

RLI Official Tournament Rules

1. Each Player unconditionally accepts and agrees to comply with and abide by the Official Rules and the decisions of tournament organizers upon registering in the tournament.
2. All decisions by the tournament organizers shall be final and binding in all respects and not subject to challenge or appeal.
3. The Official Rules are subject to change, as determined by the Tournament Organizers in their sole discretion.
4. Players must combine to form a Team consisting of at least three (3) individual Players and no more than four (4) individual Players.
5. Players may participate on only one (1) Team at a time throughout the Tournament.
6. 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.
7. Players or Teams may not change their User Names or in-game names without approval from Tournament Organizers once the tournament has started.
8. Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate disqualification.
9. Impersonating any other player or having a player play in your place who is not part of the registered roster will result in immediate disqualification.
10. The Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the Tournament null and void by reason.
11. Streamed matches will be informed of beforehand. Non streamed matches (Losers Round 1 + 2) will be conducted off-stream on Saturday before 5 PM IST.

Gameplay Rules

1. Game Settings
 - a. Default Arena: DFH Stadium
 - b. Team size: 3v3
 - c. Joinable by: Name/Password
 - d. Server: ASC (or EU if agreed upon by both teams and tournament organizers)
2. Tournament Organizers will specify which Team is blue and which Team is orange.
3. Teams may request that the Match be re-hosted on the same server region due to connection issues ONLY if no goals have been scored.
4. Players may not join their designated side until three (3) Players from each Team have joined the Game.
5. Substitutions may only occur in between Games in a Match series, and Teams are limited to one Substitution per series.
6. All Teams must have three (3) Players present in the online Match lobby by the Match start time. Teams that do not have three (3) Players ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.
7. Disconnects: In the event of 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.

If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another player from their roster.

If Tournament Organizers identify that a Player has disconnected they may (or may not) halt a match to allow the player to reconnect.

Tournament Format

Double Elimination:

1. The tournament will be a Double Elimination bracket with Best-of-Three matches.
2. In the Finals, the Team that advanced from the lower bracket must win two (2) Best-of-Five Matches to be awarded first (1st) place.