University of California, Merced

Homecoming Tournament

Rocket League Rules

# General Information

1. All participants must join the UC Merced Homecoming E-Sports Tournament Discord Server as this will be the main means of communication among tournament admins and participants.

**Game Time:** Each tournament round will be allotted 48 hours to complete the matchup and submit results on the discord server.

* It is each captain’s responsibility to contact the opponent via discord to schedule the time to play.
* If scores are not submitted by matchup deadline, a double forfeit will be assessed.

**Scheduling:**

1. Contact information and gamertags are to be input into the UC Merced Homecoming E-Sports Tournament under the ‘Rocket League - general’ channel text chat.
	1. 

**Reporting Game Results-** When a match has been completed, the winning team’s captains should send the result listing the team name and the match score to the ‘Rocket League – rl-score-reporting’ channel text chat.

**🡨 submit scores here**

# Equipment

1. Each player will need to provide their own equipment to play in this esports tournament. This game is cross-platform therefore most consoles are allowed for all matches.

# Format

1. Single Elimination tournament with each round allowing a 48-hour window to complete match-up.
2. Contact information for each player will be available in the ‘Rocket League - general’ channel text chat.
3. The results of each match are to be posted in the Discord ‘Rocket League – rl score reporting’ channel text chat. Make sure that the winner’s name, loser’s name, and the scores are all listed in the message. Once scores are received, the winning team will be advanced in the bracket.

# Sport Specific Rules

1. Match length: All matches will be best of 3 games.
2. The assigned home team will create the private game, more instructions in the following section.
3. The assigned away team will have a choice of team color (blue/orange).
4. The game settings should be set to default other than the following:
	* Arena: If changed from DFH Stadium, keep in mind the following arenas cannot be used (Night or Day): Badlands, Tokyo Underpass, Arctagon, Pillars, Cosmic, Double Goal, Octagon, Underpass, Utopia Retro, Throwback Stadium, and Random (Because of the chance of getting any of these maps)
	* Team Size: Should be set to the appropriate teams size, e.g. (1v1’s, 2v2’s, 3v3’s, etc.)
5. If you believe that your opponent is cheating by abusing game programming glitches to gain advantage or is violating the parameters set by the Homecoming E-Sport Staff, report it immediately.

# How to Setup the Private Match (Cross-Platform)

1. Communicate with your opponent what team color you will choose BEFORE EVERY MATCHUP. TEAM OPTIONS: Blue or Orange.
2. If you will be the host of the private match, follow steps 3-7 below:
3. Click on ‘Play’ and Click ‘Private Match’, then ‘Create Private Match’.
4. Within Private Match make sure the ‘Joinable By’ method is ‘NAME/PASSWORD’.
5. Set an appropriate name and password for your specific match. Your opponent will use these to join your game. Make the name/password unique, because if you don’t you may have random people trying to enter easily guessable names/passwords.
6. DO NOT MODIFY ANY SETTINGS. The only two settings you are allowed to change are the Arena and Team Size. The Arena must be agreed on by both teams if it is changed from the default DFH STADIUM. If you are playing 2v2’s/3v3’s/4v4’s, modify the setting for ‘Team Size’ to the appropriate team size.
	1. **BANNED ARENAS (NIGHT OR DAY)**: BADLANDS, TOKYO UNDERPASS, ARCTAGON, PILLARS, COSMIC, DOUBLE GOAL, OCTAGON, UNDERPASS, UTOPIA RETRO, THROWBACK STADIUM, AND RANDOM (Because of the chance of getting any of these maps).
7. Click on ‘Create Match’. Wait until your opponent enters the game.
8. If you did not create the private match, you will be joining it. Click on ‘Play’ and Click ‘Private Match’, then ‘Join Private Match’. Use the name/password the creator of the private match used.
9. Pick the appropriate color each team agreed upon previously.