

ROCKET LEAGUE

FALL 2021 - RULES [DRAFT]



Last Updated 07-15-2021

1. COMPETITION

- a. PLATFORMS
 - i. PC, Xbox, Playstation, Nintendo Switch
- b. SERIES LENGTHS
 - i. Game: A single competition between two teams each with three players (3v3).
 - ii. Club Match: Series of 5 games. Teams should play all 5 games.
 - iii. Varsity Match: Best of 7 games series. First team to 4 wins wins.

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 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 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.

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 > 3v3
 - 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

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Preset Settings >
Custom

Match Length > 5
minutes

Max Score >
Unlimited

Overtime > Unlimited

Series Length > 5
games

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 > 3
seconds

- 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. Each game in a match must always be on DFH Stadium unless teams agree on a secondary map.

b. SCORING

- i. Club 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.
- ii. Varsity teams will be seeded by the following metrics:
 - 1. The first team to 4 wins earns the "Series Win" (first seeding tiebreaker)
 - 2. Second seeding tiebreaker will be by games won.
 - 3. Third seeding tiebreaker will be by games lost.

c. 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.

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- 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

Fall 2021 - SCHEDULE



MATCH	DATE
Pre-Season	Sep 28, 2021
Week 1	Oct 5, 2021
Week 2	Oct 12, 2021
Week 3	Oct 19, 2021
Week 4	Oct 26, 2021
Week 5	Nov 2, 2021
Week 6	Nov 9, 2021
Week 7	Nov 16, 2021
Post Season	Nov 30, 2021
Finals	Dec 4, 2021

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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 Fall 2021 - ROCKET LEAGUE CLUB 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					

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

MiHSEF Fall 2021 - ROCKET LEAGUE VARSITY SCORECARD

School Name	Team Name	Match Date
		MM-DD-YYYY

GAME	PLAYER NAME	GOALS SCORED	YOUR SCORE	OPPONENT SCORE
1				
2				
3				
4				
5				
6				
7				