

## REGULATIONS

### SACSA ESPORTS – ROCKET LEAGUE

As an SACSA eSports League competitor, players must abide by rules listed within this document and the terms and conditions.

#### **1. PLAYER ELIGIBILITY**

Players may register their interest or teams via their teachers at school/college, then through the SACSA Sports Website. A team can only consist of players from the same school/college.

Each individual player will need to register on the SACSA Sports Website to enter the tournament.

##### 1.1.1 Terms & Conditions

Players wishing to enter and compete in this tournament must have read, adhere to and be aware of the Terms and Conditions available on the SACSA Sports website.

##### 1.1.2. Rocket League EULA

Each Player must follow the Rocket League End User License Agreement (“Rocket League EULA”) (<https://www.psyonix.com/eula/>). These Rules add to, and do not replace, the Rocket League EULA.

#### **1.2. PLAYER INFORMATION**

Users are required to forward accurate personal details when registering for the tournament. All personal information a user provides to the SACSA eSports Tournament Administrators must be accurate.

Ineligible Players who mislead or attempt to mislead Tournament Administrators by providing false eligibility information or a forged parental consent if a Minor will be subject to disciplinary actions.

##### 1.2.1. In-Game Name, Alias and/or Avatar

All players must label themselves in their matches with in-game alias’ similar to or distinguishable enough to their alias provided during registration.

Inappropriate alias’, handles or avatars will not be tolerated, including names which contain themes of discrimination, racism or sexism.

##### 1.2.2. Game Account

Competitors must play on their own game accounts that have been provided to SACSA during registration.

You must provide your correct account details or you will be ineligible to compete.

Game accounts are the sole responsibility of the user.

We are not responsible for any issues, problems or concerns regarding game accounts.

### **1.3. TEAM INFORMATION**

A player may only play for one team for the duration of the tournament.

This includes substitute players (a player may not substitute for two different teams, even within the same school/college).

ONLY under special circumstances, the SACSA eSports Administrator may allow a player to play for another team from the same school/college for a limited period of time.

Teams will not communicate (chat or text) with their opponents during all online stages of the Tournament, unless authorised by the SACSA eSports admin.

#### **1.3.1. Team Captains**

Each Team must declare one member of their 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.

#### **1.3.2. Player or Team Names**

Team names must start with their school name. Teams are then given the freedom to choose appropriate additions to their school name (e.g. Emmaus Eagles).

Team names containing any of the following will not be tolerated: profanity, racism, sexism, drug use or too big in size. Refusing to change a team name or repeat use of an inappropriate name will result in punishment. Teams may not use the name of a team which is not theirs.

Players or Teams may not change their User Names, in-game names, or Team Names without approval from SACSA eSports Administrator. All such names must comply with these Rules and Tournament Administrators may request that they be changed at any time. A roster shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another. The Administrator will notify any individual or team requiring them to change a name if needed.

#### **1.3.3 Requirements**

Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register on the Tournament Registration website (SACSA Sports) in order to be considered a member of the applicable Team.

#### **1.3.4 Disqualification**

Each member of the Team, including the Team Captain, shall be deemed to have jointly and severally made and entered into all of the representations, warranties and agreements contained herein and shall be jointly and severally obligated and bound thereby.

Except as otherwise expressly set forth herein, all of the Tournament Administrators’ rights pursuant to these Rules relate to and are exercisable against the Team as a whole and each individual member of the Team.

If any right of disqualification arises as to any individual member of the Team, then the right of disqualification may be exercised either as to such individual member of the Team, or to the Team as a whole, as the SACSA eSports Administrators may elect in their sole discretion.

If the Tournament Administrators elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Rules, and if permitted in the sole discretion of the Tournament Administrators, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Captain) with a new eligible Player and continue to compete under the same Team Name if each disqualified Player promptly signs any writing deemed necessary by Tournament Administrators to permit his/her former Team member(s) to continue to participate in the Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Administrators.

Any Team member who elects to end his/her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to participate in the Tournament in any capacity at the sole discretion of the Tournament Administrator.

### 1.3.5 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.

### 1.3.6. Minimum Number of Players

The minimum number of players for a team is 3 players.

### 1.3.7. Maximum Number of Players

The maximum number of players for a team is 5 players.

