

## Rocket League Tournament Rules

This page contains the rules about the gameplay and player behavior within our tournaments. We try to include rules for all situations but sometimes assistance might be needed. If this is the case, contact an admin. Every gamer must be aware of the behavior guidelines and online tournament rules.

### 1. General

1.1 Tournament Admins assume that each participant who enter a tournament is aware of all the rules and checks them periodically. Insufficient knowledge of the rules cannot be used as an excuse for breaking the rules.

1.2 A player can only create one account. Selling, renting, trading or receiving compensation in any way, shape or form is forbidden.

1.3 Every participant who breaks a rule, will be punished. The exact way of punishment will be decided by the Admin involved. Examples of punishments are: 3-0 loss, replay, penalty points, leaving the tournament early, a temporary ban or a permanent ban from future tournaments.

1.4 Rosters will be placed on challonge.com before the tournament starts. After the tournament has started, no changes or substitutes to the roster are allowed.

1.5 Matches need to be played within a reasonable time.

1.6 Gamers who participate are required to play with the Gamer ID they have specified.

1.7 The Gamer ID which is being used must be equal to the Gamer ID shown on the roster. If another account is going to be used, submit this to an Admin BEFORE the tournament has started.

1.8 Every participant is required to be online in the chat of the tournament they are participating in.

1.9 Complaining about losing a game incorrectly after a match cannot 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 benefit of the problem. (The beginning of the game.)

## 2. Tournament Guidelines

2.1 Each player must register with the LAN registration first in order to participate in the tournament.

2.2 All participants must check themselves in 5 minutes before the tournament starts. This can be done by going to any admin and letting them know that they are ready.

2.3 The game schedule will be published after the check-in.

2.4 The player who plays ' home ' is responsible for starting a match.

2.5 Both opponents are responsible for contacting each other and playing the game.

2.6 If both players are ready and started the game it is not allowed to hold extra breaks that are not allowed in game.

2.7 When an online tournament is organized for teams, both players needs to register for the tournament.

2.8 When a tournament is organized for teams and one of the teams misses players, the relevant team will be disqualified.

2.9 Each team is required to take at least one screenshot of the score. This photo should contain: the score, the names and a time stamp.

### 3. Specific game settings Rocket League

#### 3.1 General:

Map: DFH Stadium

Game mode: Private match

Settings: Online friendly match standard settings

Match duration: bo3 - 5 minutes per match

Allowed cars: All cars

3.2 All matches should be played by organizing a private match. The organizer will share the name and password of the match with the opponent.

3.3 When 2 players can't connect in a private match, they won't receive any game points. If there is a possibility, the players can try to connect again. The Tournament Admin will decide if there is time enough for the replay.

3.4 When the connection is lost, the match will be resumed at the remaining time and the current score.

#### 3.5 Knock-out stage:

All matches will be played in a Best of Three.

When it's a tie, the players must play 'Extra time'. There must be a winning team.

#### 3.6 Team Tournaments:

When a team is not playing with the correct number of players, they will directly be disqualified.

## 4. Reporting scores

How do I report scores?

Click on the game controller in the menu (active matches).

Select your active match on the icon with the blue 'I'.

Report the correct score and click on confirm.

Your score has been reported!

4.1 Both players must enter the score on challenge.com after finishing their game.

4.2 The total score of a match must be reported by both players.

4.3 Both players need to report the scores within fifteen minutes after the end of the match.

4.4 When the score of the players does not match, the players are supposed to upload a screenshot of the score within 10 minutes of the dispute. The decision about what score is awarded ultimately rests with the Tournament Admin. We take a conflict seriously and want to provide the best experience for all our players.

4.5 If someone deliberately passes the wrong score, the player in question immediately gets excluded from all tournaments in the future.

4.6 If both players do not report the score, the Admin determines the outcome of the match.

4.7 When only one of the two participants report the score (or when proof of the score is necessary), that player will be designated as the winner of the contest.

4.8 When both players report no score (or when needed proof of the score) to the Admin, both players will be disqualified.

4.9 When there is no Admin present at a match conflict in one of the mini-cups, the solution to the conflict between two participants will be postponed until the Admin returns.

## 5. Behavior rules

5.1 all participants in Pro Player tournaments must treat each other and the organization respectfully.

5.2 When a participant has hurtful, offensive or racist expressions towards his/her opponent, he will be immediately be disqualified and disciplinary measures will be taken.

5.3 Bad language and/or threats against the Pro Players Admin means an instant disqualification.

5.4 In cases of fraud and/or cheats, a participant will be disqualified immediately, and disciplinary measures will be taken.

5.5 All participants are treated the same way by the Admin. When breaking the rules, the following disciplinary measures will be taken.

1st offense: The player will be disqualified immediately and will get an official warning

2nd offence: The player will be disqualified immediately and will be excluded from the tournament for two years.

3rd offence: The player will be disqualified immediately and will be excluded from all future tournaments

## 6. MomoCon Staff

6.1 If you have any questions and/or problems, you can contact a Tournament Admin at any time.

6.2 The participants need to treat the MomoCon Staff respectfully.

6.3 The MomoCon Staff need to treat the participants respectfully.

6.4 The Tournaments Admin eventually has the right to make decisions when exceptional situations occur.

## 7. Other rules

7.1 MomoCon reserves the right, to make statements and decisions about matters that are not specifically provided for in the rules, in order to maintain fair competition and sportsmanship.

7.2 MomoCon reserves the right to change rules at any time. For example, this could be due to changes in software updates or releases of a game.