Rocket League Gamefest 2021 Rules

Rules

1. Anti-Cheat

No additional anti-cheat is required for official matches.

2. Supported Platforms & Match Information:

- PC

- XB1

- PS4

- Nintendo Switch

This game supports crossplay. All teams competing in this tournament will face each other, regardless of what console they play on.

2.1. Series Lengths
All games will be best of threes except for the finals which will be a best of

Create Private Match

- Game Mode: Soccar

- Arena: DFH Stadium OR another arena agreed upon by both teams from the list in 2.2.

- Team Size: 3v3

- Bot Difficulty: No Bots

Team Settings

- Primary and accent colors should be set to Default

Mutator Settings

- Preset Settings: Custom

- Match Length: 5 minutes

- Max Score: Unlimited

- Overtime: Unlimited

- Game Speed: Default

- Ball Max Speed: Default

- Ball Type: Default

- Ball Physics: Default

- Ball Size: Default

- Ball Bounciness: Default

- Boost Amount: Default

- Rumble: None

- Boost Strength: 1x

- Gravity: Default

- Demolish: Default

- Respawn Time: 3 seconds

- Region: As decided on in 2.4.

- Joinable By: Name/Password (to be determined by hosting team)

In the event that incorrect settings are loaded, the match should be stopped and reset. Previously played games with incorrect format will not count towards the series.

2.2. Arenas
The following arenas are available for switching to during an official match:

- Aquadome

- Champions Field

- Champions Field (Day)

- DFH Stadium

- DFH Stadium (Day)

- DFH Stadium (Stormy)

- Mannfield

- Mannfield (Night)

- Mannfield (Snowy)

- Mannfield (Stormy)

- Neo Tokyo

- Salty Shores

- Starbase ARC

- Urban Central

- Urban Central (Dawn)

- Urban Central (Night)

- Utopia Coliseum

- Utopia Coliseum (Dusk)

- Utopia Coliseum (Snowy)

- Wasteland

- Wasteland (Night)

2.3. Server Region
The following server regions are available for use in official matches:

- US-East

In the event where players are unable to agree on which server region to play the match, the server region will alternate between games starting with the higher seed's server region choice.

3. Restrictions

3.1. Customization
Any bodies, decals, wheels, rocket boosts, toppers, antennae, goal explosions, trails, or engine audios that are currently disabled in Rocket League competitive queues are not permitted for use in official matches.

3.2. Leaving and Rejoining Teams
Players are not allowed to leave their team and then rejoin to put them on the other side of the arena and will be considered cheating.

3.3 Stoppage of Play
Should a player disconnect from the game less than 30 seconds into the match or before the shot to make the first goal of the game is taken the game will be restarted. If either of these events have occurred, the game will continue.

3.4 Player Count
This tournament is 3v3. Each player can only participate on one team.

4. Tournament style

4.1 Pool play
On day one teams will randomly be put into different pools where they will play round robin best of 3 matches

4.2.1 Bracket seeding
On day 2 teams will be seeded into a bracket off of their record from pool play

4.2.2 Tie breakers same pool
If teams have the same record in a pool, then the head to head winner between the two determines the higher seed

4.2.3 Tie breakers from different pools
If teams have the same record from pool play their goal differential from pool play will be used to determine the higher seed. If teams still remain tied after this a coin will be flipped to determine the higher seed

4.3 Pool size, number of pools, and tournament size will be determined day 1 based on how many teams sign up. Not every team is guaranteed to make day 2