

Rulebook

# **Coupe RLQC 2022 Edition**



# **COUPE RLQC**

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# 1. Introduction

## 1.1. Introduction

### **What is the Coupe RLQC?**

The Coupe RLQC is a competitive 3v3 event created by the *Rocket League Québec* team in order to develop the Rocket League esports scene in Québec, but without restricting the participation of players from the North American continent. The goal is to offer a rewarding, professional, positive, healthy, competitive and memorable experience to participating teams by offering them a formula that promises them all the best of Rocket League esports: lots of stats, a ranking, weekly broadcasts, attractive prizes and a dedicated team. This is the most ambitious project organized by *Rocket League Québec* to date.

The tournament is open to players of all ages, levels and gaming platforms. Players from all over North America are invited to register for the qualification phase to try to officially participate in the regular season. The event takes place in several phases over several weeks, with the top teams competing for the prize money and prizes.

To follow the progress of the Coupe RLQC, feel free to follow *Rocket League Québec* on the different social networks:

- [Website](#)
- [Discord](#)
- [Twitch](#)
- [Twitter](#)
- [YouTube](#)
- [Facebook](#)
- [TikTok](#)
- [Instagram](#)

The present official rules of the Coupe RLQC govern all the phases of the tournament. These rules are designed to preserve the integrity of the Rocket League competition. They are intended to promote vigorous competition and to ensure that each competitively played portion of the game is entertaining, lively, and free of toxic behavior.

Please note that *Rocket League Québec* will never ask you to share your personal login information or connect anywhere with it.

## 1.2. Acceptance

By participating in the Coupe RLQC, each player agrees to abide by these rules in all circumstances and becomes aware of the possible sanctions outlined in [Section 13](#) if any rules are broken.

## 1.3. Application

*Rocket League Québec* assumes primary responsibility for the enforcement of these rules for all players and teams participating in the Coupe RLQC, and may, in conjunction with the administrators and moderators, apply sanctions to players and/or teams violating these rules, as described in [Section 13](#). Any decision made by a tournament administrator is final.

## 1.4. Modification

*Rocket League Québec* reserves the right to update, review, change or modify these rules as necessary.

## 2. Definitions of terms

- **Edition:** Synonym of «**Coupe RLQC**».
- **Season** : Represents all four (4) phases, i.e. the qualifiers, the regular season, the elimination round, the promotion tournament and the final.
- **Tournament platform** : The website where you registered for the tournament. In the case of the Coupe RLQC, this is Start.gg.
- **Team** : A group of players competing in a tournament together.
- **Game** : This is a singular encounter between two (2) teams.
- **Match** : It is an opposition between two (2) teams which takes place in several games. The number of games depends on the phase of the event.
- **Best-of-X** : This is a match of X games and the team that wins the majority of games is declared the winner. Once a team wins the number of games necessary to reach the required majority, that team will be declared the winner of the match and any games that have not yet been played will not be declared. For example, in a best-of-five (5) game match, once a team wins three (3) games, that team is immediately declared the winner of the match.
- **Tournament moderator** : Person who represents RLQC and is responsible for the smooth running of the Coupe RLQC.
- **Tournament administrator**: Person who represents RLQC and is responsible for the smooth running of the Coupe RLQC and has a higher authority than the tournament moderators.
- **Round-robin**: This is the format used during the regular season in each division. A round-robin is completed when each team has played all other teams in their division once.

## 3. Divisions

The Coupe RLQC is made up of two (2) divisions: Amateur and Elite. Here are the major differences between these divisions :

### 3.1. Elite

- Consists of eight (8) teams.
- At the end of the seven (7) week regular season, the top 4 teams advance to the finals.
- The 5th and 6th place teams will retain their place in the Elite Division for the next edition of the Coupe RLQC.
- The 7th and 8th place teams must defend their place in the Elite Division for the next edition of the Coupe RLQC via the promotion tournament.
- In the event that some teams disband between two (2) editions, the vacated spots are available to the participating teams of the next edition of the Coupe RLQC.

### 3.2. Amateur

- Consists of ten (10) to twelve (12) teams (see [section 4.1. Qualifying Tournament](#)).
- At the end of the seven (7) weeks of the regular season, the top two (2) teams qualify directly for the promotion tournament.
- At the end of the seven (7) weeks of the regular season, teams finishing between third and sixth place advance to the elimination round.
- Unlike the Elite Division, teams do not retain their spot in the Amateur Division for the next edition of the Coupe RLQC.

