

# 2019-2020 Rocket League

## IHSEN Official Rules

Adapted from and original credit to: 2018 COLLEGIATE ROCKET LEAGUE® OFFICIAL RULES and TESPA Inc.

### 1. ACCEPTANCE OF OFFICIAL RULES

**1.1 Acceptance.** Each Participant must agree to these Official Rules to participate in the Tournament. You may accept these Official Rules by any one of the following methods:

- Registering to participate in the Season/Tournament;
- Participating in any match that is part of the Season/Tournament.

**1.2 Changes to and Enforcement of these Rules.** The field of esports competitions is still relatively new and changing rapidly and these Official Rules will evolve in real time to keep pace with those changes. Accordingly, the sponsor of this tournament (IHSEN) in its sole discretion (a) may update, amend or supplement these Official Rules from time to time; and (b) may interpret or apply these Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Any material changes to these Official Rules will be provided to the Participants prior to the next Rocket League event in which the changed rules will apply. Participation in the Tournament will constitute acceptance of the changed rules.

### 2. Players

**2.1 Eligibility.** To be able to compete as a “Player” in the Tournament, you must:

2.1.1 be in good standing with respect to any Rocket League accounts registered in your name, with no non-disclosed violations of the Rocket League End User License Agreement;

2.1.1.1 “Good standing” can be defined as being free of any suspensions, bans, or other incidents of account discipline lodged against any Rocket League account registered in your name with the publisher of Rocket League, Psyonix, Inc. (“Psyonix”) during the Tournament, or during the six (6) months period preceding the commencement of the Tournament;

2.1.2 be over the age of majority in your jurisdiction of residence;

2.1.2.1 If you are under the legal age of majority in your country of residence, but over the age of 13 (a “Minor”), you may still enter and be a Participant if you otherwise meet all of the eligibility criteria set forth above and one of your parents or legal guardians read and agree to these Official Rules on your behalf;

2.1.3 be a legal resident of the United States or Canada;

2.1.4 be currently enrolled, or planning to be enrolled, during the Tournament Period (as defined below) as a full-time student in an Eligible Institution

2.1.5 not be on academic probation at your currently enrolled Eligible Institution during any point of the competition.

2.1.6 not be a director, officer, or employee of Psyonix, or any entity which controls, is controlled by, or is under common control with or Psyonix;

2.1.7 agree to be bound by these Official Rules.

**2.2 Verification of Eligibility** Participants will be required to verify that they meet the eligibility requirements for the Season/Tournament. Every member of a Team who plays in the Season/Tournament may be required to provide proof of enrollment; otherwise the Team is ineligible to win this Tournament. In the event of a dispute as to the identity of the Participant, entries will be declared made by the authorized account holder of the Rocket League Account submitted at time of entry. The sponsor reserves the right to verify a Participant’s information, or any other facet of a Participant’s entry if further investigation is deemed necessary. By entering you agree to accept and be bound by these Official Rules and the decision of the sponsor, which shall be final and binding in all matters relating to the Tournament. Limit one (1) entry per authorized Account holder.

**2.3 Disclaimer.** The sponsor will not be responsible for (a) any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries; (b) telephone, electronic, hardware, software, network, Internet, or other computer- or communications related malfunctions or failures; (c) any Tournament disruptions, injuries, losses or damages caused by events beyond the control of the sponsor; or (d) any printing or typographical errors in any materials associated with the Tournament.

**The sponsor is not responsible for any incorrect or inaccurate information, whether caused by participants in the Tournament or users of the Game, or by any of the equipment or programming associated with the Tournament, or by any technical or human error, which may occur in the processing of registrations or entries into the Tournament, or otherwise in connection with the Tournament including, without limitation, any technical limitation or other event that results in the disqualification or loss of ranking status of any participant in the Tournament.**

**2.4 Player names.**

2.4.1 Players must use an acceptable name in this competition. Players may use Steam handles or PlayStation Network, XBOX handles during the Tournament. Tournament Administration reserves the right to revoke the eligibility of any Player whose handle is offensive, toxic, or incorporates any sponsor or third party intellectual property.

