

Terms and Conditions of

SACSA ESports Rocket League Game Play

1. INTRODUCTION AND ACCEPTANCE

1.1 INTRODUCTION

These Rocket League Season Official Rules (“Rules”) govern all tournament stages of the Rocket League Season (“Tournament”), provided by SACSA Sports Executive.

These Rules have been designed to ensure the integrity of competitive play of Rocket League (the “Game”) in connection with the Tournament, and are intended help ensure that all competitive play of the Game is fun, fair, and free from Toxic Behaviour (as defined below).

1.2 ACCEPTANCE

To participate in the Tournament, each player must agree (or, if under 18 years of age or the age of majority as defined in such player’s country of residence (a “Minor”), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including the Code of Conduct in Section 6 (“Player”) as well as the SACSA Sports Code of conduct rules (“Player”). A Player (or, if a Minor, such Player’s parent or legal guardian) must accept these Rules as part of the Tournament registration form, available on SACSA Sports Website.

By participating in any game or match that is part of the Tournament, a Player is confirming that he or she (or, if a Minor, his or her parent or legal guardian) has accepted these Rules pursuant to this Section 1.2.

1.3 ENFORCEMENT

SACSA Sports Executive will have primary responsibility for enforcing these Rules for all Players and may, hand out penalties to Players for violations of these Rules, as further described in Section 8.

1.4 AMENDMENTS

SACSA Sports Executive may update, revise, change, or modify these Rules from time to time. For each Player, his or her participation in the Tournament after any update, revision, change, or modification to these Rules will be deemed acceptance by such Player (or, if a Minor, such Player’s parent or legal guardian) of these Rules as updated, revised, changed, or modified.

2. TOURNAMENT STRUCTURE

2.1 DEFINITION OF TERMS

“Best-of-X”: means a Match that has X number of Games, and the Team that wins a majority of the Games is declared the winner.

“Game”: means a single competition between two Teams.

“Match”: means Tournament play between two Teams that may involve multiple Games

“Round Robin”: means a phase of the Tournament where each Team plays against every other Team.

“Rules Website”: the most recent version of these Rules will be posted on the <http://www.sacsasports.com.au>

“Team”: means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 5.

“Tournament Administrator”: SACSA Sports Executive Committee

“Tournament Entities”: means SACSA Sports, the Tournament Administrators, any official sponsors of the Tournament, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

“Winning Player” or “Winning Team”: means any Team that is officially declared a Winning Player / Winning Team as set forth in Section 4.

2.2 TOURNAMENT STAGES AND FORMAT

2.2.1 SACSA ESports Season

The SACSA ESports Season (SSS) is titled the “Triple S Rocket League Season”. The Triple S Rocket League Season consists of League Play that is a Round Robin with eight Teams. The top 4 ranked teams from each tournament based on the season ladder will be entered into a finals playoff series. The Teams will play one Best-of-Five Match against every other Team. League Play. If a Team is disqualified from a Match by Psyonix and/or the Tournament Administrator, the Match will be recorded as a 3-0 win in favour of the opposing Team.

2.2.2 Tiebreakers

If two or more Teams within TSRLS achieve the same number of Match wins, resulting in a tie, the tie(s) will be resolved by applying the following tiebreaking mechanisms (i-v), in order of application. All calculations involve only Games from TSRLS

Overall Game Differential: The total number of Games won by a Team minus the total number of Games lost by such Team (“Game Differential”).

Head to Head: Game Differential in Games between tied Teams.

Game Differential Against Common Opponents: Calculate the Game Differential for tied Teams against the highest ranked team that is not a tied Team (“Included Teams”). If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.

Highest Goal Differential in Games between tied Teams: The total goals scored by a Team minus the total goals allowed by such Team (“Goal Differential”). Calculate the Goal Differential for the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.

Unresolved Tie: If none of the tiebreakers can resolve the tie, then the Teams will draw lots (method to be determined at the sole discretion of the Tournament Administrators. 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.

3. GAME PLAY RULES

This Section sets forth the “Game Play Rules” governing play during the Tournament.

