



Online Rocket League™ Rules & Guidelines

The following are the official rules of the Central Illinois Esports Rocket League™. Any issues that arise which are not covered within the current rules will be settled at the discretion of League Administration. Rules may be added or modified if deemed necessary.

Basics:

- To participate in this league, players must have the following equipment:
 - Xbox One, PlayStation 4, Nintendo Switch or PC console connected to the internet with an online subscription
 - Gamer ID (Gamertag/PSN Online ID)
 - Rocket League Username
 - Rocket League™ game
 - Access to communicate on the Discord application
- By participating in this League, you agree to share your Gamer Username with the rest of the participants in the League. Your first name or Gamer ID will also be used on the Discord Communication app and the Central Illinois Esports League Discord Server for the game schedule and league updates.
- Once registration is closed and the number of participants has been determined, the league schedule will be emailed to all participants.
- Communication for the league will be via the Discord app.
- **This league will be 1v1 game play in a best of 3 series each match.**
- Upon completion of the game, the winner will post the score in Discord. If there is a dispute, then a picture must be posted on the Discord group chat for review by the League Admin team.
Note: It is always a good idea to take a photo at the conclusion of the game, regardless of the outcome!

League Format:

- League Type: Round Robin
- Match Type: Best 3 out of 5 games
- No Show Time: 15 Minutes
- Format: 1v1
- Game Mode: Private Match
- Scoring: Standard (Additional details below)

Gameplay:

- Any setting not listed below should not be changed from its default state.
- The HOME Team will be responsible for setting up the Match.
- To set up your game, load Rocket League™ on your device and follow these steps:

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|---|---|
| 1. Select "Play" | 9. Include your TEAM NAME within the Team Settings |
| 2. Select "Private Match" | 10. Mutator Settings: Series Length: 5 games and the rest are default settings. See below picture. |
| 3. Select "Create Private Match" | 11. Region: US-East |
| 4. Game Mode: SOCCAR | 12. Joinable By: Name/Password |
| 5. Arena: DFH Stadium | 13. Name: Home Team Name & a Number |
| 6. Team Size: 1 v 1 | 14. Password: RocketLeague1 |
| 7. Bot Difficulty: No Bots | |
| 8. Team Settings: Home Team = Orange, Away Team = Blue | |

Mutator Settings: The mutator settings should mirror the settings listed in the picture below.



- 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.
- Each game will be a best 3-out-of-5 series. The best of 5 series must be played consecutively. Make sure to change this in the Mutator Settings.
- Players are strongly discouraged from quitting matches during play. If a participant intentionally disconnects from the game and does not reconnect to the game, then a loss will be given to the player. This loss will be recorded as a forfeit.
- If a player unintentionally disconnects from the game, the game shall continue as played. The disconnected player must attempt to rejoin the game as soon as possible. If the player cannot rejoin, the game will continue as is.
- If a “team” unintentionally disconnects from the game and is not able to reconnect, the following will happen:
 - **Disconnected with 30 seconds or less left of Game Clock:** If the losing player disconnects, the game will be considered complete. If the winning player unintentionally disconnects or if the game is tied, there should be an attempt by both players to reconnect.
 - **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 back to the original score. 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:

- The Central Illinois Esports League Admin Team will send an email prior to the start of the league with all league details. The rest of the communication will be through the Discord app.
- Prior to league start, the Recreation Supervisor will invite you to join the Discord group chat.
- Players must communicate with each other on the Discord app to establish correct Gamertags and any other information necessary to begin the match.
- For instructions on how to use the Discord app, see the “Getting Started with Discord” document sent by the Recreation Supervisor.

Reporting Game Results & Game Issues:

- **Contacting a Tournament Administrator/Moderator:** To contact a Tournament Administrator/Moderator use the Discord app and report the details in the game’s server.
- **No Shows:** No Shows must be verified by a Tournament Administrator that the opposing player has not arrived within the allotted time (15 minutes from set start time). Contact a Tournament Administrator after the No Show Time (15 minutes) has elapsed with screenshot proof.
- **Reporting Scores:** Score reporting is not automatic. The winning player is responsible for reporting the scores in the Discord app. The winning player must report the Match results within 10 minutes of its completion. Failure to report the Match results on time may result in a Forfeit.

- **Screenshots:** Each player must take a Screenshot(s) of each Game's results in case proof is needed for a dispute. Screenshots should be clearly visible and contain the Game Score, all Players on both Teams, and a time stamp.
- **Disputes:** To dispute Game/Match results, players must notify a Tournament Administrator that they would like to dispute the results before a new Game/Match has begun.
- **Dispute Evidence:** If a Screenshot(s) is needed to resolve a dispute, it should be sent to an Administrator/Moderator in the Discord Private Chat. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the Tournament Administrators should be looking for in the picture.

Each player must abide by the Esports – Player Code of Conduct!

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, individuals must take personal responsibility for their behavior toward other players. By following the rules below, the Esports environment can be a safe and fun place for everyone.

As an Esports player, I will adhere to the Code of Conduct below:

- I will Always be Considerate and Respectful. It is not acceptable to use obscene, profane, threatening, or disrespectful language.
- Safety and Security are a high priority. If I identify a security problem, I will notify the League Admin.
- Communication is NOT Private. All messages can be reviewed and monitored by League Admin. If you would not want your mother to read it, do not type it.
- Respect the Game and Opponent. I will show good sportsmanship before, during, and after the game. I will control my temper and not taunt other players.

Failure to comply with the Code of Conduct may result in disciplinary action. Actions may include but are not limited to verbal warnings, automatic forfeits, or suspensions. Incidents will be handled on a case-by-case basis by League Administrators.