### 1.3.8. Substitutes

Player substitutions may only occur prior to a game starting.

Players may only be allowed to substitute for another team only at the discretion of the SACSA eSports Administrator.

### 1.3.9 Guest Accounts

Players may not compete using guest accounts. All participants must have a unique and valid Steam, Microsoft® Account, Nintendo Account, or PlayStation™ Network ID, and appropriate access levels to Steam, Xbox Live™, Nintendo™ Network, or the PlayStation™ Network as applicable.

## **1.4. CHANGES TO INFORMATION**

If a player seeks to change their information, please contact the SACSA Esports Administrator via email.

## **1.5. PLAYER BANS**

SACSA eSports will uphold and administer player restrictions from the following:

- The Australian judicial system;
- Game publishers;

All other decisions regarding player restrictions will be made at SACSA Sports Executive own discretion based on the information at hand.

## **2. LEAGUE INFORMATION**

### **2.1. MATCHES**

The SACSA eSports Administrator will arrange teams into matches and provide a schedule once all nominations have been accepted.

#### **2.1.1. Check In**

All Teams must have three Players physically present or in the online Match lobby by the Match start time. Anyone that misses the registration time frame will not be allowed to play at any stage of that days tournament. **Registrations begin 15 minutes prior to a tournament.**

#### **2.1.2. Match Start Time**

Matches must begin within 5 minutes of the specified time, failure to do so may result in a forfeit loss for one or both teams.

#### **2.1.3 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.

#### **2.1.4. Match Seeding**

A team that is designated on the LEFT of the draw is considered **Team A**.  
A team that is designated on the RIGHT of the draw is considered **Team B**.

## **2.2 COMPETITION STAGES**

The competition will consist of two stages.

#### **2.2.1. Group Stage**

The group stage will consist of multiple groups of teams battling it out for their spots in the finals.

#### **2.2.2. Finals**

The finals stage will be for all teams in the last week with the top teams from the group stage playing for overall winners.

## **2.3 FINALS SCENARIO**

All ties in standings will be resolved in the following order:

1. Head-to-Head Results
2. Head-to-Head Round Differential
3. Overall Round Differential

If any step resolves the tie for one or more teams but not all teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

**Note: additional 'tiebreaker' matches may be organized at the discretion of the eSports Administrators.**

### **3. PLAYER CONNECTIONS**

Player connections are solely the responsibility of the individual. Should an issue arise regarding widespread connection problems to the server, then the match is rescheduled, cancelled or postponed. This decision is made at the sole discretion of the SACSA eSports Administrators.

#### **3.1 PLAYER DROPOUTS**

If a player drops out of the game, **teams are permitted to ask for a game restart only in the first 30 seconds provided no goal has been scored by declaring 'game restart' in chat.** At the time of asking for 'game restart' players are advised to take a screenshot/photo as proof and if a dispute occurs it will be used to aid the decision process.

#### **3.2 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. OBSERVERS & STREAMING**

Only SACSA eSports Administrators may observe or stream in game.

Teams that allow an individual to cast/stream their matches may be penalised or have matches overturned.

### **5. MATCH SETTINGS**

#### **5.1. PLATFORM**

Rocket League is to be played on PC, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and/or Nintendo Switch.

#### **5.2. MATCH FORMAT**

The format will be based on the number of team nominations:

- Bo3: the first team to win 2 games wins the match or
- Bo5: the first team to win 3 games wins the match.

Teams will only be required to play the matches necessary for a team to win. For example, a team that plays a Bo3 series may win the first 2 games and are therefore not required to play the 3<sup>rd</sup> game.

### 5.3. MATCH SETTINGS

Matches will use the ruleset as follows:

- Game Mode: Soccer
- Default Arena: **DFH Stadium**
- Team Size: 3 v 3
- Bot Difficulty: No Bots
- Mutators: Set Series Length to 3 Games
  - All other mutator settings set to default.
- Match Time: 5 Minutes
- Joinable By: Name/Password (this will be provided by the start.gg website, or the SACSA eSports Administrator)
- Region: Oceania
- All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

Team Colours must be the default Orange (Team A) and Blue (Team B).

The Team A will be awarded host. This means they will set up each match as required.

A match may be hosted multiple times, please refer to [6. Match Rehosting](#) for more information.

