

ROCKET LEAGUE

FALL 2020 - RULES



Last Updated 10-19-2020

1. PLATFORM: PC, Xbox, Playstation, Switch
2. SERIES LENGTHS
 - a. Game: A single competition between two teams each with three players (3v3).
 - b. Match: Point accumulation series of 5 games (best of 7 series for postseason).
3. PRE-MATCH
 - a. Communication
 - i. All team to team communication must take place in the appropriate MiHSEF Discord channel.
 - ii. There should be no in-game text or voice communication between teams.
 - iii. A team that has not responded to discord messages or in-game invites by 15 minutes following the game start time will automatically forfeit the match.
 - b. The higher seeded team will create the lobby and invite the captain of the opposing team.
 - c. The lower seeded team will choose which team is which color. Team colors will not change for the remainder of the match.
 - d. The match settings to be used are as follows:
 - i. Game Mode > Soccer
 - ii. Arena > DFH Stadium or Picked by Losing Team (see 4.a.)
 - iii. Team Size > 3v3
 - iv. Bot Difficulty > No Bots
 - v. Team Settings
 1. Team Names should be set to the rostered name of the respective teams.
 2. Primary and accent colors should be set to default.
 - vi. Mutator Settings

Preset Settings > Custom	Ball Max Speed > Default	Rumble > None
Match Length > 5 minutes	Ball Type > Default	Boost Strength > 1x
Max Score > Unlimited	Ball Physics > Default	Gravity > Default
Overtime > Unlimited	Ball Size > Default	Demolish > Default
Series Length > 5 games	Ball Bounciness > Default	Respawn Time > 3 seconds
Game Speed > Default	Boost Amount > Default	
 - vii. Joinable By > Name/Password (as generated by MiHSEF discord bot or host team if bot unavailable)
 - viii. Server Region > US-East
 - e. In the event **incorrect players are present** or incorrect settings are loaded in the lobby, the match should be stopped and reset. If a game is completed before realizing the error, the game results stand and the teams should continue to the next game.
 - f. Spectating
 - i. Each team is allowed spectators for coaching or streaming purposes under the condition that any spectator has no communication with any players in the game at any time.
 1. No stream delay is required.
 - ii. A team caught abusing spectator mode will have their spectator rights revoked for all future matches in the season and other penalties may be enforced at the discretion of the Tournament Organizers.
4. GAMEPLAY
 - a. MAP SELECTION
 - i. The first game in a match must always be on DFH Stadium
 - ii. For subsequent games, the losing team may pick a different stadium from the map pool if desired.

b. MAP POOL

- i. The following maps are permitted to play in official matches. Any reskinned/seasonal versions of these maps or maps released after the start of the competition are prohibited from play in official matches.

Aquadome	Mannfield (Night)	Urban Central (Night)
Champions Field	Mannfield (Snowy)	Utopia Coliseum
Champions Field (Day)	Mannfield (Stormy)	Utopia Coliseum (Dusk)
DFH Stadium	Neo Tokyo	Utopia Coliseum (Snowy)
DFH Stadium (Day)	Starbase ARC	Wasteland
DFH Stadium (Stormy)	Urban Central	
Mannfield	Urban Central (Dawn)	

c. SCORING

i. Point Accumulation Series

1. Points will be accumulated PER GAME

- a. The winning team will receive 2 points.
- b. The losing team will receive 1 point.
- c. A team that forfeits will receive no points.

ii. Best of Series

1. The team that wins the majority of games in the series wins the match.

5. STOPPAGE OF PLAY

a. PLAYER DISCONNECTS

- i. 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 can be restarted at the request of either team.
- ii. Should a player disconnect from the game after the first shot on goal or 30 seconds into the game, they may rejoin but the match cannot be restarted or paused.

- b. **Good faith restarts (a restart that is not required by the rules but is good sportsmanship) are allowed but both teams must use the exact same players and body styles as the initial game, otherwise the restarted game will automatically count as the next game in the match.**

6. RESTRICTIONS

- a. **All body styles, decals, paint finishes, wheels, rocket boosts, toppers, antennas, goal explosions, trails and engine audios are allowed, except those that are currently banned in official Rocket League Tournaments.**
- b. Any intentional use, or attempted use, by a player of any bugs, exploits, game file modification or third party applications that would give an unfair advantage in the Game is strictly prohibited. MiHSEF will determine the bugs and exploits prohibited by this rule and whether a player has taken advantage of a bug or exploit in violation of this rule.
- c. Players are not allowed to leave their team and rejoin to reposition themselves in the area. This will be considered cheating and will result in a forfeit of the game.

7. PLAYERS

- a. Each team's roster must consist of at least 3 players (more is strongly advised) and no more than 6 players.
- b. A player is allowed to represent only one team's roster in the same MiSHEF Rocket League competition.
- c. Any number of players may be substituted between any games in a match as long as they are rostered and meet the requirements.
- d. Player Count: Both teams must provide a minimum of 2 players (out of 3) at the beginning of the first game and 2 for each consecutive game. During a game, if a team should lose 2 or more players that have disconnected with the intention of no longer playing in the match at the same time, that team will forfeit the remainder of the game to the opposing team. If a team is unable to field the required number of players for additional games in the series, then they will forfeit the remainder of the match.

ROCKET LEAGUE

FALL 2020 - MAP LIST



Last Updated 08-09-2020

MATCH	DATE	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5
Pre-Season	Sept. 30, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 1	Oct. 7, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 2	Oct. 14, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 3	Oct 21, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 4	Oct 28, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 5	Nov 4, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 6	Nov 11, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 7	Nov 18, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Finals	Dec 5, 2020	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool

MAP POOL		
Aquadome	Mannfield (Night)	Urban Central (Night)
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Champions Field (Day)	Mannfield (Stormy)	Utopia Coliseum (Dusk)
DFH Stadium	Neo Tokyo	Utopia Coliseum (Snowy)
DFH Stadium (Day)	Starbase ARC	Wasteland
DFH Stadium (Stormy)	Urban Central	
Mannfield	Urban Central (Dawn)	

ROCKET LEAGUE

FALL 2020 - SCORECARD [DRAFT]



Last Updated 08-04-2020

This scorecard hasn't been generated yet. Check back later for updates to this document.