

TIGERLAN

32



ROCKET LEAGUE

Rocket League Rules

General Settings

1. Any Map
2. Game Type 3v3
3. No Bots

Gameplay

1. After a Private Match has been created, only Players on the two Teams and MLG Staff members may be invited/join. If a Player who is not a registered member of one of the Teams (ineligible player) joins a Game, the Game must be ended. If a Player is found to have invited an ineligible Player to a Game, they will Forfeit the Game
2. This tournament is for PC players only. Cross platform support is currently not available for private matches.
3. If a player lags out during the first 60 second or before the first goal, the game should be ended and restarted.
 - o The team who lost the player should leave the game.
4. If a player lags out after the first 60 seconds and/or after the first goal, the match must continue.
 - o After a Game has ended, the shorthanded Team will be given 5 minutes for their teammate to return before they must start another gameshorthanded.
5. If a player pauses a game, a reason must be provided. Total pause time for any team may not exceed 5 minutess
6. Any form of cheating, glitching, abusing in-game mechanics, or unsportsmanlike behavior may result in a Forfeit of a Game, Match, or Ban from GameBattles. Punishable unsportsmanlike behavior includes, but is not limited to, excessive use of foul or degrading language. In addition, breaking any rule may result in a Forfeit of a Round/Game, or Forfeit of a Match.
7. Teams must have a minimum of 2 players. If a team drops below two players, the team will forfeit the mach.
8. Teams CAN ask to have their opposing team not receive a forfeit punishment if their opposition does face a forfeit.
9. Players may not use a Turbo controller, a Button Macro controller. Turbo controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press the same button multiple times. Button Macro controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press multiple buttons.

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Bracket Play

The tournament will have two stages. The First stage will be round robin style. The winning team of each game will receive 1 point. Losers will receive 0 points. After every team has played every team, the top 6 teams (or less if there were less than a total of 6 teams.) will advanced to a playoff round. The top 6 will be determined by the points they have from winning games. If they have the same points then the tiebreaker will be settled on how many total goals they scored so far throughout the tournament. If the total amount of scored goals is the same, then the tiebreaker will be the least amount of conceded goals. If that is still a tie then it will go down to a coin toss.

In playoffs it's single elimination.

If there are enough teams for a 6 team playoff, then the top two teams will have a game off. The team in 6th place will play the team in 3rd, the team in 4th will play the team in 5th. Winners go to the semi-finals. In semi-Finals 1st place will play the lowest seeded team, 2nd place will play the second lowest seeded team. In finals the remaining two teams will play. Winning team is champion. If appropriate their might be considering a game for 3rd

If there's less than 6 teams in the playoffs, then, if there is an odd number of teams there will be a game between the two lowest seeded teams to determine who will advance. Then, if there's four teams, 1st will play lowest seed, and 2nd will play 3rd. Refer to the above rules to figure out where to go to from here. If there's only 2 teams left after the two lowest teams played then there will be one final championship game.

If for whatever reason there's so many teams that we're concerned we'll go past our allocated time, we will just have a randomly assigned, elimination style tournament. Each team will play their opponent for that round twice. The team that will advance in the round will be the team that has accumulated the most scored goals over the course of the two games. If the accumulated scores are a tie, then a third game will be played as a tie breaker. Championship game will only be ONE game however. If there is a 3rd place game, that game will also be only for ONE game.