



TEC2019 Rocket League Ruleset

# 1. Definitions

**Best-of-X:** means a Match has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-3 Match, once a Team wins 2 Games, that Team will immediately be declared the winner of that Match.

**Game:** a single Rocket League competition between two Teams

**Match:** Tournament play between two Teams that may involve multiple Games.

**Team:** a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 3, entitled "Eligibility and Player Requirements."

**Tournament Organizer:** TEC (Triangle Esports Championship) or any entity involved with supplying or fulfilling prizes, and any other entity involved in implementing, producing, or managing the Tournament, in whole or in part.

# 2. Tournament Format

## 2.1 Schedule

- Preliminary 1 - Monday January 28
- Preliminary 2 - Friday February 1
- Preliminary 3- Monday February 4
- Preliminary 4 - Friday February 8
- LAN - Sunday February 10

## 2.2 Preliminaries 1 - 4

- The Preliminaries are open to any participating teams who meet eligibility requirements as indicated by this ruleset.
- The purpose of the preliminaries is to award the top team from each preliminary preferential seeding and compensation of their ticket.
- *Teams who secure 1st place in a preliminary are not eligible for any subsequent preliminary.*
- Each preliminary is a one-day single elimination tournament.

- All matches are Best-of-3 until the Quarter Finals where they will become Best-of-5 through the final.

## 2.3 LAN

- The top teams from the four preliminaries receive preferential seeding in the LAN Tournament.
- The LAN bracket is 2 staged.
- The first stage is a **3 round Swiss Bracket**.
- All matches in the **Swiss Bracket** are **Best-of-3**.
- The **top 16 teams** advance into a single elimination **Playoff Bracket**.
- Teams eliminated in the **Swiss Bracket** or in the round of 16 of the **Playoff Bracket** move into a **Merchandise Bracket**. Finalists of the **Merchandise Bracket** receive Tournament Provided Merchandise.
- All matches in the **Playoff Bracket** are **Best-of-3** with the semifinals being **Best-of-5** and final being **Best-of-7**.
- All matches in the **Merchandise Bracket** are **Best-of-1** with the semifinals being **Best-of-3** and no final match.
- Seeding will be determined by tournament admins.
- Prize Money (*if tournament reaches registration capacity*): \$2,000
  - 1st Place: \$1300
  - 2nd Place: \$500
  - 3rd/4th Place: \$100
  - 3rd/4th Place: \$100

## 3. Eligibility and Player Requirements

**3.1 Tournament Bracket Website:** All Players are required to have their own account on Smash.gg to participate..

**3.2 Peripherals:** All players should bring their own preferred peripherals. Said peripherals (controllers, keyboards, mice) should also have wired functionality. Wireless functionality or secondary hardware required for wireless functionality may not be supported by the tournament provided computers.

**3.3 Accounts:** Players are to provide their own accounts for VOIP (such as Discord or TeamSpeak). Players are expected to own a copy of Rocket League on the Steam distribution platform. There will be a set number of Steam accounts for those who do not, but will be first come first serve during registration at the venue.

**3.4 Tournament Communications:** All Players registered are required to join the Bull City Gaming Discord Server. During the LAN, players may not mute server notifications on the

Bull City Gaming Discord Server and are expected to respond to messages by Admins and moderators within 5 minutes of being pinged. The discord can be accessed at <https://discord.gg/Actzh5M>.

**3.5 Player Usernames and Nicknames:** During an official match all players are to use their registered in-game names so casters and spectators can follow the game without being misled. Fake in-game names are forbidden. Additionally, names must be clean without any extra letters/numbers.

## 4. How to Register

**4.1 Preliminaries 1 - 4:** To participate in any preliminary, a team of players needs to register for the LAN event through Eventbrite. Players also need to sign up for an account on Smash.gg if they do not have one. An admin will add all participants to the Smash.gg tournament page. Players are required to register for the preliminaries of their choosing once added to the tournament page. Players may not participate in any preliminaries after they place first in any preliminary. Players are not required to participate in the preliminaries, but preliminaries may be used for seeding of the Swiss Bracket during the LAN.

**4.2 LAN:** Participants need to register at the door, or use Eventbrite to secure a spot at the LAN event. Players also need to sign up for an account on Smash.gg. The Smash.gg website will be used for bracketing and reporting of game scores during the event.

## 5. Code of Conduct

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers, if deemed necessary. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament or the TEC Website, or the Tournament Website including Smash.gg

- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person
- Engaging in collusion (e.g., any agreement between two [2] or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match)
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner
- Offensive, vulgar or obscene Usernames, avatars or Team names
- Sexism, ageism, racism or any other form of prejudice or bigotry
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located
- Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent
- Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament
- Making any modification to Rocket League that has not been disclosed to and authorized by the Tournament Organizers
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage
- Using any language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct
- Using any Tournament facilities, services or equipment provided or made available by the Tournament Entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct
- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion or otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and TEC reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

## 6. Game Play Rules

These are the “Game Play Rules” governing how Rocket League is played during the Tournament. The tournament will be played on the latest available version of Rocket League.

