City of Seminole Recreation Esports

Rocket League Tournament Ruleset

Timeliness
The tournament will begin on Friday, January 14th, 2022 at 5:30pm. Matches are held in the Seminole Recreation Center Esports Lounge. Doors will open at 4:00pm. During this time, players may practice and set up user preferences on systems. Player preferences will not interfere with any tournament rules. Players arriving after the start of the tournament will be unable to be placed in the bracket.

Game Settings
All matches will be played on the most current update of Rocket League on PC, Xbox, & PS4/PS5. Players can play using Xbox or Playstation controllers on PC if preferred. Game settings will be verified by match officials.

Tournament Rules
- All matches will be played on Rocket League.
- The tournament will begin with one **seeding round**. Participants will be matched randomly and will play a single 1v1 exhibition game in order to determine seeding.
    - Goals scored during exhibition may factor into seeding as well
- After seeding and bracket is formed, Players will join the tournament and begin their match.
- All games will feature the following tournament parameters:
    - Standard Soccar 3v3 (1v1 with 2 bots on each team)
    - Game length: 5 minutes
    - Bot Difficulty: Pro
    - Cross-platform
    - Arena: Champions Field (Day)
    - Bracket size: 8 (will depend on number of signups)
    - Standard match: Best of 1
    - Finals match: Best of 3
    - Tiebreaker: First to score
- The player who scores more goals than the opposing player by the time the clock expires will be the winner of the round.
- Ties at the end of regulation will automatically enter into an Overtime period which will be played until the next player scores a goal, who will then move on to the next round.
- Players are allowed to use Seminole Rec online accounts or personal. Use of skins and personalizing are allowed; this will have no effect on outcome of the matches.
- The two players who reach the final will play a **best of 3** to determine the overall winner.
- If the number of entrants/players is less than 8, the tournament will be double elimination. If the number is 8 or greater, the tournament will be single elimination.

Bracket
This tournament will be using a 3v3 single elimination bracket, with the final round being a best of 3.

Sportsmanship
Profanity and excessive unsportsmanlike conduct will not be tolerated and could result in non-refunded expulsion from the tournament at the discretion of the Tournament Officials.

Friendlies
At the discretion of the tournament regulators, unused systems will be opened up for friendly matches providing they do not disrupt the ongoing tournament play. All paid players are eligible to play friendlies, but cannot play more than one game at a time if there are others waiting to play.

Patch Level
All systems will be using the patch that is live at the date of the tournament.