

Rocket League Tournament Ruleset

Gamefest @ GT 2018

This event is open to players using the following devices:

- PC
- Xbox One
- Nintendo Switch

PS4 is not an allowed platform for the tournament. You will be responsible for bringing your own computer/console, monitor, power cables, monitor cable, ethernet cable, and peripherals. You also are responsible for having a working copy of the game on the computer/console you bring.

Format

The format will be two-phase (all taking place on Sunday, October 28th). The first phase will be Swiss, which we'll use as seeding for a knockout single-elimination bracket. **Every team will start in Swiss and every team will be entered into the knockout single-elimination bracket.**

The Swiss matches will be best-of-3, and all bracket matches (except the finals match) will be best-of-3. The bracket finals will be best-of-5.

Mannfield Day, Mannfield Night, o DFH, Utopia, Beckwith, Farmstead, and Champions Field are all legal. Weather effects are not allowed.

Free Agents

If you do not have a team, you can show up and will be placed onto a team as long as there is remaining space in the tournament and as long as there are at least two other players without a complete team who have shown up. Please note that you may be placed onto a team of 4-5 total if there is not a perfect multiple of 3 free agents. That means you will need to rotate in and out of matches with your teammates on your assigned team.

For any questions, feel free to contact Mitchell "furtive" Morley:

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