## 4. Structure of the Coupe RLQC

Each edition of the Coupe RLQC is composed of four (4) distinct phases spread out, in total, over twelve (12) weeks. These are: Qualifying, Regular Season, Elimination Round, Promotional Tournament and Final. The following is a detailed description of each of these phases.

### 4.1. Qualifying tournament

This phase takes place over two (2) days and consists of an eight (8) round Swiss format tournament. These rounds are played to the best of three (3) matches. In each round, participants face a team with the most similar scorecard. This tournament is open to all and will determine in which division the participating teams are classified. In total, up to twenty (20) teams qualify for the regular season. The classification of teams in one of the regular season divisions is done as follows:

- The Elite Division is formed:
  - Elite teams from the top 6 of the last edition;
  - Teams having won the promotion tournament of the last edition;
  - If necessary, the teams with the best record at the end of the qualifications.
- Once the Elite Division is complete, the Amateur Division is made up of ten (10) to twelve (12) teams with the best record at the end of the qualifications. The number of teams selected will vary according to the number of teams registered in the qualifiers:

Registered Teams	36 and under	37 and over
Qualified Teams	18*	20*

*\*This is the maximum number of teams retained, based on the number of teams from the previous edition eligible for Elite (see [section 6.3.2. Off-season](#))*

### 4.2. Regular season

The regular season is the longest phase of the Coupe RLQC, consisting of six (6) weeks of continuous play. A seventh week is added at the end of the six (6) weeks of play to accommodate reschedules. If no reschedule is required, this is a break week for teams before the next phase.

#### 4.2.1 Elite Division

- Each team plays three (3) best-of-five (5) matches against all other teams in its division.
- Each participating team plays four (4) matches per week, two (2) on Tuesday night and two (2) on Thursday night, at 8:00 p.m. and 9:00 p.m.



#### 4.2.2 Amateur Division

- Each team plays two (2) best-of-five (5) matches against all other teams in its division.
- Each participating team plays four (4) matches per week, two (2) on Tuesday nights and two (2) on Thursday nights, at 7:00 p.m. and 8:00 p.m.

#### 4.3 Elimination Round (Amateur Division)

At the end of the seven (7) week regular season, teams finishing between third and sixth place in the Amateur Division will advance to the elimination round. The top 2 are immediately moved to the promotion tournament. A single quarter-final round is played to the best of seven (7) games between the teams to determine who will advance to the promotional tournament. The third place team in the Amateur Division during the regular season will play the sixth place team. The fourth place team will play the fifth place team.

#### 4.4. Promotional Tournament

Being the phase linking two (2) editions of the Coupe RLQC between them, the promotion tournament allows the teams having passed the elimination round to take the place of the two (2) teams having finished 7th and 8th in the Elite Division. This is a double elimination phase where teams from the Elite Division start one round ahead of the others. All matches are played to the best of seven (7) games. In order to qualify for the Elite Division, a team must win the winner's or loser's final. The grand final is not played.

#### 4.5. Final (Elite Division)

The finals shall consist of a single elimination tournament played to the best of seven (7) games between the teams that finished in the top 4 of the Elite Division at the end of the seven (7) week regular season. The first place team of the regular season plays the fourth place team of the first round. The second and third place teams play each other on the other side of the draw.

## 5. Calendar

<b><u>Tournament phase</u></b>	<b><u>Dates</u></b>	<b><u>Time (Eastern Time Zone)</u></b>
Qualifying tournament	August 20 and 21, 2022	From 6:30 PM
Regular Season <b>Amateur Division</b>	Week of September 5, 2022 until the week of October 17, 2022 inclusively.	Every Tuesday and Thursday From 7:00 PM
Regular Season <b>Elite Division</b>	Week of September 5, 2022 until the week of October 17, 2022 inclusively.	Every Tuesday and Thursday From 8:00 PM
Elimination Round <b>Amateur Division</b>	November 5, 2022	From 1:00 PM
Promotional tournament	November 5, 2022	From 6:30 PM
Final <b>Elite Division</b>	November 6, 2022	From 6:30 PM

## 6. Team composition

### 6.1. Eligibility of participants

Players participating in the Coupe RLQC must be a member of the *Rocket League Québec* [Discord](#) server at all times during the event.

