



Rocket League
Tournament Rules
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Contents

1	General Tournament Rules	2
2	Match format	2
3	Map pool	2
4	Matches	2
4.1	Map veto	2
4.2	Server	2
4.3	Pause	3
5	Player settings	3
5.1	Scripts, binds etc.	3
5.2	Files	3
5.3	Input devices	3
6	Server settings	3

1 General Tournament Rules

Read the general tournament rules of the current event.
All the general rules apply to this tournament.

2 Match format

Depending on how many teams are attending there will be a group stage. The rest of the match will be double elimination. The teams for the first match will be chosen randomly. There will be a best of three for each match.

3 Map pool

The map pool contains all Rocket League maps which allow to play the normal mode, namely:

- DHF Stadium
- Urban Central
- Mannfield
- Beckwith Park
- Utopia Coliseum
- Wasteland
- Neo Tokyo
- AquaDome
- Champions Field

4 Matches

4.1 Map veto

Before every match both teams can veto maps out. This will be done either face to face, via the Discord server or in the ingame chat. Each team will vote out one map until only three maps are left. The order will be chosen randomly.

4.2 Server

TBA

4.3 Pause

Each team can take a break between two matches. Maximum 10 min. A pause during a match is not possible.

5 Player settings

5.1 Scripts, binds etc.

All scripts, binds etc. that will automatically trigger any keys or execute any commands etc. are not allowed.

5.2 Files

It is forbidden to manipulate the game files in any way. The players only may change the ingame settings.

5.3 Input devices

The players may choose a gamepad or keyboard and mouse as input device.

6 Server settings

All matches will be played on the public servers with the competitive rules.