

Rocket League Tournament Rules

Requirements to Participate

1. Must be 15 years or older.
2. A platform that allows you to play the game.
3. Submitting the registration form with the required information.
4. Send the \$20 entry fee/team.
5. Agree to allow the NCDA to stream some of the matches.

Game Format

1. Tournament will be a 2v2 event.
 - a. Each roster needs to have at least two players before the start of the tournament.
 - b. Each team can have one sub if something should come up and that individual needs to be on the registration form.
2. Games will be 5 minutes and will be played in the DFH Stadium.
 - a. Games will be 2v2 matches.
 - b. There will be no modifiers and no bots.
 - c. Any type of game breaking or glitching will result in the possible restart of a match (the administrator will decide).
3. The number of games played will be based on the number of participants.
 - a. It will start with a pool play or round robin.
 - b. After pool play/round robin play teams will be seeded for a double elimination bracket.
 - c. All matches will be one game except for the semifinals and finals will be best 2 out of 3.

Game Rules

1. Trash Talking is not allowed (we plan to stream some of these matches and have an announcer).
2. The administrator will invite teams to the match and verify each roster.
 - a. The administrator will choose what side that a team will play on (Blue or Orange).
 - b. Players are not allowed to join a side until everyone has joined the game.
3. If a game is started with a modifier or a different time, then the match will be restarted without the modifier and correct time.
4. Subs are not allowed to join mid-match no matter the circumstance.
 - a. If a sub joins during mid-match, the team with the sub forfeits the match.
 - b. A sub can only happen before a match begins and the team must notify the administrator of the change.
 - c. If a player leaves mid-match and can rejoin, they may do so.
 - d. If a player leaves mid-match, and is unable to rejoin, the game must continue 2v1.