

Rocket League Game-Setup and Rules

How to create a private match

<https://support.rocketleague.com/hc/en-us/articles/360015612374-How-do-I-Create-or-Join-a-Private-Match->

Game Play Rules:

- Default Arena: DFH Stadium
- Team Size: 1v1
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PS4, PS5, Nintendo Switch, Steam, Xbox One or Xbox One X

Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

Arenas

All Matches are played on DFH Stadium.

Bugs and Glitches

In the event of a bug or glitch that affects gameplay, the full Match should be played out. Any issue with dropped games or glitches will be decided by the bracket host and they will have final say in the matter.

Guest Accounts

Players may not compete using guest accounts. All participants must have a unique and valid Epic Account (as defined below), Steam, Microsoft® Account, Nintendo Account, or PlayStation™ Network ID, and appropriate access levels to Epic Games Store, Steam, Xbox Live™, Nintendo™ Network, or the PlayStation™ Network as applicable.

To open an Epic Account, Players can visit <https://www.epicgames.com/id/register/date-of-birth> and follow the onscreen instructions.

Punctuality

All players must be present in the designated Google Meet by the Match start time. Players that do not arrive ready to play after ten minutes of the Google meet start time are subject to penalties including a possible Match forfeiture.

Code of Conduct

Personal Conduct; No Toxic Behavior

1 All Players must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 7 (“Code of Conduct”) and (b) the general principles of personal integrity, honesty, and good sportsmanship.

2 Players must be respectful of other Players, Bracket Hosts, and spectators.

3 Players shall not behave in a manner (a) which violates these Rules, (b) which is disruptive, unsafe or destructive, or (c) which is otherwise harmful to the enjoyment of the Game by other users. In particular, Players shall not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity (“Toxic Behavior”).

4 Any violation of these Rules may expose a Player to disciplinary action as further described in Section 8.2, whether or not that violation was committed intentionally.

Competitive Integrity

Each Player is expected to play within the spirit of the Game and these Rules at all times during any Game or Match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:

Collusion (e.g., any agreement between two or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match), match fixing, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.

Hacking or otherwise modifying the intended behavior of the Game client.

Playing or allowing another Player to play in another person's name (or soliciting, encouraging, or directing someone else to do so).

Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.

Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended to gain a competitive advantage.

Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Game client.

Using macro keys or similar methods to automate in-game actions.

Intentionally disconnecting from a Match without a legitimate reason for doing so.

Interfering with the operation of the Tournament, the Rules Website, Twitch stream, or Google Meet.

Using any Tournament facilities, services, or equipment provided or made available by the Tournament Entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.

Changing In-Game Player or User Name to a name other than Player's registered User Name.

Otherwise violating these Rules.

Harassment

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct.

Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify their coach who will notify the league convenor. All complaints reported will be promptly investigated and appropriate action will be taken. Retaliation against any Player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

Rules and Conduct Violations

Players understand and agree that bracket hosts have the right to remove a Player from or restrict such Player's participation in any Tournament event.

Disciplinary Action

- Match restart;
- Loss of Game;
- Match forfeiture;
- Issue a private warning (verbal or written) to the Player;
- Disqualify the Player from participating in one or more Matches and/or sessions at the Tournament;
- Prevent the Player from participating in one or more future competitions.