

Rocket League Tournament Rules

Any rule and situation not specifically covered are subject to the current version of the Rocket League Championship Series (RLCS) rules and the judgement and discretion of the TN Tech Intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TN Tech IM Rocket League Rules and RLCS Official Rules, the TN Tech Rocket League Rules shall take precedence.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on FusionIM (recreation.tntech.edu).

Rule 2: Format & Team Composition

Tournament Format

- ✓ The tournament shall be a single day event.
- ✓ The bracket will be a single elimination bracket.

Team Composition

- ✓ Each team shall have a maximum of two (2) players.
- ✓ Doubles' Open
 - No Gender Restrictions

Rule 3: Playing Area & Equipment

Playing Area

- ✓ All matches will be played in the Marc L. Burnett Student Recreation and Fitness Center Game Room.

Controllers

- ✓ Teams will provide their own controllers for competition.
- ✓ The Intramural Sports Office will provide the XBOXs and/or PlayStations and the Game

Clothing & Equipment

- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ Proper athletic attire is **NOT** required. Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is allowed.

Rule 4: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ There are no defaults in the Intramural Rocket League tournament.
 - A default will be considered as a forfeit.

Forfeits

- ✓ A forfeit is defined as one of the following:
 - Failing to field a team for an intramural contest without contacting the Intramural Sports Office before 2:00pm on the day of contest.
 - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
 - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
 - If the non-forfeiting team has the higher score, the game shall end with the existing score.
 - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Protests

- ✓ During the contest, teams must resolve game-related issues as games are self-officiated. Intramural staff shall settle disagreements over the rules.
- ✓ Protests will be considered by Intramural Sports Graduate Assistants and Professional Staff.
- ✓ During the contest, players or teams may protest (a) player eligibility, (b) the misinterpretation or the misapplication of a rule, or (c) a scoring error. Protests regarding items b & c must be submitted immediately before the beginning of the next serve.
- ✓ When protesting player eligibility:
 - *Regular season:* The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
 - *Postseason:* Player eligibility must be protested before the start of the match.
 - **Protests made after the start or end of the match will be not recognized.**

Rule 5: Timing & Scoring

Game Length

- ✓ Each game will consist of a best 2 out of 3 games, with a fifteen-minute (15:00) time cap.
- ✓ Every player is expected to show up fifteen minutes (15:00) early and is expected to stay throughout the entirety of the tournament, until eliminated.

Scoring

- At the end of the game, the score of the game will be the official score.
- The scores will be submitted as 2-0 or 2-1 for each game.

Rule 6: Playing Rules

- A team consists of two (2) players.
- A match is won by the side first (1st) winning two (2) out of three (3) games OR whoever is leading after fifteen minutes (15:00) has passed. If the third (3rd) game is tied when the fifteen-minute (15:00) limit is announced, a final, sudden death point will be played until someone scores a point.
- The game will be played by regular Rocket League rules.
- The DFH arena will be used for every match.
- Each player will be allowed two-minutes (2:00) to change their controller and camera settings.
- It is understood that players will comply with all sportsmanship procedures as explained in the Intramural Sports Handbook.
- Settings
 - Preset Settings: Custom
 - Match Length: Five minutes (5:00)
 - Max Score: Unlimited
 - Series Length: 2-out-of-3
 - 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: Three seconds (0:03)

Rule 7: Issues

- In the event of a power or internet outage before the first (1st) half of the game, the game will be restarted from the beginning, pending the return of electricity
- If the game has reached the middle point, the team in the lead will be declared the winner, to keep the tournament running on time.
- If a controller dies during the game, the game will be paused, and the player with the dead controller may then change the batteries.

- If the connection to the TV goes out, the game should be paused until a reconnection can be established.
- During your game, you may not leave the room. Going to the bathroom, getting water, etc. is to be done when you are not playing.
- Coaching is not permitted

Ejections

- ✓ When one (1) member of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.