**6.1 Game Settings:** The following in-game settings will be used to host a match.

- Private Match
- Game Mode: Soccar
- Default Arena: Mannfield (Night)
- Team Size: 2v2
- Bot Difficulty: No Bots
- Team Settings: All Default
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Server: US-EAST

## **6.2 Match Procedures**

**6.2.1 Lobby Creation:** All match schedules and information will be provided by the Smash.gg platform including lobby name/password and team colors.

- All players are required to log into Smash.gg and follow the instructions as indicated by the Smash.gg platform
- All players must Check-In on their match dashboard.
- Smash.gg instructs a team to create the lobby with a lobby name and password.

**6.2.2 Game Start:** All players are to join the lobby as indicated by Smash.gg, but are not allowed to join their respective teams until all Players from each Team have joined the Game.

- If a player joins their team before all Players from each Team join the lobby, all Players shall quit the lobby and the Team responsible for making the lobby shall remake the lobby using the same lobby details.
- Repeated attempts to start the game before both Players from each Team join the lobby can be met with Disciplinary Action.

**6.2.3 Re-Hosts:** Between Games in a Match, Teams may request that the Match be rehosted on the same server region due to connection issues, bugs/glitches, or any other abnormal game behavior.

- It is *strongly* recommended that anyone witnessing any abnormal in-game behavior or connection issue take a screenshot of proof and save a replay of said game, if possible.
- Tournament Organizers reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

**6.2.4 Substitutions:** A substitution is defined as changing a line-up *after* a Match has started.

- Substitutions are not allowed during any portion of the event.

**6.2.5 Reporting Scores:** During the preliminaries, after a Match is completed, Smash.gg should automatically detect the results and declare a winner. If this does not happen, Teams must manually report the score on their Match Dashboard on Smash.gg. Both Teams must confirm the results.

- It is strongly recommended Teams record proof of Game results by taking screenshots and saving a replay of the games, as proof.
- If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match.
- Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.

**6.2.6 Guest Accounts:** Players may not compete using guest accounts. All participants must have a unique and valid Steam account or PlayStation® Network ID, and appropriate access levels to the PlayStation® Network, as applicable for the preliminaries. All participants must have a unique and valid Steam account for the LAN event.

**6.2.7 Observers:** In-game observers are not allowed except for Tournament Organizers.

### 6.3 Match Obligations

**6.3.1 Punctuality:** All Teams must have two (2) Players physically present or in the Match lobby by the Match start time. Teams that do not have two (2) Players ready to play within five (5) minutes of the Match start time are subject to penalties up to and including Match forfeiture.

**6.3.2 Forfeits:** Teams may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting such as, but not limited to; fines, prize money deduction, disqualification, and/or risk of losing future invites.

**6.3.3 Communications:** Teams will communicate with their opponents and Tournament Organizers in the designated chatrooms on Smash.gg or on Discord during all stages of the Tournament.

### 6.4 Match Disruptions

**6.4.1 Disconnects:** In the event of a disconnect, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have three (3) minutes to rejoin before the next Game of the Match series begins. For spectated / broadcasted Matches, if Tournament Organizers identify that a Player has disconnected they may halt a match to allow the player to reconnect.

**6.4.2 Stoppage of Play:** Tournament Organizers may halt a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

**6.4.3 Restarts:** The Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

**6.5 Cheating:** Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

## 7. Rosters

**7.1 Rosters:** Teams may only use Players who are on their roster for a Match. Rosters must contain two (2) and only two (2) players.

**7.2 Roster Registration:** Rosters are officially registered when teams sign up via Eventbrite or at the physical venue.

**7.3 Roster Continuity:** Rosters must be maintained for teams that secure 1st place in a preliminary in order to retain their ticket compensation for the LAN event.

**7.4 Team Captains:** Each Team must declare one member of their roster to be the "Team Captain" who represents the Team for all official decisions and serves as the main point of contact for the Team.



## 8. Prizing

### 8.1 Prize distribution for TEC2019

#### LAN

- 1st Place: \$1300
- 2nd Place: \$500
- 3rd/4th Place: \$100
- 3rd/4th Place: \$100

## 9. Violations

**9.1 Interpretation:** All rules, guidelines, and definitions provided in this document are interpreted at the sole discretion of the Tournament Organizer. Any interpretations outside of those given by the Tournament Organizer in the document or at the time of a ruling may be found inconsequential to the outcome of a ruling.

**9.2 Reporting:** Any and all rule violations should be reported immediately when the violation occurs with proof of the violation.

**9.2.1** Any violations not reported as early as possible after the incident occurs may be ruled null at the discretion of the Tournament Organizer.

**9.2.2** If reports of violations happen at a point in time after the affected match or if subsequent matches have taken place past the point of the affected match, matches previous to the current round may or may not be replayed. Players and Teams may be liable to violations that happened in previously played matches.

**9.3.3** Proof may or may not also be required by the Tournament Organizer in situations to verify the validity of a rule violation report. The validity of the proof is at the discretion of the Tournament Organizer and those reporting may be required to provide additional or supplementary materials.

**9.3 Penalties:** Players or Teams who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match restart
- Loss of Game
- Match forfeiture
- Permanent Player bans
- Prize forfeiture

Any penalties imposed on a Player and/or Team may be made available to the public by the Tournament Organizers in their sole discretion.