3.1 MATCH SETTINGS

3.1.1 Game Settings

Default Arena: DFH Stadium

Team Size: 3v3

Bot Difficulty: No Bots

Mutators: default Boost and default Abilities

Match Time: 3 Minutes

Joinable By: Name/Password through email from Administrator

Platform: PS4, Nintendo Switch, Steam, or Xbox One

Server: Oceania

3.1.2 Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

3.1.3 Arenas

The first round of the season, all games are played on DFH Stadium. All subsequent Matches will be played on an eligible arena, chosen by Tournament Administrators at their sole discretion. TSRLS League Play Teams may request to avoid an eligible arena due to performance issues and are required to submit a detailed request to Tournament Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by TSRLS League Play Teams to avoid an eligible arena. The following eligible arenas may be selected:

Aquadome	Champions Field
Champions Field (Day)	DFH Stadium (Day)
DFH Stadium	DFH Stadium (Stormy)
Forbidden Temple (Standard)	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)	

3.2 MATCH PROCEDURES

3.2.1 Hosting and Team Colours

Tournament Administrators will specify which Team is blue and which Team is orange.

3.2.2. Re-Hosts

Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues. In TSRLS League Play, Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

3.2.3 Game Start

Players may not join their designated side until three Players from each Team have joined the Game.

3.2.4 Reporting Scores

After a Match is completed, the winning Team must submit the Match result to Tournament Administrators via email. The losing Team must also confirm the Match result. Taking a screenshot of the results screen or replay of the Match is strongly recommended in case of disputed results. If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.

3.2.5 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.

3.2.6 Observers

In-game observers are not allowed except for Tournament Administrators. As well as no LIVE Stream is allowed at any time.

3.2.7 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, they must save the replay and submit it to the Tournament Administrator for review.

3.3 TEAM ROSTERS

3.3.1 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.

3.3.2 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. An individual may not simultaneously be part of more than one roster at a time.

3.3.3 Player or Team Names

Players or Teams may not change their User Names, in-game names, or Team Names without approval from Tournament Administrators. 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.

3.4 MATCH OBLIGATIONS

3.4.1 Punctuality

All Teams must have three Players physically present or in the online Match lobby by the Match start time. Teams that do not have three Players ready to play after ten minutes of the Match start time are subject to penalties including a possible Match forfeiture.

3.4.2 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.

3.4.3 Communications

Teams will not communicate with their opponents during all online stages of the Tournament.

For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match is strictly prohibited and may result in immediate disqualification of the Player(s) or Team.

3.5 Match Disruptions

3.5.1 Disconnects

3.5.1.1 TSRLS Round Robin

If a disconnect occurs in the TSRLS, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may re-join 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 re-join during the same Game, the Player will have five minutes to re-join 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.

3.5.2 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.

3.5.3 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.

3.5.4 Log Submission

If a Player or Team makes a complaint that results in a Game or Match restart, they will be expected to 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.

4. PLAYER ELIGIBILITY

4.1 Player Age

4.1.1 Players must be at least 13 years old (or such other age, if greater, as may be required in such Player's country of residence) in order to participate in the Tournament. Additionally, Minors must have permission to participate from a parent or legal guardian.

4.1.2 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 as further described in Section 8.2.

4.2 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.

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

4.4.1 All Team and individual Player names must follow the Code of Conduct in Section 6. Psyonix and the Tournament Administrators each may restrict or change Team and individual Player tags or screen names for any reason.

4.4.2 The name used by a Team or Player may not include or make use of the terms Rocket League®, Psyonix, or any other trademark, trade name, or logo owned by or licensed to Psyonix.

4.4.3 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.

4.5. Good Standing

Players must be in good standing with respect to any SACSA Sports 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 SACSA Sports rules.

4.6 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 law.

5. TEAM FORMATION RULES

5.1 The Tournament is comprised entirely of Teams. Players must combine to form a Team consisting of at least three individual Players, but no more than four individual Players.

5.1.1 Players may participate on only one Team at a time throughout the Tournament.

5.1.2 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. During the Tournament Registration process, one Team member will create/register the Team Name through the SACSA Sports nominated teacher of each school and Players will be able to join the Team by searching the Team Name or by invite. In the event a Team progresses to further rounds of the Tournament, the Tournament Organizers will attempt to notify the Team through its "Team Captain" (as defined in Section 3.3.1).

5.1.3 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 Tournament 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.

5.2 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.

