

Online Rocket League™ Tournament Rules & Guidelines

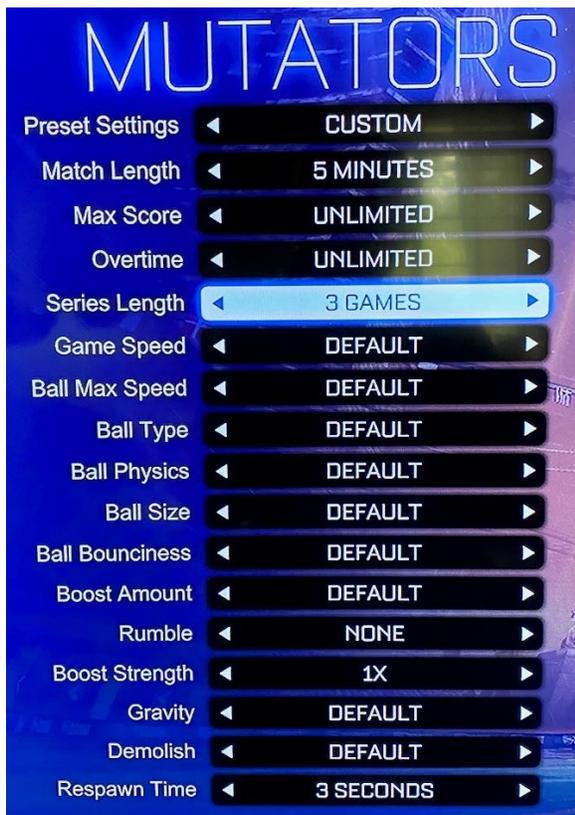
The following are the official rules of the New Lenox Community Park District, Rocket League™ Tournament. Any issues that arise which are not covered within the current rules will be settled at the discretion of the Recreation Supervisor. Rules may be added or modified if deemed necessary.

Basics:

1. To participate in this tournament, players must have the following equipment:
 - a. Xbox One, PlayStation 4, Nintendo Switch or PC console connected to the internet with an online subscription.
 - b. Gamer ID (Gamertag/PSN Online ID)
 - c. Rocket League Username
 - d. Rocket League™ game
 - e. Access to communicate on the application, Discord
2. By participating in this tournament, you agree to share your Gamer Username with the rest of the participants in the tournament. Your first name or Gamer ID will also be used on the Discord™ Communication app and the New Lenox Community Park District Team Sideline website for the game schedule and tournament updates.
3. Once registration is closed and the number of participants has been determined, the tournament layout will be emailed to all participants. See rule 21 for details on possible Tournament Layouts.
4. Communication for the tournament will be held on the Discord app. See rules 16-20 for details on tournament communication.
5. A team roster will consist of 2 players.
6. Upon completion of the game, each player must take a picture of the final score and indicate what team you were. This picture then must be posted on the Discord group chat.

Gameplay:

7. Any setting not listed below should not be changed from its default state.
8. The HOME Team will be responsible for setting up the Match.
9. To set up your game, load Rocket League™ on your device and follow these steps:
 1. Select "Play"
 2. Select "Private Match"
 3. Select "Create Private Match"
 4. **Game Mode:** SOCCAR
 5. **Arena:** DFH Stadium
 6. **Team Size:** 2V2
 7. **Bot Difficulty:** No Bots
 - 8a. **Team Settings:** Home Team = Orange, Away Team = Blue
 - 8b. Include your team name within the Team Settings
 9. **Mutator Settings:** Series Length: 3 games and the rest are default settings. See the picture under rule 10.
 10. **Region:** US-EAST
 11. **Joinable By:** Name/Password
 12. **Name:** "Home Team Name and a number" (use numbers in ascending order starting with 1)
Password: nlcpd
10. **Mutator Settings:** The mutator settings should mirror the settings listed in the picture below.



11. Games will be five minutes in length, whichever team has the most goals at the end of the game is the winner. If tied after five minutes, the games will be immediately determined by sudden death overtime.
12. Each game will be a best 2-out-of-3 series. The best of 3 series must be played consecutively. Make sure to change this in the Mutator Settings.
13. Players are strongly discouraged from quitting out of matches during play. If a participant intentionally disconnects from the game and is not able to reconnect to the game, then a loss will be given to the player. This loss will be recorded as a forfeit.
14. If a “player” unintentionally disconnects from the game, the game shall continue as played. The disconnected player will attempt to rejoin the game as soon as possible. If the player cannot rejoin, the game will continue as is.
15. If a “team” unintentionally disconnects from the game and is not able to reconnect, the following will happen:
 - a. **Disconnected with 30 seconds or less left of Game Clock:** If the losing team disconnects, the game will be considered complete. If the winning team unintentionally disconnects or if the game is tied, follow option “b”.
 - b. **Disconnected with more than 30 seconds left on Game Clock:** A new game shall be played. During this new game, both teams will work together to adjust the score and game time to match what it was at the point of the disconnect.
 - Teams will allow “free goals” until the game score is the back to where it should be. Once the score is correct, do not resume play until the game clock is correct as well. This means each car should remain in their starting position with the ball at the middle of the field. Once the game clock is correct, play can resume.

Communication:

16. The Recreation Supervisor will send an email prior to the start of the tournament for all of the tournament details. The rest of the communication will be through the Discord app.
17. At the beginning of the tournament, the Recreation Supervisor will invite you to join the Discord group chat.
18. Players must communicate with each other on the Discord app for an agreed game time.

19. For instructions on how to use the Discord app, see the “Discord Basics” document sent by the Recreation Supervisor.
20. It is strongly discouraged for players to “party up” during the game to prevent players talking to each other before, during and after the game.

Tournament Layout:

21. The Tournament layout will be determined based on the number of participants registered by the deadline. Here are the different tournaments that may be played:
 - Single Elimination
 - Double Elimination
 - Round Robin
 - Pool Play
22. No matter the tournament format, each “team” is guaranteed at least two games.
23. Seeding and Home/Away will be decided randomly.
24. This schedule will be posted on the New Lenox Community Park District Team Sideline website.
 - a. www.teamsideline.com/sites/newlenoxparks/home

Finally, each player must abide by the Esports – Player Code of Conduct!

See the code of conduct below!

Esports – Player Code of Conduct

Esports should be an open and welcoming environment, where all parties involved feel safe, have fun and develop their skills. To create such an environment, we need to take personal responsibility for how we behave toward other players. By following the rules set out below, we make the Esports environment a safe and fun place for everyone.

As an Esports player, I adhere to the rules below:

- I will not use any profane language, nicknames or other expressions that would insult another player.
- I will not use language that refers to sexual violence or other violence.
- I will not taunt the other player and I will show good sportsmanship before, during, and after the game.
- I will respect the game being played and control my temper.

Failure to comply will result in disciplinary actions being taken to resolve the issue. Actions may include but are not limited to verbal warnings, automatic forfeits and or suspensions. Incidents will be handled how staff deems appropriate based on the severity of the incident.