ELITE SERIES

ROCKET LEAGUE

Elite Series: Rocket League
Summer Split 2022

Rulebook

1. Eligibility

1.1 Age & Residency

1.1.1. Age

In order to participate a player must have lived 13 (thirteen) full years. Organizations may sign Free Agents under this age, but they shall not be allowed to play any Elite Series Rocket League matches until they have lived 13 (thirteen) full years.

1.1.2. Residency

A player is considered to be from the Benelux region for roster requirements in any of the 2 (two) following scenarios:

1. The player was born in either Belgium, the Netherlands or Luxembourg.
2. The player is registered at an address in either Belgium, the Netherlands or Luxembourg for the full duration of an Elite Series Rocket League split.

1.2 Roster Requirements

1.2.1. Players

All players in a roster should be according to the age rules set forth in clause 1.1.1. All players should also be in the Discord provided by the tournament admins.

1.2.2. Rosters

A roster at all times consists of at least 3 (three), but up to 4 (four) players. Out of these players, only 1 (one) is allowed to be outside of the Benelux region as outlined in clause 1.1.2.

1.2.3. Changes

After the roster lock at the beginning of the split, teams are still free to make changes during a split, as long as they follow the following rules:

• A roster at all time has to follow the rules set out in clause 1.2.2.

• When a split has commenced (after the roster lock) a team can make the addition of 1 (one) player to their roster.

• An addition can only be made at least 4 (four) days before the start of 2 (two) weeks before the end of League Play. In the case of a 7 (seven) week tournament, this means an addition has to be done at least for days before the start of Week 6 (six).

• A player can only be added to the roster if he hasn't been on the roster for another Elite Series Rocket League team regardless if he has played any matches, and is such considered a Free Agent.

• A player is only eligible for playoffs if he has played 2 (two) series for the team during the League play. He will be considered to have played a series if he played the majority of the games in a series. 2 (two) games in a 4 (four) game series will be considered a majority.

1.2.4. Coaches

A team can have up to 1 (one) coach registered on the roster. The coach can be swapped only once during the split.

1.3 Eligible Rocket League account

A player is expected to play on the Rocket League account provided to the organization. In case a player is unable to play on said Rocket League account, tournament admins shall be informed immediately. The tournament organizers shall decide on the allowed course of action.

1.4 Affiliation

1.4.1 Elite Series Rocket League Employees

Any Elite Series Rocket League employees or freelancers that have a direct influence on the competition shall not be able to be part of a roster or organization participating in the Elite Series. Someone is considered to have a direct influence in any of the following situations, but no limited to: in charge of schedule, on screen talent, tournament admins. In a case where there is doubt about the impartiality of someone because of their affiliation with the League, an investigation will be started to look into the responsibilities of the individual.

1.5 Accordance to rules

A player and organization is only eligible to play in the tournament if they adhere to any and all rules set forth in this document. The breaking of any rules will allow the tournament organizers to take reasonable measures.

1.6 Rules changes

The tournament rules as set out in this document are in the line of the spirit of the tournament. At any and all times if the tournament organizers feel like the rules are insufficient they are free to change them as they see fit, as long as the spirit of the rules remain.

2. Player responsibilities

2.1 Competitive Integrity

2.1.1 Abilities

A player is expected to play to the best of his abilities at all times.

2.1.2 Cheating

A player will not be allowed to cheat in any way, shape or form. In the case of suspected cheating, the tournament organizer is free to take reasonable measures. Cheating consists of, but is not limited to: using macro's, colluding with other teams, allowing another player to play on their account, hacking, DDOS'ing another player.

2.2 Player Behaviour

A player is representing both an organization, and the League as a whole, and is expected to behave as such. Any behaviour that is considered to be hurtful towards an organization during and outside of the tournament, may be ground for reasonable repercussions decided by the tournament organizers. Examples include, but are not limited to: using cuss-words, racism, discrimination, intimidation of opponents, bribery attempts.

