



**Gamers for Giving 2018
Rocket League Tournament**

1st Place: Free Chipotle Burritos for 1 year

The Gamers for Giving 2018 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. Players will connect to Rocket League and compete with designated opponents. In the event that internet access becomes unavailable, or Rocket League servers are down, the tournament will take place online after Gamers for Giving on a newly designated date.

Check-in for the Rocket League tournament will begin at 10:00 AM on Saturday, April 28th. Once checked in, players will be allowed to deploy their equipment in the LANFest BYOC area. Players are welcome to warm-up once their equipment has been set up. The tournament will start promptly at 1:30 PM. Carts will be provided by Eastern Michigan University to assist players in loading / unloading their equipment.

General Rules

+ 3 vs 3 Tournament

- + Best of three. The first player 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.
- + Hosts must follow the correct Server (Region) decided from the challenge options. Hosting with the incorrect server will result in a forfeit of the map.
- + Roomnames and Passwords are added by the challenge creator. Passwords and Room Names must be 3+ Characters. View your match page for your Roomname & Password for your match.
- + Players must bring their own PC / laptop, as well as the necessary peripherals to compete in the Starcraft II tournament (see equipment check-list below).
- + 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