

CECC ROCKET LEAGUE RULESET 2024

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1. Game Settings

1.1 Match Settings

Default Arena: DFH Stadium

Team Size: 3v3

Bot Difficulty: No Bots

Mutators: None

Match Time: 5 Minutes

Joinable By: Name/Password

1.2 Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Note that wireless controllers are not permitted in the National Championship.

1.3 Arenas

The first Match is played at DFH Stadium. All subsequent Matches will be played on an eligible arena, chosen by Tournament Administrators at their sole discretion. The following eligible arenas may be selected:

Aquadome

Champions Field

Champions Field (Day)

DFH Stadium (Day)

DFH Stadium

DFH Stadium (Stormy)

Mannfield

Mannfield (Night)

Mannfield (Snowy)

Mannfield (Stormy)

Neo Tokyo

Salty Shores (Day)

Salty Shores (Night)

Starbase ARC

Urban Central

Urban Central (Dawn)

Urban Central (Night)

Utopia Coliseum

Utopia Coliseum (Dusk)

Utopia Coliseum (Snowy)

Wasteland

Wasteland (Night)

2. Team Rosters

2.1 Team Captains

Each Team must declare one member of its roster to be the “Team Captain” who represents the Team for all official decisions and serves as the main point of contact for the Team.

2.2 Rosters

Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of three Players and up to one designated reserve Player who may be used as an alternate (the “Designated Reserve Player”). Rosters may also include a manager who does not play in Tournament Matches. An individual may not simultaneously be part of more than one roster at a time for the same game title. Rosters may have up to two (2) substitutes.

2.3 Roster Submission

Starting rosters for each Match must be submitted to Tournament Administrators at least 24-hours before the applicable Match.

2.4 Substitutions

A “Substitution” is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one Substitution per Match.

3. Match Obligations

3.1 Punctuality

All Teams must have three Players ready at Match start time. Teams that do not have three Players ready to play after ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

3.2 Forfeits

Teams may not voluntarily forfeit a Match without prior authorization from Tournament Administrators and, even with authorization, are subject to further penalties for forfeiting.

3.3 Score Reporting: Screenshots of post match lobbies must be submitted to administration after each match.

4. Match Disruptions

4.1 Bugs and Glitches

In the event of a bug or glitch that affects gameplay, the full Match should be played out. If a Team calls for a rematch due to the bug or glitch, it must save the replay and submit it to the Tournament Administrators for review.

4.2 Disconnects

If a disconnect occurs, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Players will have five minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster if this is the first disconnect for the Team during the series.

4.3 Stoppage of Play

Tournament Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

4.4 Restarts

Tournament Administrators may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

4.5 Log Submission

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and Tournament Administrators will issue penalties if they determine that the restart was requested in error.

5. Player Eligibility

5.1 Eligibility

To be able to compete as a “Player,” in the Tournament you must:

- A.** Be in Good Standing with respect to any Game licenses or Game accounts registered in your name, with no non-disclosed violations of the Game’s applicable License Agreement (s);
 - i. “Good standing” can be defined as being free of any suspensions, bans, or other incidents of account discipline lodged against any account registered in your name by the publisher of the Game during the Tournament, or during the six (6) months period preceding the commencement of the Tournament;

- B.** Players are required to meet the minimum credit requirement of 12 credits per semester. The determination of satisfactory academic standing will be made by each institution or organization. Proof of enrollment will be verified by CECC Administration staff prior to competition. Tournament Administration will utilize a third-party service provider to validate enrollment status;

- C.** Be over the age of majority in your jurisdiction of residence;
 - i. If you are under the legal age of majority in your country of residence, but over the age of 13 (a “Minor”), you may still enter and be a Participant if you otherwise meet all of the eligibility criteria set forth herein and one of your parents or legal guardians read and agree to these Official Rules on your behalf;

- D.** Be a legal resident, or a temporary resident, of the United States or Canada (excluding Quebec);

- E.** Be currently enrolled during the tournament period as a student in an Eligible Institution.
 - i. An “Eligible Institution” is an institution of higher education that: (a) grants associate, baccalaureate, master’s or doctorate degrees; and (b) either is located in the United States and is accredited by an accreditor that is recognized by the Secretary of the U.S Department of Education, or is located in Canada.

- F.** Not be a director, officer, or employee of Psyonix or any entity which controls, is controlled by, or is under common control with Psyonix;

- G.** Agree to be bound by these **Official Rules**.

5.2 Verification of Eligibility

Every member of a Team who plays in the Tournament may be required to provide proof of enrollment; otherwise the Team is ineligible to win a prize in this Tournament. In the event of a dispute as to the identity of the eligible Participant, entries will be declared made by the authorized account holder of the Game account submitted at time of entry. Tournament organizers reserve the right to verify an eligible Participant's information, or any other facet of an eligible Participant's entry if further investigation is deemed necessary. Limit one (1) entry per Participant.

5.3 Team and Player Names, Logos, Avatars and Branding Restrictions

All Team and individual Player names must follow the Code of Conduct in Section 7. The name used by a Team or Player may not include or make use of the terms Rocket League®. The name used by a Team or Player cannot be an impersonation of another Team, Player, streamer, celebrity, government official, employee, or any other person or entity. Prior to the start of the Tournament, Tournament Administrators will work directly with all invited Teams and Players to determine a suitable display name for use in connection with the Tournament. Teams and Players must use this agreed upon identifier for the duration of the Tournament. Tournament Administrators each reserves the right to prohibit or restrict the use of any in-game item during Tournament gameplay (including, without limitation, prohibiting the use of any third party copyrighted materials in a manner that indicates, suggests, or could be interpreted as representing association or affiliation with such third party).

5.4 Good Standing

Players must be in good standing with respect to any accounts registered by said Player, with no undisclosed violations. Players / Teams must also be free of or served fully any penalties from previously breaking any official rules.

5.5 Additional Restrictions

The Tournament in all parts is open to eligible Players who reside in the Eligibility Area but is void wherever restricted or prohibited by applicable law.

6. Team Formation Rules

6.1 Team Relationships

The Rules do not govern Team relationships. The terms of the relationship between Players and their respective Teams are left to each of the Teams and their Players. However, disputes between Team members may be grounds for disqualifying the applicable Team or any of its Team members, as determined by the Tournament Administrators in their sole discretion.

7. Code of Conduct

7.1 Personal Conduct; No Toxic Behavior

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.

Players must be respectful of other Players, Tournament Administrators, and spectators. 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 as intended by Psyonix (as decided by Psyonix). 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”).

Any violation of these Rules may expose a Player to disciplinary action, whether or not that violation was committed intentionally.

7.2 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, match fixing, bribing a referee or match official, 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 on a Psyonix account registered in another person’s name (or soliciting, encouraging, or directing someone else to do so). 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.

7.3 Wagering

Players shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

7.4 Harassment

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law. Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints reported pursuant to this Section 7.4.2 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.

7.5 Confidentiality

A Player may not disclose to any third party any confidential information provided by the Tournament Administrators by any method of communication, including by posting on social media channels.