2.4.2 Player names may not include a sponsor name.

2.4.3 Player names may not include a product name or description.

2.4.4 Player names may not include any words that are purely commercial.

2.4.5 Player names must comply with these Rules.

2.4.6 The sponsor has the right to request a Player name change for any reason, not restricted to the above.

## 3. TEAMS

3.1 **Tournament Teams.** A “Team” will consist of up to three (3) Players, two (2) Substitutes

3.1.1 **Eligibility.** All Players and Substitutes on a team must attend the same Eligible Institution.

3.2 **Team Sponsor/Coach.** Each Team must have a single individual designated as Team Sponsor/Coach. The Team Sponsor/Coach may not be one of the Team’s Players. The Team Sponsor/Coach will be responsible for communicating with Tournament Administration on behalf of the Team.

3.3 **Team Management.** The Team Sponsor/Coach will act as a Team’s primary contact for all roster changes, rule disputes, and other communication between each Team and Tournament Administration.

3.4 **Designation.** Team Sponsor/Coach must apply and be accepted before final Roster Locks. In the event of a Team Sponsor/Coach change, IHSEN must be informed by the Team.

3.5 **Roster Requirements.**

3.5.1 **Players.** Each Team must designate three (3) starting Players.

3.5.2 **Substitutes.** Each Team may designate up to one (2) substitute Players. This Player may replace Players during the Season. Teams may utilize any available substitute who is present on their Roster. Teams may change substitutes between weeks.

3.5.3 **Roster Locking.** Throughout the tournament, rosters may have roster locking periods, where rosters will be unable to be altered prior to upcoming matches. After a roster lock begins, rosters will not be available for alteration. Tournament Administration may overrule this due to unforeseen circumstances.

3.6 **Required Information.** The following is a list of required information for Players.

This will need to be provided for every roster submission and change.

3.6.1 **Full Name.**

3.6.2 **Player Steam Handle** – Example: Krusher99. If a Player makes a change to his or her Steam Handle, the change must be done prior to a roster lock.

### 3.6.3 Player School

### 3.6.4 Player Email

## 4. MATCHES AND STANDINGS

4.1 **Match Structure.** Match winners will be decided through rules specific to each section of the tournament as detailed below. All matches will be played using Psyonix's Rocket League game (the "Game").

4.1.1 Group Standings. Standings will be updated by tournament admins on a weekly basis. Standings will reflect each team's overall performance within their Group.

4.1.2 Finals Standings. Standings will be updated by tournament admins on a weekly basis .

4.2 **Season/Tournament Period.** Matches will take place during the season period. Round of 16 and 8 will be held in the first week after the season. Semi-Finals and Finals will be held on the second week after the season (Tournament times subject to change)

4.2.1 Season Matches. Season matches will be scheduled in advance. If a team needs to change from the default start time they must contact the opposing team and IHSEN no less than 24 hours before the default match time. Teams must work together to change start times. If a mutual decision cannot be made an IHSEN official will make a ruling.

4.2.2 Championship. Teams will be seeded into a Single Elimination bracket. Match winners will be determined in both a Best-of-Five for Round of 16/Quarter/Semi Final and Best-of-Seven format for the Championship match. Each match will be assigned on the "Tournament Document" tab in the tournament Discord as well as the complete schedule will be emailed to each team. The results of the matches should be reported to the teams Discord channel. The results of all matches will affect the next round of the bracket.

## 5. MATCH DETAILS

5.1 **Arena Rotation.** All matches will be played on DFH Stadium.

5.1.1 Game Mode: Standard 3v3

5.2 **Match Settings.**

5.2.1 Game Settings.

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None

- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Steam or PS4 or Xbox (Must have cross compatibility enabled)
- Server: US-East

5.3 **Playing “Man-Down”.** Games may continue with a Team playing “Man-Down” (where a player fails to reconnect or solve technical issues and cannot participate in the remainder of the map). Games may not begin with a team playing “Man-Down”. If a Team is unable to field the required number of players by the final match start time, that team will be required to forfeit.

5.4 **Substitutions** May only be done between games. Any extended delay in substitutions may cause a forfeit for the team causing the delay.

## 6. MATCH RULES

6.1 **Game Restarts.** The decision of what circumstances merit a map restart are solely at the discretion of Tournament Administration. Restart protocol will be decided by Tournament Administration and communicated to the team before being executed. Restarts will only occur in the first 30 seconds of a match and must be agreed by both teams. If no agreement can be made, the match will be paused and an IHSEN Staff member must be contacted.