### 6.2. Constitution of the participating teams

Each team participating in the Coupe RLQC must respect the following conditions at the time of registration for the qualification tournament:

- Be composed of four (4) to six (6) players;
- Have one (1) player assigned as captain among its players (see [Section 6.2.1](#))
- Have at least one (1) player playing on a computer. The reasons for this rule are detailed in [Section 9.1](#).

#### 6.2.1. Team name

A team must have a unique name during the Coupe RLQC . Organizations (clans, guilds, etc.) may have a maximum of two (2) teams under the same banner during all phases of the event. Tournament administrators reserve the right to force a name change on a team for the sake of clarity for other teams and to ensure quality broadcasts.

#### 6.2.2. Captain

The Captain is the primary contact between the Coupe RLQC administration and his/her team before, during and after the event. The captain acts as the team spokesperson in the event of a dispute and is the only person on his or her team who can upload the Rocket League replay files necessary for the smooth running of the Coupe RLQC. The captain must make sure to contact the other team captains during the event to coordinate the next match to be played each week. The captain must report the result of the match played at the end of each one on the Start.gg platform.

#### 6.2.3. Substitute Player

Each team is allowed up to three (3) substitute players in the team roster. These must be added to the team roster by the end of the registration period for the qualifying tournament. Players and alternates may only be on one team. Any team with a player on more than one team will be sanctioned. **Please note that a minimum of one (1) alternate player is required for a team to be considered complete.**

## 6.3. Roster changes

### 6.3.1. During the regular season

Each team is allowed only one (1) roster change during the regular season within its own division. Therefore, it is not possible to add a player to its roster who is not already in the Coupe RLQC at the beginning of the regular season. A trade deadline is set for 11:59 p.m. on the Saturday of the 4th week of the regular season. After this date, no exchanges will be accepted. To request a lineup change, the team captain must open a support request via the *Rocket League Québec's* [Discord](#) server.

In order for a trade to be accepted into the Coupe RLQC, the traded players and their respective team captain must approve the trade by a majority (three (3) out of four (4)). In the event that a team captain is traded, a new captain will be appointed from within the team and this new captain will be involved in the decision.

If a player is dropped, another team can give a player to the affected team via the trade process. This scenario uses the only trade granted per team for the 2 rosters involved.

### 6.3.2. Off-season

During this period, the lineup of teams may be changed as much as desired, provided that the  $\frac{2}{3}$  of the initial lineup is retained at the beginning of the new edition. If a team does not retain the  $\frac{2}{3}$  of its initial lineup, its privileges earned in the previous edition are lost and therefore must re-qualify in the next Coupe RLQC qualification phase.

## 6.4. Team logos

Once a team has qualified for the regular season of the Coupe RLQC, it is mandatory to provide a logo that represents the team for the duration of the event. If a team submits a logo that is deemed inappropriate by the administrators, a logo will be provided automatically.

## 7. Leaderboard

During the qualifying and regular season phases, a ranking system is in place to determine the position of the teams among themselves. This ranking system works as follows, in order of priority:

1. Number of matches won;
2. Game winning percentage (%) (games won VS total of games played);
3. Goal differential (total of goals scored minus total of goals allowed).

### 7.1. Tie breaker

In the event of a tie in the standings, the following formula shall be used to break the tie, in this specific order:

1. Number of matches won;
2. Game winning percentage (%) (games won VS total of games played);
3. Goal differential (total of goals scored minus total of goals allowed);
4. Head-to-head, matches won (number of matches won against other tied teams);
5. Head-to-head, game winning percentage (%) (games won VS total of games played against other tied teams);
6. Head-to-head, goal differential (total of goals scored minus total of goals allowed against other tied teams).

### 7.2. Withdrawal

If, despite our efforts to avoid this situation, a team drops out of the Coupe RLQC:

- Results from a completed round-robin are preserved in the standings;
- Results from a round-robin not completed are not preserved and are not taken into account in the ranking.

## 8. Matches procedures

### 8.1. How to play, report and dispute matches

How to play, report and dispute matches on *Start.gg* :  
[How to Play Online Rocket League Tournaments on start.gg](#)

At the end of a match, the captain of both (2) teams must report and validate the result of the match played on the Start.gg platform. If there are any disputes that cannot be resolved between the two (2) teams, please open a support request via the *Rocket League Québec's* [Discord](#) server.