#### 5.3.1. Reporting Scores

After a Round is completed, the scores for all games played need to be posted on the start.gg site by both teams. Scores will then be published on the start.gg events page, SACSA Sports website or Sport Fix app.

### 5.4. LOBBY CREATION

#### 5.4.1. Hosting a match (TEAM A)

Team A will host the match. However, if both teams agree due to location or other issues, the host may be changed to Team B after confirming with the SACSA eSports Administrator.

The following process should be followed to create matches, and discussion as to which player will host the match (This should be your teams captain).

1. From the main menu, select Play > Private Match > Create Private Match and follow the game settings listed above in 5.3 Match Settings.
2. Set the name and password, as provided by the start.gg website.
3. Start the game, but do not join a team until all participating players are present.

#### 5.4.2. Joining a match (TEAM B)

From the main menu, select Play > Private Match > Join Private Match, from this point you will be prompted for the Name and Password which you will be given by the start.gg website.

### 6. MATCH REHOSTING

Players may encounter issues during tournament play that may require a rehost. If an issue occurs a rehost may be allowed during the post-game lobby by declaring a 'rehost'.

Matches can only be rehosted if an issue occurs with the server.

Matches can only be rehosted if neither team has scored a goal and 30 seconds has not passed. If either team has scored or 30 seconds has passed the game must continue until its conclusion and a rehost may be called before the next game begins.

## 6.1. Inappropriate Rehost

A rehost may not occur due to incorrect cosmetics.

## 7. COSMETICS

All car skins and trails are allowed in this competition.

## 8. COMPETITIVE INTEGRITY

Each Player is expected to play to the best of their ability at all times during any 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 (e.g., any agreement between two or more Teams or Players on different Teams to pre-determine the outcome of a Game or Match), match fixing, to intentionally influence (or attempt to influence) the outcome of any match or Tournament.

Hacking or otherwise modifying the intended behaviour of the Game client.

Playing or allowing another Player to play on a SACSA Sports account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).

Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.

Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.

Using distributed denial of service attacks or similar methods to interfere with another Player's connection to the Game client.

Using macro keys or similar methods to automate in-game actions.

Intentionally disconnecting from a Match without a legitimate reason for doing so.

Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a match or session).

Interfering with the operation of the Tournament, the Rules website or any website owned or operated by Psyonix or the Tournament Administrators (SACSA Sports).

Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.

Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament.

Making any modification to the Game that has not been disclosed to and authorized by the Tournament Organizers.

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 this Code of Conduct.

Disconnecting from the In-Game Lobby before being dismissed by Tournament Administrators.

Changing In-Game Player or User Name to a name other than Player's registered User Name.

Otherwise violating these Rules.

## **9. PENALTIES**

If SACSA Sports Executive decides that a Player has violated the Code or any terms of the Rules, SACSA Sports Executive may take the following disciplinary actions (as applicable):

- Warning
- Final Warning
- Forfeiture of a single round or game
- Forfeiture of a match
- Player suspension from competition
- Player disqualification from competition
- Team disqualification from competition
- Temporary ban from all SACSA events
- Permanent ban from all SACSA events

9.1 - For clarity, the nature and extent of the disciplinary action taken by SACSA Sports Executive to this Section will be in the sole and absolute discretion of SACSA Sports Executive. SACSA Sports Executive reserves the right to seek damages and other remedies from such Player to the fullest extent permitted by applicable law.

9.1.1 - If SACSA Sports Executive decides that there have been repeated breaches of these Rules by a Player, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of Rocket League. SACSA Sports Executive may also enforce any applicable punishment specified in SACSA Sports Terms of Use and/or the Rocket League EULA.

9.1.2 - A final decision by SACSA Sports Executive as to the appropriate disciplinary action will be final and binding on all Players.

## **9.2 RULE DISPUTES**

SACSA Sports Executive has final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, or interpretation thereof.

## **9.3. LATENESS PENALTIES**

See 2.1.1. above in rules

## **10. COMPETITION ADMINISTRATION**

A no-tolerance policy will be in place for abuse, harassment and/or assault of any SACSA or Game Admin.

In addition to this, administrators reserve the right to alter and/or update the rules at their own discretion to maintain competitive integrity.

The SACSA eSports adheres to the SACSA Sports and their [Code of Conduct](#).