



**Gamers for Giving 2019
Rocket League Tournament**

1st Place: \$900 + Trophy

2nd Place: \$450

The Gamers for Giving 2019 Rocket League tournament will be a 3 vs 3 best of three, round robin, 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, or console (Xbox, PS4, and Switch are all acceptable) 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/>).

Seeding will be decided by the Round Robin portion of 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, March 23rd. 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 1:00 PM. Carts will be provided by Eastern Michigan University to assist players in loading / unloading their equipment.

General Rules

+ 3 vs 3 Tournament

+ The majority of matches are best of three. The winners final, losers semi final, and losers final matches will be best of five. The grand finals will be best of seven, with the option for a bracket reset. The first team to win two matches in a best of three wins the series. The first team to win three games in a best of five wins the series. The first team to win five games in a best of seven wins the series.

+Round Robin. There will be x number of groups. Each group will have a maximum of four teams in them.

+ Double Elimination. Players will play their 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. Lose a series in the winners bracket and you will be moved to the lower bracket. Once you lose in the losers bracket you are eliminated from the tournament. The winner of the losers bracket final will play in the grand finals. If the team that advanced through the losers bracket beats the team that advanced through the winners bracket it will trigger a bracket reset. A bracket reset means these two teams will play ANOTHER best of seven, and the winner of that will be the tournament winner.

+ Players will mutually agree to play a standard map from the map pool. A tournament referee will help moderate the decision. If a mutual decision cannot be made, the match will be played on DFH Stadium by default.

+ 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 (US-East). Hosting with the incorrect server will result in a forfeit of the game. Games can be played on the LAN mode provided by the game but if either team has any issues with LAN mode the match must be played online as has been standard in the past.

+ Roomnames and Passwords are generated through smash.gg and inputted by the designated team (Orange team). 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 / console, as well as the necessary peripherals to compete in the tournament (see equipment check-list in the link provided above).

+ 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

Game Mode: Soccer

Map: As decided per the rules

Bot Difficulty: No Bots

Server Region: Challenge Option

Joinable By: Name / Password

Mutators: Default

Team Settings: Default

Specific Rules:

Definition of terms:

Abuse: This includes, but is not limited to, physical assault, verbal assault, sexual assault, or any violent treatment of another person.

Bugs: A bug is a mechanic that is NOT intended by the developers, and is not supposed to be in the game.

Cheating : Cheating can be described as tampering with the game files, using any unauthorized external programs that aid in gameplay by any means, or a DDOS attack on opponents.

Collusion: Any form of cooperation or conspiracy in order to deceive others. This can include, but is not limited to, deliberate loss of game

Host Country: The country that the tournament is taking place in.

Series: the collection of games that must be played between two teams.

Official Rules:

1. In regards to gameplay;
 - 1.1. All players must be checked in with a tournament organizer before the check in time ends. Any player not checked in by that time will NOT be allowed to participate.
 - 1.2. All teams must be registered to play before the team creation deadline ends.
 - 1.3. Any team registered to play must play all required games and series.

- 1.4. There may be no more than the amount of players required from the format on the field at any time. (For example, 6 players for a 3v3, 4 for a 2v2, etc.)
- 1.5. Pre-game forfeiting must be reported to and approved by a tournament admin.
- 1.6. If a player disconnects from a game in progress;
 - 1.6.1. If the game has had less than 30 seconds played AND no goals scored, the game shall be restarted. If neither team has recorded proof of this, and the teams disagree that it took place, then the game shall continue.
 - 1.6.2. If the game has had a goal scored or longer than 30 seconds has passed the game shall continue.
 - 1.6.3. The disconnected player can reconnect at any time to a game in progress they have disconnected from.
 - 1.6.4. The disconnected player shall have the 5 minutes instead of the 2 given in rule 1.8 after the game ends to reconnect to the lobby or the team shall forfeit.
- 1.7. Substitutions must be made before or after a game, once a game starts no player can join except as described in rule 1.6. The substitute player must be registered and on your roster to be able to play.
- 1.8. You must play your games within 2 minutes of the last game ending unless otherwise ruled. Each new series must start within 5 minutes of both teams being available to play.
2. Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the tournament, or to annoy, abuse, threaten or harass any other person is strictly prohibited.
3. Engaging in any form of Collusion is strictly prohibited.
4. Any form of Cheating will result in an automatic ban from this event and all future events.
5. Offensive, vulgar, or obscene usernames, player avatars, and team names are prohibited and will be changed before starting the tournament. What is considered offensive, vulgar, or obscene is at the discretion of staff/moderators.
6. Any insults to another player based on gender, sexual orientation, race, religion, origin, or disability is strictly prohibited.
7. Any abuse of anyone involved (teammates, opponents, staff, spectators, etc.) is strictly prohibited.
8. Interfering with any of your own - or any other player's - equipment; body; or property is prohibited.
9. Intentional damage to any equipment, your own included, is prohibited.
10. Intentionally using any game Bugs to gain an advantage is prohibited.
11. Any accidental bugs occurring during play that are deemed to actively affect gameplay detrimentally will result in restarting the game.
 - 11.1. In order for a bug to be deemed accidental and not intentionally done by a player, the staff and/or moderators must agree the bug was accidental.
12. Any attempts to bribe or intimidate opposing players or staff is strictly prohibited.
13. Possession of any substance or item that is illegal in the host area is strictly prohibited.
14. Committing any act that is illegal in the host area is strictly prohibited.

Violating any of these rules leaves you subject to any of the following:

- A. Game restart
- B. Loss of game
- C. Series restart
- D. Series forfeiture
- E. Tournament disqualification
- F. Temporary player bans
- G. Permanent player bans
- H. Prize forfeiture

All rule violations reported by players must be proved, either by both teams agreeing the infraction took place or recorded footage of the infraction taking place.

Punishment severity is based on the tournament's staff discretion entirely.