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ROCKET LEAGUE

DUOS

- Rules
- Season Schedule
- Map List
- Scorecard

SPRING 2021
GAME MANUAL

ROCKET LEAGUE

SPRING 2021 - RULES



THIS TOURNAMENT IS NOT AFFILIATED WITH, SANCTIONED OR SPONSORED BY PSYONIX, EPIC GAMES OR ANY OTHER GAME DEVELOPER OR PLATFORM.

1. COMPETITION

a. PLATFORMS

- i. PC, Xbox, Playstation, Nintendo Switch

b. SERIES LENGTHS

- i. Game: A single competition between two teams each with two players (2v2).
- ii. Match: Series of 5 games.

2. PLAYERS

a. ROSTER

- i. A team roster must consist of at least 2 players (more is strongly advised) and no more than 4 players.
- ii. A player is allowed to represent only one team's roster in the same MiHSEF Rocket League competition.
- iii. Any number of players may be substituted between any games in a match as long as they are rostered and meet the requirements.

b. MINIMUM TO COMPETE

- i. Teams must provide a minimum of 1 player for all games.
- ii. If a team is unable to field the required number of players for any games in the series, then they will forfeit the remainder of the match.

3. PRE-MATCH

a. COMMUNICATION

- i. All team to team communication must take place in the designated MiHSEF Discord channel.
- ii. There should be no in-game text or voice communication between teams.
- iii. Teams are strongly encouraged to communicate with each other 15 minutes before the game start time.
- iv. 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. LOBBY

- i. The higher seeded team will create the lobby and invite the captain of the opposing team.
- ii. The lower seeded team will choose which team is which color. Team colors will not change for the remainder of the match.
- iii. The match settings to be used are as follows:
 - iv. Game Mode > Soccer
 - v. Arena > DFH Stadium or Picked by Losing Team (see 5.a.)
 - vi. Team Size > 2v2
 - vii. Bot Difficulty > No Bots
 - viii. 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.
 - ix. 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	
 - x. Joinable By > Name/Password (as generated by MiHSEF discord bot or host team if bot unavailable)
 - xi. Server Region > US-East

c. SPECTATING

- i. Each team is allowed spectators for coaching or streaming purposes under the condition that any spectator or person watching the spectator has no communication with any players in the game at any time.
 1. No stream delay is required.
- ii. A spectator 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 Officials.

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 tournament 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. Players will accumulate points per game using the following criteria:
 1. The winning team will receive 3 points.
 2. The losing team will receive 1 point OR receive 2 points if the game goes into overtime
 3. A team that forfeits will receive no points.

d. SCORE REPORTING

- i. Scores must be reported in AEDA no later than 11:59pm on the same day as the match.

5. STOPPAGE OF PLAY

a. PLAYER CONNECTIVITY

- 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. 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.

- c. 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.

ROCKET LEAGUE

SPRING 2021 - SCHEDULE



MATCH	DATE	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5
Pre-Season	Feb 18, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 1	Feb 25, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 2	Mar 4, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 3	Mar 11, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 4	Mar 18, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 5	Mar 25, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 6	Apr 15, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Week 7	Apr 22, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Post Season	Apr 29, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool
Finals	May 2, 2021	DFH Stadium	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool	Loser Picks From Map Pool

MAP LIST

MAP POOL		
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)	

ROCKET LEAGUE

SPRING 2021 - SCORECARD



MiHSEF SPRING 2021 - ROCKET LEAGUE SCORECARD

SCHOOL NAME	TEAM NAME	MATCH DATE
		MM-DD-YYYY

GAME	PLAYER NAME	GOALS SCORED	YOUR SCORE	OPPT SCORE	GAME PTS	MATCH PTS
1	Player 1					<
	Player 2					
2	Player 1					< + ^
	Player 2					
3	Player 1					< + ^
	Player 2					
4	Player 1					< + ^
	Player 2					
5	Player 1					< + ^
	Player 2					

GAME WIN REGULATION/OVERTIME	3 POINTS
GAME LOSS IN REGULATION	1 POINT
GAME LOSS IN OVERTIME	2 POINTS