

# Among Us eSport League

## League Structure

1. Recreational (Open): The league will be points based on the outcomes of 7 games per week beginning at 7pm on Fridays.
  - a. Points will be given based on the following outcomes
    - i. Crewmate win: 3 points
    - ii. Crewmate voting off an imposter: 1 point
    - iii. Crewmate voting off crewmate: -1 point
    - iv. Crewmate loss: 0 points
    - v. Crewmate skipping vote: 0 points
    - vi. Imposter win: 5 points
    - vii. Imposter kill: 1 point
    - viii. Imposter loss: 0 points

## League Name

Among Us

## Governance, Roles and Responsibilities

Co-League Managers: Zack Zusag and Nick Voss

- Create the scoring guidelines
- Tabulate points for each player following the weekly games
  - This would involve asking players to submit either screenshots or summaries of the various outcomes that would be awarded points at each meeting of each game
- Randomization of the groups on the wednesday prior to game play
  - This would include selection of a player to take screenshots of meetings that will show the final voting
- Setting up and distributing the room code for each game

## Location

- Online

## Platforms/equipment and compatibility

- Compatibility: all devices are able to play together

- Mobile:
- Computer: Players can download the game on Steam (video game distribution service)

## Game Genre

- Online multiplayer social deduction game inspired by the live party game Mafia where crewmates are tasked with finishing an assortment of tasks around the map

League Format

Registration Information

Game times and length

Day of week

Game Style

Game Play and Rules

League Apps Administration

Social Platform Administration

League Costs

Sponsorship

Training (How to Guides)

Communications and Social Platforms

# AMONG US



## DON'T BE SUS!

JOIN THE CMSA eSPORTS AMONG US LEAGUE!

**FRIDAYS @ 7PM - 7 GAMES PER WEEK!**

### Crewmate

WIN - 3 POINTS  
LOSS - 0 POINTS  
CORRECT VOTE - 1 POINT  
INCORRECT VOTE - -1 POINT  
SKIP VOTE - 0 POINTS

### Impostor

WIN - 5 POINTS  
LOSS - 0 POINTS  
KILL - 1 POINT

**FREE TO PLAY WITH A**

**CMSA** MEMBERSHIP \$26

### LEAGUE DATES

02/05- WEEK 1  
02/12- WEEK 2  
02/19- WEEK 3  
02/26- WEEK 4  
03/05- WEEK 5

### END OF SEASON TOURNAMENT

03/12- WIN PRIZES

# AMONG US

**THIS IS A GAME ABOUT  
TEAMWORK AND BETRAYAL!**



**DON'T BE SUS!**

**GRAB YOUR FRIENDS  
AND COME PLAY!**

## Crewmate

### OBJECTIVE

THE PRIMARY GOAL OF A CREWMATE IS TO COMPLETE ALL TASKS WHILE NOT BEING KILLED BY THE IMPOSTOR(S), WITH THE SECONDARY GOAL BEING TO FIND THE IMPOSTOR AND EJECTING THEM OFF THE MAP.

## Impostor

### OBJECTIVE

THE PRIMARY GOAL OF THE IMPOSTOR IS TO KILL ENOUGH CREWMATES TO HAVE AN EQUAL AMOUNT OF IMPOSTORS AND CREWMATES BEFORE ALL TASKS ARE COMPLETED, AND TO HAVE THEIR TRUE IDENTITY REMAIN HIDDEN.



**4-10 PLAYERS**

