ROCKET LEAGUE
SPRING 2022

1. **COMPETITION**
    a. PLATFORMS
        i. PC, Xbox, Playstation, Nintendo Switch (Cross-Platform)
    b. SERIES LENGTHS
        i. Game: A single competition between two teams each with three players (3v3)
        ii. Match: A series of 5 games consecutively played out between two teams (play all 5).

2. **PLAYERS**
    a. ROSTER
        i. A team roster must consist of at least 3 players (more is strongly advised) and no more than 6 players.
        ii. A player is allowed to represent only one team's roster in the same MiSHEF Rocket League competition.
        iii. Any number of players may be substituted between any games in a match as long as they are rostered on the UGC team and meet the requirements.
    b. MINIMUM TO COMPETE
        i. Teams must provide a minimum of 2 players 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.
        iii. Teams may agree to play out matches in good faith and count the result.

3. **PRE-MATCH**
    a. COMMUNICATION
        i. All team to team communication must take place in the designated UGC match lobby.
        ii. Teams are strongly encouraged to communicate with each other 15 minutes before the game start time.
        iii. A team that has not responded to UGC chat 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 their team color. Team colors will not change during the remainder of the match.
        iii. The match settings to be used are as follows:
            1. Game Mode > Soccar
            2. Arena > DFH Stadium or other as agreed upon by both teams (see 4.a).
            3. Team Size > 3v3
            4. Bot Difficulty > No Bots
            5. Team Settings
                a. Team Names should be set to the rostered name of the respective teams.
                b. Primary and accent colors should be set to default.
        iv. 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	

        v. Joinable By > Name/Password (share lobby info with other team via UGC)
        vi. Server Region > US-East

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    c. SPECTATING
       i. Each team is allowed spectators for coaching or streaming purposes under the condition that any spectator or person watching has no communication with any players in the game at any time.
          1. No stream delay is required for Rocket League.
      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. Each game in a match must always be on DFH Stadium unless teams agree on a secondary map.
    b. SCORING
       i. A team will report the number of games won and loss within the match.
          1. Scores should add to 5 total games played. (Ex. 3-2)
      ii. A forfeit of an entire match will be reported as a 5-0.
    c. SCORE REPORTING
       i. Scores must be reported in UGC 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 60 seconds into the match or before the first goal of the game is made, the game can be restarted at the request of either team if the teams agree.
      ii. Should a player disconnect from the game after the first goal or past 60 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 2022 - SCHEDULE

MATCH	DATE
Pre-Season	Feb 2, 2022
Week 1	Feb 9, 2022
Week 2	Feb 16, 2022
Week 3	Feb 23, 2022
Week 4	Mar 2, 2022
Week 5	Mar 9, 2022
Week 6	Mar 16, 2022
Week 7	Mar 23, 2022
Post Season	Mar 26, 2022