

Online Rocket League™ Tournament Rules & Guidelines

The following are the official rules of the South Suburban Park & Recreation Professional Association (SSPRPA), Rocket League™ Tournament. Any issues that arise which are not covered within the current rules will be settled at the discretion of the Tournament Administrators. Rules may be added or modified if deemed necessary.

Basics:

- To participate in this tournament, players must have the following equipment:
 - A Videogame Console connected to the internet with the required online subscription.
 - Rocket League Game (Game is available on hard copy or download on the respective console network)
 - Rocket League User Name
 - Access to communicate online via Discord
- Once registration is closed and the number of participants has been determined, the tournament layout will be emailed to all participants.
 - Depending on the total participants registered, age groups may be combined.
 - See rule 14 for details on possible Tournament Layouts.
- Communication for the tournament will be held on the Discord app.
 - If a player shows a lack of effort to schedule their game and is unsuccessful to play their game by the deadline, they will forfeit. This will be decided on a case-by-case basis by the agency's Esports Supervisor.
 - See rules 11-13 for details on tournament communication.
- Games will be played as a 3 on 3 format but with only 1 "user" per team. The remaining 2 "cars" will be controlled by the computer also known as "bots".
- Before searching for a game, ensure that "Cross-Platform Play" is enabled. To do this, go to the "Main Menu," select "Options" and then make sure the "Cross-Platform Play" box is checked in the "Gameplay" tab. This will allow for gamers to play against each other, no matter what gaming console is used.
- Upon completion of the game, the winner must take a picture of the final score and post it in the Discord group chat.

Gameplay:

- The HOME Team will be responsible for setting up the "Private Match."
 - Follow steps in rule 9 for directions on how to set up the "Private Match" and for the gameplay settings.
- The AWAY Team will need to "Join a Private Match" by using the given "Name" and "Password".
 - Name = Bracket and Round Number (WB 1.1 or LB 2.2)
 - Password = ssprpa
 - To "Join a Private Match" select "Play", select "Private Match", then select "Join a Private Match".



- Each "Private Match" should be set with the game settings as seen in the list and pictures below. Any setting not listed below should not be changed from its default state.

1. Select "Play"
2. Select "Private Match"
3. Select "Create Private Match"

4. **Game Mode:** SOCCAR
5. **Arena:** DFH Stadium
6. **Team Size:** 3V3

7. **Bot Difficulty:** Pro

8a. **Team Settings:** Home Team = Orange, Away Team = Blue

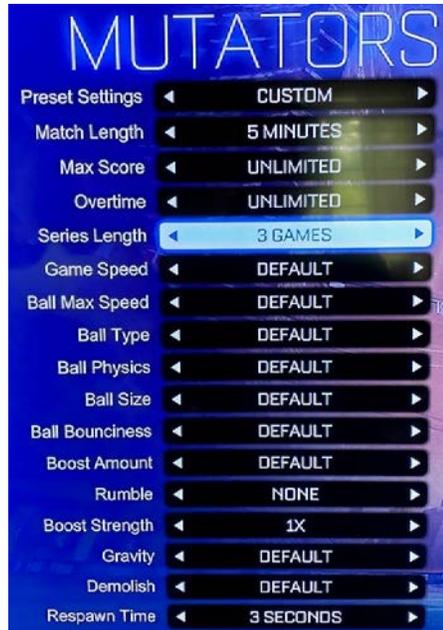
9. **Mutator Settings:** Series Length: 3 games and the rest are default settings. See the picture below.

10. **Region:** US-EAST

11. **Joinable By:** Name/Password

12. **Name:** Bracket and Round Number (WB 1.1 or LB 2.2)

Password: ssrpa



10. If a player unintentionally disconnects from the game, you must immediately notify your opponent and the Tournament Administrator through the Discord group chat. Based on the time of the disconnection, the following will happen:
 - a. **Disconnected with 1 minute 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 1 minute 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:

11. Prior to the start of the tournament, an email will be sent to all participants informing them of the tournament details and how to access the Discord communication application.
12. Players must communicate with each other on the Discord app for an agreed game time.
13. The winner of the match will need to send a picture of the final score and send it in the Discord app.

Tournament Layout:

14. 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

15. No matter the tournament format, each player is guaranteed at least two games.
16. Seeding and Home/Away will be decided randomly.
17. The game schedule will be posted on the SSPRPA "Toornament" website.
 - a. The website will be posted in the Discord group chat.

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

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.

South  Suburban

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