6. CODE OF CONDUCT

6.1 Personal Conduct; No Toxic Behaviour

6.1.1 All Players must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 6 ("Code of Conduct") and (b) the general principles of personal integrity, honesty, and good sportsmanship.

6.1.2 Players must be respectful of other Players, Tournament Administrators, and fans.

6.1.3 Players may 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 SACSA Sports (as decided by SACSA Sports Executive). In particular, Players may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity (“Toxic Behaviour”).

6.1.4 Any violation of these Rules may expose a Player to disciplinary action as further described in Section 7.2, whether or not that violation was committed intentionally.

6.2 Competitive Integrity

6.2.1 Each Player is expected to play to the best of her or his 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.

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.

6.2.2 Each Player is expected to play to the best of his or her ability at all times during any Match and in a way that is consistent with the rules in Sections 6.1 and 6.2.

6.3 Harassment

6.3.1 Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, colour, 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.

6.3.2 Any Player who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints 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.

6.4 Confidentiality

A Player may not disclose to any third party any confidential information provided by the Event Administrators, Psyonix, or its affiliates concerning Rocket League, the Tournament, Psyonix, or its affiliates, by any method of communication, including by posting on social media channels.

6.5 Illegal Conduct

Players are required to comply with all applicable laws at all times.

7. RULES AND CONDUCT VIOLATIONS

7.1 Investigation and Compliance

7.1.1 Players agree to fully cooperate with Tournament Administrator and/or Psyonix (as applicable) in the investigation of possible violations of these Rules. If Tournament Administrator and/or Psyonix contacts a Player to discuss the investigation, the Player must be truthful in the information that he or she provides to Tournament Administrator and/or Psyonix. Any Player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Tournament Administrator and/or Psyonix during an investigation, will be subject to disciplinary action as further described in Section 7.2.

7.1.2 Players understand and agree that SACSA Sports Executive has the right, in its sole discretion, to remove a Player from or restrict such Player's participation in any Tournament event as part of any investigation conducted by Tournament Administrator and/or Psyonix (as applicable) pursuant to Section 7.1.1.

7.2 Disciplinary Action

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

Match restart;

Loss of Game;

Match forfeiture;

Issue a private or public warning (verbal or written) to the Player;

Loss of all or any part of their teams wins that were awarded;

Disqualify the Player from participating in one or more matches and/or sessions at the Tournament;
or

Prevent the Player from participating in one or more future competitions hosted by SACSA Sports.

7.2.2 For clarity, the nature and extent of the disciplinary action taken by SACSA Sports Executive to this Section 7.2 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.

7.2.3 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.

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

7.3 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.

8. CONDITIONS

The Tournament is subject to these Rules. By participating, each Player agrees (or, if a Minor, such Player's parent or legal guardian agrees on such Player's behalf): (a) to be bound by these complete Rules (including the Code of Conduct) and the decisions of SACSA Sports Executive which shall be final and binding; and (b) to waive any right to claim ambiguity in the Tournament or these Rules, except where prohibited by applicable law. SACSA Sports Executive reserves the right to cancel or suspend the Tournament in its sole discretion or due to circumstances beyond its control, including natural disasters. SACSA Sports Executive may disqualify any Player from participating in the Tournament or winning a prize if, in its sole discretion, it determines such Player is attempting to undermine the legitimate operation of the Tournament by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other Players or SACSA Sports Executive representatives. SACSA Sports Executive and Psyonix reserves the right, in its sole discretion, to cancel, modify, or suspend the Tournament should a virus, bug, computer problem, unauthorized intervention, or other causes beyond SACSA Sports Executive and Psyonix's control, corrupt the administration, security or proper play of the Tournament. Any attempt to deliberately damage or undermine the legitimate operation of the Tournament may be in violation of criminal and civil laws and will result in disqualification from participation in the Tournament. Should such an attempt be made, SACSA Sports Executive reserves the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution. SACSA Sports Executive reserves the right to disqualify any Player it finds to be tampering with the entry process or the operation of the Tournament or violating these Rules. SACSA Sports Executive is not responsible for any problems, bugs, or malfunctions Players may encounter. The Tournament is subject to all applicable federal, state and local laws.

12. PRIVACY

Please refer to Psyonix's privacy policy located at <https://www.psyonix.com/privacy/> for important information regarding the collection, use and disclosure of personal information by Psyonix.

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