3. Tournament Format

The tournament consists of 2 (two) stages, henceforth called League Play and the Playoff.

3.1 League Play

3.1.1 Schedule

League Play will consist of a single round-robin, spread over 7 (seven) weeks. Each team will be expected to play one or two best-of-5 (five) against one of the other teams participating in the competition each week. The dates for the summer split are as follows:

• Tuesday August 16th

• Tuesday August 23rd

• Tuesday August 30th

• Tuesday September 6th

• Tuesday September 13th

• Wednesday September 14th

• Tuesday September 20th

• Tuesday September 27th

• Wednesday September 28th

3.1.2 Standings

A team will be considered to have won a best-of-5 (five) if they have won the majority of the games that series. The final standings of League Play will be decided by which team has won the most series. In case of a tie, the following tiebreakers will proceed:

• Game differential

• Head-to-Head

In case of a tie after these tiebreakers, or a 3 way tie, extra matches may be played to decide the final standings

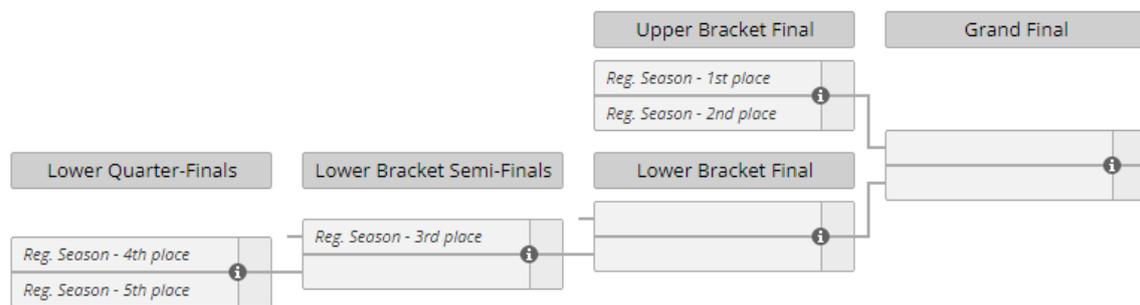## 3.2 Play Offs

The playoffs will be a 5 (five) team double elimination bracket, consisting of best-of-7 (seven) series, except for the Grand Finals, which will be a best-of-3 (three) of best-of-7 (seven) set.

• The top 2 of the final League Play standings will proceed to the Upper Bracket Final.

• 3rd, 4th and 5th Place will proceed to the Lower Semi-Finals.

A graphical representation is below.

Playoffs

The first day of playoffs will be played on Tuesday the 4th of October, starting with the Lower Quarter-Final, Upper Bracket Final, Lower Semi-Final and then Lower Bracket Final.

The Grand Final will be played on Sunday the 9th of October.

3.3 Prize Money

3.3.1 Amounts

Prize money will be paid out as the following, where place 5-8 is decided by their placing during League Play, and place 1-4 is decided by their placing during the Play Offs.

1st	€ 2.700,00	(two thousand seven hundred euros)
2nd	€ 1.800,00	(one thousand eight hundred euros)
3rd	€ 1.200,00	(one thousand two hundred euros)
4th	€ 750,00	(seven hundred and fifty euros)
5th	€ 600,00	(six hundred euros)
6th	€ 450,00	(four hundred and fifty euros)

3.3.2 Payment

The payment of the lump sum will be made towards an account provided by the organization. The payment from organizations to the players, will be the sole responsibility of the organizations. In case of disputes, the tournament organizers will not be held reliable in any way, shape or form.

4. Games

4.1 Eligibility

The players and as such the roster that will be playing during a match, are all eligible according to the rules set forth in clauses earlier in this document.

4.2 Matchday Information

All information concerning the match day will be found in the Elite Series: Rocket League Discord server. Each week, the team will be expected to have someone reachable through the Discord channels 10 minutes before their match time.

