

Rocket League | League Information

Scope

- In-Person Rocket League Season with Finals Tournament
- 10 teams of 3 compete one night a week for 5 weeks with the same roster (Wednesday nights, various times)
- Each team roster is assembled prior to the season start, and includes up to 2 subs (roster cannot change after season start)
- Regular season standings determine the seeding for the 6-team championship tournament bracket / 4 team intermediate bracket (Tournament on a Saturday night)
- Each player will receive all of their hours on their account on the first game night to cover entire season and tournament play (5.5 hours)
- Prize pool consisting of cash and merchandise

Game Play

- Each game night, a team will play 2 best of 5 matches against different teams
- The last week of the regular season each team will play 3 best of 5 matches (9 total best of 5 matches against the 9 other teams in the league)
- Arrive to Connect E-Sports 20 minutes before game time
- Team captain brings their team into the Connect E-Sports specified game lobbies AT GAMETIME (see Discord for reference)
- If a team is 10min late based on the specified game start time they will forfeit the match
- After each best of 5 series is completed, each captain records the team wins in the Discord #rlresults group

Teams

- Team Roster:
 - 3 starting players including the team captain
 - 2 backup players identified if a starting player cannot make a match
 - Up to 2 players from the starting roster are allowed to miss a match unless otherwise specified
- Team Captain:
 - Responsible for coordinating matches / lobbies according to Connect E-Sports lobby schedule
 - Team captain hosts lobby with teammates and will join / bring teammates to match as a group
 - Responsible for taking a screenshot of each completed match scoreboard and posting it into Connect E-Sports designated Discord group #rlresults
 - If a match needs to be replayed, captains will work together to determine next steps in accordance to Connect E-Sports stated rules

SPECIAL RULES

- 1) No changing team names from week-to-week. Team names will last the season duration. Team names will be displayed publicly and must be appropriate.
- 2) If someone lags out, and the game is past the 3-minute mark, the team with the lead will win that game.
 - a. Option. If both team captains agree, the game can be replayed. Game starts at 0-0 and lasts the full 5 minutes.
- 3) Team Captains are responsible for finding bench players if needed and recording wins for the night with Connect E-Sports.
- 4) Each player will receive all of their hours on their account on the first game night to cover entire season and tournament play (5.5 hours). Before each game, you will be checked in at the front desk to ensure you have at least 2 hours on your account, if you do not, you will need to purchase more hours on your account to play that evening.
 - a. Connect E-Sports will not recreate matches if a player gets kicked off due to lack of hours on their account.