

Introduction

The High School Rocket League Open tournament format (Round Robin, Single/Double Elimination, etc.) will be determined based on the number of teams competing. Further information will be forwarded out closer to the event. The tournament will be held at the Southern New Hampshire University campus in the Esports Arena located in the Green Center building on Saturday, April 13 2024. The bracket will be hosted on the smash.gg platform and available to all competitors at the time of the event. The tournament will be livestreamed with commentary at <https://twitch.tv/snhuesports>. At the venue we will have space available to view the matches and we encourage competitors to take advantage of this if they are knocked out of the tournament. Food and drink can be purchased in the cafeteria on campus in the dining hall.

Competitors will be expected to bring their own controllers and USB cords for the event and will also be expected to have their own valid account login to Rocket League. All competitor In-Game Names must not include problematic, derogatory, or vulgar themes.

Tournament Rules and Structure

Definition of Common Terms

Game: A single game in a series

Series/Match: Synonymous terms for a set of games played by two teams.

Bo5: A series consisting of up to 5 games, where the first team to win the majority of games (3 games) wins the series

Round Robin: A round in which teams will play one match against each opponent in their group.

Single Elimination: Match losses result in the team no longer moving forward in the tournament.

Tournament Overview

Matches will take place once all teams arrive on site and a Tournament Rules Overview has been announced. Teams will be placed into a bracket and directed to their equipment setup for their first match. Following a tech and warmup time block, matches will be played out with winning teams moving forward in the bracket until the finals have been played and an ultimate winner has been found.

Lobby Creation

Game lobbies will be created by the designated captain of the “Home” team. They should follow the rules stated in the “Game Settings” section below. Once a lobby has been created, the lobby owner will

provide the opposing team with the lobby name and password for connection. Any issues with lobby creation should be brought to a tournament administrator for resolution.

Game Settings

- Default Arena: DFH Stadium
- Team Size: 3v3 unless otherwise specified per event
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Platform: All Platforms

Server

All matches will be played on the US-East server.

Reporting Scores

All match scores will be reported to the Tournament Organizer upon conclusion of the match. The tournament organizer will be responsible for inputting the match result into the bracket software.

Technology Pauses

Players may take one (1) tech pause during a game to address technology issues. This pause will only be resumed by a tournament administrator after confirming that both teams are ready. If a technology issue persists, it is the responsibility of the tournament administrator to determine severity and further steps/rulings.

Coaching

Coaching is defined as any attempt to give instruction or advice to a player during a game. Coaching is permitted between games from a team coach if they have one. However, coaching is not permitted during a game. SNHU Esports staff reserves the right to judge what is “coaching” and the severity of the violation. The penalties for coaching violations are outlined below:

1st offense (minor) - Warnings issued to the player and the coach. This warning persists through the season in which it is issued.

2nd offense (major) - Player receives a game loss

3rd offense (severe) - Player and coach are disqualified from competition.

Teams may request up to 5 minutes in between games in a series, which is the only time coaching is allowed once the series has begun.

Cheering vs Coaching

Nondescript statements such as “Let’s go!”, “Come on!”, “You’ve got this!” constitute cheering and are not coaching violations.

Misinterpretation

No game or set is to be replayed due to a misinterpretation of the rules above. When a game is underway, barring immediate recognition at the beginning of something being wrong players are to play out the game as selected.

Player Conduct

To compete in the tournament, all players must comply with the rules put in place. If there are any violations reported or noticed by any staff members, players, or coaches, there will be serious consequences.

Sportsmanship

The use of profane or discriminatory language towards other players, coaches, teams, or other personnel while on stream or during a match is strictly prohibited in the league. We will not tolerate any player discriminating against another player in our leagues and tournaments. In this time of racial and social injustice, we want our athletes, coaches, and teams to feel welcome and accepted under all our platforms.

Cheating

Cheating in any sort of way is unacceptable and will not be tolerated under any circumstances. Some examples of cheating are exploiting, hacking, ringing, and using cheating software. If found guilty of any act of cheating to gain an advantage over the opponent, there will be an automatic loss of game and potential for a suspension or ban from competition. Definitions of cheating techniques are below:

Exploiting - using any known in-game bug to seek an advantage.

Hacking - any sort of modification of the game client or equipment by any player, team or person acting on behalf of a player or a team to give the team/player an unfair advantage.

Cheating Device - using any kind of cheating device and/or cheat program that gives you a competitive advantage such as controllers with post-manufacture programmable features or controllers with the ability to host macros.

Intentional Disconnection - If at any time during the match one or more players purposefully disconnects from the game without consent from other parties, also known as “rage quitting.”

Collusion - Any agreement among two or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

Soft play - Any agreement among two or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game

Sending or receiving signals, electronic or otherwise, from a confederate to/from a player

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so

Player Behavior

We expect athletes to represent themselves in a respectful manner at all times. We expect all players to behave in a proper manner during matches, streams, and during any and all other events. With that being said, any disruptive or abusive behavior while on stream will not be tolerated at any point. No obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive and objectionable comments will be allowed on stream, in the area of play, or across any social media platforms.

In-game actions such as taunting (with the exception of the game-start taunt), crouch spamming, etc. and banter or playful trash talk is permitted only as long as both teams consent to it. If at any point a team or player expresses negative feedback to such behavior, it must stop or the offending player/team will face repercussions. To avoid issues, as a rule of thumb- if you don't know that the other team is okay with such behavior, don't do it.

Disruptive Behavior

A player or coach may not make any sort of action, gesture, or any other sort of intimidating behavior directed at another player, fan, or official at any time. This behavior will not be tolerated.

Abusive Behavior

Abuse of any player, coach, staff, or audience is prohibited and will not be taken lightly. Also, violations that are recurring, including but not limited to touching another player's computer, body or property, will result in penalties. All players, officials, coaches, etc. will treat all individuals with respect.

Gambling

Gambling on any game, tournament, or match, is strictly prohibited. In addition, gambling on player or team performance is strictly prohibited.

Player/Team Equipment

Provided Equipment

All set-ups will be organized, examined, and approved by tournament administrators prior to use in tournaments and events.

Player or Team-Owned

Any kind of personal or team-owned equipment at the event must be approved on-site by a tournament administrator to make sure no team or player will gain an unfair advantage. Cheating will not be tolerated at any point of the tournament. If equipment doesn't meet the requirements of the tournament administrator, the equipment will be banned from use in the tournament.

If caught using restricted equipment, The player will be disqualified from the rest of the tournament. Any subsequent offense will result in the player not being allowed to continue competing while a full review is conducted by the Tournament Organizer.

Replacement

At any time at a venue, a player can request a replacement for any part of their equipment. There must either be a pause put on the match or the change must occur between games for the replacement to take place. If a referee or administrator catches an illegal or unapproved replacement taking place, the match will be forfeited by the team that committed the illegal replacement.

By participating in the tournament, all athletes and coaches have given full consent for some of their personal information to be shown on the video stream found at <https://twitch.tv/snhuesports>. That information is limited to:

IGN (In-Game Name)