4.3 Rescheduling

The schedule will be sent to the organizations before the start of the tournament. If unable to play at a certain day or time, they shall let the tournament organizers know a week before the start of

the tournament. The tournament organizers shall consider the best course of action in terms of rescheduling.

4.4 Roster

4.4.1 Starting Roster
The teams will let the organizations know which players they will play on a week day, no later than 18:00 Local Amsterdam time on the day of the matches. After that deadline teams are still free to make changes, but have to let the tournament organizers know in the allocated channels.

4.4.2 Substitutions
Teams are free to make substitutions in between games in a series. They will let the tournament admin know as soon as they can. A substitute can not happen during a game.

4.4.3 Coach substitutions
If at any point a team is unable to field an eligible roster as laid out in this document, the coach may be used as an emergency. This is the only exception for the regional requirement as explained in clause 1.2.2. If at any time the tournament organizers have the suspicion that an organization takes advantage of this rule, consequences may not be limited to disqualification.

4.5 Restart/Disconnecting
In case of disconnect of a player the match will be restarted if both of the following scenarios are applicable:

• The scoreboard is tied at the moment of the disconnect.

• No more than a minute is played.

In any other scenario, the teams are expected to continue playing as if no disconnect has happened, unless instructed otherwise by tournament organizers or match admins.

4.6 Leaving the game

4.6.1 Leaving during the game
If a player leaves a game before the end of the game (meaning there's still time on the clock), he will not be allowed to join back. This will be signified by a chat messaging stating that "[Player] has left the game."

4.6.2 Leaving after games
If a player leaves before his name shows up on the scoreboard, and his statistics are missing from the final score screen, he will be eligible for fines or other repercussions as decided by the tournament admins.

4.7 Player Cams

4.7.1 League play and Playoffs
All players and coaches shall have a player cam during League Play and playoffs. They will be provided with a link so the broadcast can use the camera feed during the broadcast. All players and coaches shall be expected to keep their camera feed up, until instructed otherwise by tournament organizers.

4.7.2 Behavior
Players and coaches shall expect themselves to be live broadcasted at all times they are broadcasting their camera feed. As such, they will not show behavior that is hurtful towards their

organization or the tournament organizers. Any products on screen will be according to the Psyonix Rocket League TOS.

4.8 Tactical Timeouts

4.8.1 Asking for the Time Out

During the Play Off stage of the tournament, all teams can call 1 (one) Tactical Timeout during each best-of-7 (seven) series. They shall let the tournament admin know in game chat as soon as a game is over, whilst more than 40 seconds remain until the following game. If longer has passed, the tournament admins remain the right to refuse the tactical timeout.

4.8.2 Time Out

The time out means the following game is delayed by 2 (two) minutes.

4.9 Technical Timeouts

A Technical Timeout can be called at the discretion of the match Referee's. The team who called for the Technical Timeout, has a total of 10 (ten) minutes to fix their technical difficulties. At the end of those 10 (ten) minutes, team have to have a playable roster ready. In the case they are unable to do so, they will start forfeiting games per 5 (five) minutes.

4.10 Coaches

Coaches are free to be in communication with their teams at all times during the games. They will not be allowed to be in the Game Lobby.

4.11 Tardiness

Teams are expected to be ready to play at their respective game times each day. As such, teams are expected to be in the match lobby 3 (three) minutes before their scheduled match time. If a team is unable to make a full series, they will lose that series 3-0 and face repercussions from the tournament organizers. If a team is late, they will have considered to have lost a game each 5 (five) minutes they are late. To illustrate, if a team is expected to play at 19:00, they will start the series at a 1-0 deficit at 19:05, 2-0 at 19:10, and will have to forfeit the entire series at 19:15.

4.12 Decals

Players will not be allowed to use any esports decals, unless from their own organization. They are free to use 3rd party software that alters their own client visuals, so players themselves have the visual of an esport decal.