

# **RULES TOURNAMENT ROCKET LEAGUE**

**22 - 24 SEPTEMBER 2017**

DOCUMENT OFFICIEL DE



geneva gaming convention

## **CHAPTER A - GENERAL INFORMATION**

### **Art. A-1 Regulation information**

The following regulation are written for the Rocket League tournament, which will take place during the Geneva Gaming convention 2017, which will be held at Palexpo from the 22nd until the 24th September 2017.

### **Art. A-2 Rule application**

The players taking part in this tournament implicitly accept the application of these rules by the organisers.

The organisers are guaranteeing the smooth progress of the matches.

### **Art. A-3 Adaptation of the regulation**

Under exceptional circumstances the organisers reserve the right to take decisions on points included and not included by these regulation, and even to take decisions which go against the current rules, with the aim of conserving sportsmanship, the tournament's equity and the smooth functioning of the tournament. For the same reasons they can also modify the rules in a permanent way for the rest of the event.

Any decision taken will be communicated to the captain of every participating team in the tournament before it comes into effect.

Under some conditions the teams taking part in the tournament can meet with the organisers in order to take the decision which will be the most fitting for the current situation. This consultation will only be made with the captains of the concerned teams.

## **CHAPTER B – FORMAT OF THE MATCHES**

### **Art. B-1. \_ Match « Best Of 1 »**

A «Best of 1» match is played in one game, by two opposing teams.

### **Art. B-2. \_ Match « Best Of 3 »**

A «Best of 3» match is played in 2 or 3 games, by two opposing teams

The winner of the match is the team that won at least two games.

### **Art. B-3. \_ Match « Best Of 5 »**

A «Best of 5» match is played in 3, 4 or 5 games, by two opposing teams.

The winner of the match is the team that won at least three games.

### **Art. B-4. \_ Match « Best Of 7 »**

A «Best of 7» match is played in 4, 5, 6 or 7 games by two opposing teams

The winner of the match is the team that won at least four games.

### **Art. B-5. \_ Maps**

The authorised maps are the following:

DFH Stadium

Urban Central

Beckwith Park

UtopiaColiseum

### **Art. B-6. \_ Spectators**

Online spectators are not allowed during the game.

Only the organisers of the tournament have the permission to spectate.

## **CHAPTER C – GAME PARAMETERS**

### **Art. C-1. Player parameters**

All players have to use their own Steam account.

All players have to play on a PC.

All games are played in 3v3 on the European server.

A match's duration will be of 5 minutes.

The utilisation of external software modifying the graphics parameters of the ongoing game is forbidden.

All players have the obligation to have an account of the GGC website in order to be able to take part in the tournaments.

### **Art. C-2. Team parameters**

Every team is composed of 3 permanent players. There are no substitute players.

Every team must make sure that all members use the same tag.

The tag and the name of each team mustn't be insulting, racist, misplaced or under protected domain except in the case of official sponsoring.

Each team appoints one of its member as their captain.

In case of a need to communicate with the organiser, it is the captain who is their team's spokesperson. Except under exceptional circumstances, only they will be heard by the organisers. It is their responsibility to communicate in return the information transmitted by the organisers to their team members.

### **Art. C-3. Format**

The format used in this tournament is a double elimination format.

The format used for all games will be BO3, except for the grand finale, which will be played as BO7.

The organisers reserve the right to modify this article if the situation (affluence, exceptional circumstances) requires it in virtue of the article A-3 of the present regulation.

### **Art. C-4. Registrations**

Registering for the tournament will be done on the GGC website (registration is mandatory to take part in the LAN). Any team of 3 participants which will be present at the moment of the event and has the game on Steam is free to register.

The minimal required age to participate is of at least 16 years.

A player cannot register to play for several different teams.

The organisers reserve the right to modify this article if the situation (affluence, exceptional circumstances) requires it in virtue of the article A-3 of the present regulation

### **Art. C-5. Game parameters**

The game will be used with the last available patch on Steam.

## **CHAPTER D – PROCEEDINGS OF A MATCH**

### **Art. D-1. Before the match**

The match has to start at the exact time which is indicated on the planning. The players have to be ready to start at least 5 minutes before the indicated match time. The team captain will have to permanently be available on the GGC Discord (<https://discord.gg/H7QyRZc>) on the text channel «rocket\_league». Please pay attention to use the same pseudo on Discord as on Rocket League.

### **Art. D-2. Interruption of a match**

If a match is involuntarily interrupted (crash, network disconnection...) the organisers can decide to either start the match again or to give the victory to one of the two teams in function of the presence or absence of a certain advantage for one of the two teams.

### **Art. D-3. Interruption of the ongoing match**

The players are not allowed to leave an ongoing official match except if it has been expressly authorised by an organiser of the tournament. If a player leaves a match before its end and without the organisers' permission, the latter reserves the right to give the matchpoint to the opposite team.

### **Art. D-4. Validation of the result**

At the end of a match the players have to report the results of the match to the tournament organisers.

If a team thinks it has been victim of a rule violation during its match, the players mustn't stop the ongoing match before it is over. Once the game is over the captain of the team will have the right to officially ask for an investigation from the tournament organisers. It is greatly recommended to bring the most valid information available which could help the tournament organisers in their investigation. The unjustified and repeated request of investigation can be sanctioned.

## **CHAPTER E – INFRINGEMENT OF THIS REGULATION**

### **Art. E-1. Definition**

The tournament is managed by the organisers. The latter have all rights to apply these rules in relation with the tournament and all the matches included in the latter. The organisers can assign referees to the matches, can give warnings, and sanctions to teams. They take part in the study of infractions with the referees in order to establish eventual sanctions including but not only the ones mentioned in Art. E-2 and this in virtue of the Art. A-3 of the present regulation.

### **Art. E-2. Forbidden behaviours, warnings and sanctions**

A player or a team can be reprimanded and receive a warning should they commit one of the following infractions (including these but not only):

- Refusing to follow the instructions of a tournament official
- Arriving late at the convocation time
- Contesting the decision of a tournament official
- Being guilty of unfair behaviour (intention disconnection, spam/flood, etc.)
- Being guilty of behaviour that doesn't contribute to good sportsmanship
- Being guilty of any violent act
- Cheating with premeditation or using an unfair process
- Lying or misleading an administrator of the tournament
- Intentionally and consciously violating the rules mentioned in this regulation

In the case of one or several warnings the organisers can decide to inflict one or several sanctions. The sanctions will be attributed to the team whose players committed one or several infractions. Sanctions will be decided depending on the gravity of the incident.

The sanctions which could be given to a team include these but not only:

- Loss of a match
- Loss of a round
- Disqualification from the tournament

### **Art. E-3. Forbidden action in the game**

The players cannot bring or use any external software which interact with the game or bring any form of modification which alter the version of the video game or which allows to a player to execute more than an action at the same time or, or which modify configuration files.

Here are a few examples:

- The use of the pause option during a round is forbidden without the authorisation of a referee or the adversary.

- Any script utilisation is forbidden
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- Using a bug which changes the game's principle is forbidden.

The organisers will perform the necessary actions which could lead to one or several warning(s) and/or sanction(s).

**Art. E-4. Disqualification**

After the study from the organisers of a serious infraction of this regulation, a player having received one or several sanctions can also make its team suffer several automatic loses to his team, the disqualification of the latter and thus its expulsion from the tournament.