6.2 **Results.** Team Sponsor/Coach will be responsible for confirming and recording all map and match results on the Compete website.

6.3 **Technical Issues.** Teams are responsible for any of their own technical issues, including hardware, software, or internet issues.

6.4 **Streaming.** Players will be allowed to stream their matches during the Tournament from their player perspective. **Players and other persons may not join a match as a spectator without explicit written consent from both teams and from IHSEN.** Players and spectators must stream with at least a 3-minute delay. Tournament Admins may revoke the right to stream Tournament matches at any time.

6.5 **Reservation of Rights.** Tournament Administration reserves the right to cancel, suspend and/or modify Tournament competition, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of Tournament Administration’s control impairs the integrity or proper functioning of the Tournament competition, as determined by Tournament Administration. If Tournament competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect, Participants.

## 7.COMMUNICATION

7.1 **Lobby Creation.** Participating Teams are responsible for inviting the opposing team and creating match lobbies and matches prior to their match start time.

7.1.1 **Pauses.** Pause requests will be communicated in match chat during an ongoing match. The details of why a pause is requested must be communicated to the opposing team.

7.2 **Announcements.** Large announcements, general information, ruleset, and bracket can be found in the tournament Discord server. The Discord will serve as an information hub for teams.

## 8. CONDUCT

8.1 **Sportsmanship and Professionalism.** All Participants are required to act in a respectful sportsmanlike manner at all times. Tournament Administration maintains the sole right in judgement for violations of these rules and standards of integrity for good sportsmanship.

8.1.1 Participants may not use language or engage in conduct that is deemed by Tournament Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, or otherwise offensive or objectionable. Likewise, Players may not promote or incite hatred or discriminatory conduct. Participants may not use this type of language in connection with this tournaments competitions, on social media, or in any public events such as streaming.

8.1.2 Participants shall treat all individuals watching or participating in this tournament event with respect. Participants may not take any action or perform any gesture directed at another Participant, Tournament Admin, or any other party or incite others to do the same which is abusive, insulting, mocking, or disruptive. Players may not use obscene gestures or profanity in their Battle Tags, player handles, game chat, lobby chat or live interviews. This includes abbreviations and/or obscure references.

8.1.3 Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth or any other status, sexual orientation, or any other reason.

8.1.4 Participants are expected to behave in a professional manner as determined by Tournament Administration. This includes being on time for all scheduled matches and ready to play. Participants must respond to requests from Tournament Administration in a timely manner.

8.2 **Competitive Integrity.** Teams are expected to play at their best at all points during any match and will maintain behaviors consistent with the principles of good sportsmanship, honesty, and fair play. Tournament Administration maintains the sole right in judgement for violations of these rules and standards of integrity for competitive play. Unfair conduct includes but is not limited to the following conduct:

8.2.1 **Best Ability.** Participants must compete to the best of their ability at all times.

8.2.2 Betting and Gambling. Participants may not, directly or indirectly, conduct, promote or benefit from any act of betting or gambling on or in connection with any matches

8.2.3 Collusion. Participants shall not conduct or promote any act of collusion. Collusion is any agreement among two or more Participants to disadvantage opposing Participants.

8.2.4 Match Fixing. Participants shall not offer, conspire or attempt to influence the outcome of a match by any means other than competitive play.

8.2.5 Hacking. Participants shall not conduct or promote any act of hacking or modifying the Game.

8.2.6 Cheating. Cheating will not be tolerated. It is each Participant's responsibility to know and understand the rules as they exist during the Tournament period. Any form of cheating will not be tolerated. If the sponsor determines that a Player, Team Manager or any of their agents or other representatives is cheating or otherwise interfering with the Tournament, that individual will face penalties determined by Tournament Administration. Examples of cheating would include, without limitation:

8.2.6.1 Actions to maliciously intentionally alter, or attempt to alter, the results of any match, including losing a match to advance one Team or another Team's position in the Tournament;

8.2.6.2 Attempts to interfere with another person's connection to the Game service through Distributed Denial of Service (DDoS) or any other means; and

8.2.6.3 Playing or allowing another person to play on a Rocket League account registered in someone else's name.

**8.3 Main Accounts.** Players must use their "main" Game account Your main account, for this purpose, is defined as the account in which you have the highest rank or most play time. Players found actively hiding their main accounts may face repercussions and penalties at the discretion of the Tournament Administration.