Gamers for Giving 2017
Rocket League Tournament

The Gamers for Giving 2017 Rocket League tournament will be a 3 vs 3 best of three, double elimination tournament. The tournament will be open to all LAN attendees.

The Rocket League tournament is a BYOC event. Players will need to bring their own computers / laptops, as well as necessary peripherals to compete in the Rocket League tournament. Gamers Outreach will provide tables, chairs, 2 electrical outlets, networking equipment and internet access to facilitate the tournament.

Please reference the LAN Event Information Page for a list of things you'll need to bring to the LAN (http://gamersforgiving.org/lan-party/**).**

All registered players will be randomly seeded in a double elimination bracket upon checking into the event.

The tournament will begin on Sunday, April 2nd at approximately 12:00 PM Eastern Time.

While the tournament begins on *Sunday,* all LAN attendees will be able to gain access to the venue beginning on Saturday, April 1st at 10:00 AM. After checking into the event and obtaining credentials, attendees will be able to find their respective seat in the LAN and begin setting up their equipment.

Once inside the venue, individuals who wish to participate in the Rocket League tournament will need to register themselves by visiting the "PC Tournament Desk," located at the NOC in the center of the arena floor. Players will be able to sign up at any time on Saturday, April 1st – or from 10:00 AM to 11:30 AM on Sunday, April 2nd. Rocket League admins will construct and publish the tournament bracket once the registration period has closed on Sunday.

General Rules

+ 3 vs 3 Tournament

+ Best of three. The first team to win 2 matches against their opponent will be declared the winner.

+ Double Elimination. Players will play one best of 3 series against a designated opponent. The victor will move on through the winner's bracket, while the loser will be placed in the loser's bracket. Players must lose two best of 3 series to be eliminated.

+ Players will mutually agree to play a map from the map pool. A tournament referee will help moderate the decision. If a mutual decision cannot be made, the tournament referee will moderate a 'toss / pick' map selection process between players. Players will take turns selecting maps they DO NOT wish to play until a map from the pool has been chosen. A coin toss will determine the player with the first veto option.

+ If the map results in a tie the match will automatically go into overtime. Once in overtime the first team to score a goal wins that map.

+ Players may not use 3rd party add-ons.

+ Any attempt to tamper with the tournament network in such a way that hinders the competition will result in disqualification and removal from the event.

+ Players are welcome to play warm-up games with other players during periods of down time.

+ The latest official patch will be used throughout the event.

+ Player's may not pause a game without a referee's consent, or the consent of their opponent via in-game chat. Pausing a game without the consent of either party could result in a warning or disqualification at the discretion of the acting referee.

Settings

Map Length: 5 Minutes
Bot Difficulty: No Bots
Server Region: Challenge Option
Joinable By: Party Only