functions enabled.
3. **Controller Preference:** It is highly recommended for a competitor to bring their own controller. Staff will have different controller options (Gamecube, Joycon and



Pro controllers), however MIST is not responsible if preferred controller is not available at time of play.

4. Controller Interference: If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.
5. Glitch Clause: If anything occurs within any game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), gameplay should continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform the competition head for resolution.



Modern Warfare (playlist modes) (Rated M)

Search and Destroy

General

1. Teams will be randomly seeded into a single elimination bracket
2. Turn off Graphic Content in settings
3. No profanity and/or bad sportsmanship
4. Failure to abide by rules will result in disqualification
5. Insufficient knowledge of the rules can not be used as an excuse for breaking the rules.
6. Playable on all platforms and crossplay is enabled

Restricted

Weapons

1. LMG (all)
2. Shotgun (all)
3. Melee – Riot Shield
4. Launchers (all)
5. Attachments
6. M203 40mm Concussive
7. M203 40mm Smokescreen
8. M203 40mm Recon
9. M203 40mm High-Explosive
10. M203 40mm Flash
11. M203 40mm Incendiary
12. Shooting Games 2
13. 12 Gauge Deputy
14. Frangible-Wounding

Equipment

1. Claymore
2. C4
3. Molotov Cocktail
4. Proximity Mine
5. Heartbeat Sensor
6. Gas Grenade
7. Snapshot Grenade



Killstreaks

1. Cluster Strike
2. Cruise Missile
3. Precision Airstrike
4. VTOL Jet
5. Chopper Gunner
6. Support HELO
7. Gunship

Perks and Field Upgrades

1. Perks:
2. Overkill
3. High Alert
4. Restock
5. Shrapnel
6. Tracker

Restricted Field Upgrades

1. Recon Drone
2. Stopping Power
3. Weapon Drop
4. Tactical Insertion
5. Deployable Cove

Maps for SND

1. Arklov Peak
2. Gun Runner
3. Hackney Yard
4. Piccadilly
5. St Petrograd

Domination

General

1. Turn off Graphic Content in settings
2. No profanity and/or bad sportsmanship
3. Failure to abide by rules will result in disqualification
4. Insufficient knowledge of the rules can not be used as an excuse for breaking the rules.



Restricted

Weapons

1. LMG (all)
2. Shotgun (all)
3. Melee – Riot Shield
4. Shooting Games 4
5. Launchers (all)

Attachments

1. M203 40mm Concussive
2. M203 40mm Smokescreen
3. M203 40mm Recon
4. M203 40mm High-Explosive
5. M203 40mm Flash
6. M203 40mm Incendiary
7. 12 Gauge Deputy
8. Frangible-Wounding

Equipment

1. Claymore
2. C4
3. Molotov Cocktail
4. Proximity Mine
5. Heartbeat Sensor
6. Gas Grenade
7. Snapshot Grenade

Killstreaks

1. Cluster Strike
2. Cruise Missile
3. Precision Airstrike
4. VTOL Jet
5. Chopper Gunner
6. Support HELO
7. Gunship

Perks and Field Upgrades

1. Perks:
2. Overkill
3. High Alert
4. Restock
5. Shrapnel



6. Tracker

Restricted Field Upgrades:

1. Recon Drone
2. Stopping Power
3. Weapon Drop
4. Tactical Insertion
5. Deployable Cove

Maps for Domination

1. Gun Runner
2. Hackney Yard
3. Rammaza
4. Petrograd

Hardpoint

General

1. Turn off Graphic Content in settings
2. No profanity and/or bad sportsmanship
3. Failure to abide by rules will result in disqualification
4. Insufficient knowledge of the rules can not be used as an excuse for breaking the rules.
5. Playable on all platforms and crossplay is enabled

Restricted

Weapons

1. LMG (all)
2. Shotgun (all)
3. Melee – Riot Shield
4. Launchers (all)

Attachments

1. M203 40mm Concussive
2. M203 40mm Smokescreen
3. M203 40mm Recon
4. M203 40mm High-Explosive
5. M203 40mm Flash
6. M203 40mm Incendiary



7. 12 Gauge Deputy
8. Frangible-Wounding

Equipment

1. Claymore
2. C4
3. Molotov Cocktail
4. Proximity Mine
5. Heartbeat Sensor
6. Gas Grenade
7. Snapshot Grenade

Killstreaks

1. Cluster Strike
2. Cruise Missile
3. Precision Airstrike
4. VTOL Jet
5. Chopper Gunner
6. Support HELO
7. Gunship

Perks and Field Upgrades

1. Perks:
2. Overkill
3. High Alert
4. Restock
5. Shrapnel
6. Tracker

Restricted Field Upgrades:

1. Recon Drone
2. Stopping Power
3. Weapon Drop
4. Tactical Insertion
5. Deployable Cove

Maps for Hardpoint

1. Arklov Peak
2. Gun Runner
3. Hackney Yard
4. Petrograd



Fortnite (Rated T)

Zone Wars

1. Unlimited amount of duos per school.
2. Time-slots will be made and published
3. If team is late they are disqualified and opposing team is awarded a win with 2 points
4. Duos will face each other in a moving zone wars map, 1 warmup and 1 real game
5. Each win = 2 points
6. Draw = 1 point each
7. Day 1 will be a round robin. Once everyone has faced each other, brackets will be created.
8. Day 2 the games will be carried out based on ranking

Battle Royale

This will be open to all and won't be for points. Woooo just for funsies!