### 8.2. Game settings

- Game mode : Soccar
- Default arena : according to the list of authorized arenas, as well as all their variants (day, night, dawn, dusk, stormy, snowy, circuit) either :  
Aquadome, Champions Field, Deadeye Canyon, DFH Stadium, Farmstead, Forbidden Temple, Mannfield, Neo Tokyo, Neon Fields, Salty Shores, Starbase ARC, Urban Central, Utopia Coliseum, Wasteland
- Team size : 3v3
- Bots difficulty : No Bots
- Team settings : By default
- Mutator settings : By default
- Match length : 5 minutes
- Region : US-East by default. If the two (2) teams are closer to another server region, they can agree to play on a server that is more convenient for them. In the event of a dispute, the default server is US-East.
- Joinable by : Name/Password

Players may request to avoid an eligible arena due to performance issues. In such cases, it will be up to the players to consult with each other and choose an arena that will be suitable for all players participating in the match.

All players must enable the "Cross-Platform Play" option so that players on all platforms are able to join the private lobby.

### 8.3. Start of the game

Players are not allowed to join their respective camps until three (3) players from each team have joined the private lobby to start the game.

### 8.4. Rehosting

Between games within the same match, teams may request to have the game re-hosted due to connection or performance issues.

## 8.5. Substitution

A substitution is defined as a change of player once the match has started. A player change can only be made between games.

## 8.6. Spectators

Spectators are not allowed during games to avoid interfering with the progress of the match and to avoid cheating attempts.

Examples of interference: spectator joins a team by mistake, spectator does not skip replays when there are goals, spectator tries to distract the opposing team with text chat or in-game voice chat, etc.

Examples of cheating: the spectator communicates game-related information to players on his team (e.g. amount of turbo of the opposing players), etc.

Moderators or administrators of the Coupe RLQC can be spectators at any time to make spot checks. The members of the broadcasting team are only allowed to be spectators during the match intended to be described and broadcasted on the Twitch channel of *Rocket League Québec*.

## 8.7. Technical issues

- If a player loses connection during a game and **less than 30 seconds** has passed on the game timer and **no goals have been scored**, teams can **remake the game** (as if nothing had happened) and wait for the disconnected player to come back.
- If a player loses connection during a game and **more than 30 seconds** has passed on the game timer or **one goal has been scored**, no matter the time on the clock, **players are obligated to complete the game in progress**. At the end of the game, teams can wait for the disconnected player to come back.

If the player is unable to rejoin the game in progress due to technical issues, a ten (10) minutes delay before the next game, if applicable, may be granted to the team at fault to give time to the player to reconnect or a substitute to take his place.

- In the event that none of the players are able to continue the game due to a problem with the server, the entire game must be replayed, regardless of the outcome of the game in progress when the problem affecting the server occurs.
- If a problem is detected at the initial kickoff of the game (for example: latency issue, high pings, a player who does not join their respective team, wrong server region, etc.), players are invited to immediately quit the private lobby and recreate it again to preserve the integrity of the competition.

- If a team is no longer able to present a complete roster within the time limits specified above due to a technical issue, therefore three (3) players on the field, the match will end and the games played until then, if applicable, will still be included in the leaderboard.
- If you have any issues, do not hesitate to contact a tournament moderator or administrator. Please note that any decision of a tournament administrator is final and takes precedence over these regulations.
- Any proven false claim of an issue in order to benefit a team will result in a sanction.



## 9. Match obligations

### 9.1. Collecting replay files

In order to calculate detailed statistics for each player and each team, Rocket League replay files of each game must be uploaded to the text channel of the *Rocket League Québec*'s [Discord](#) server. Only the team captain (see [Section 6.2.1](#)) has access to this text channel. Please note that even matches that are broadcast on the *Rocket League Québec* Twitch channel must be uploaded to the text channel.

The winner of a match is required to upload all necessary replay files. That is to say that the winner of the match must provide the file with the ".REPLAY" extension of each game played during a given match, even those lost. In case of missing files, the responsible captain can contact the captain of the opposing team to obtain them. After this validation, if one or more games are not able to be uploaded, the match is considered as never having taken place, thus requiring a complete replay between the two (2) teams concerned. Multiple failures to comply with this rule will result in sanctions, as detailed in [Section 13](#).

This detail on the collection of replays is also related to another rule, which is inseparable from our desire to offer an event with complete statistics. Since replay files are only available on computer, at least one (1) player on this platform is required in any formation. This means that each team registered for the Coupe RLQC must have **at least one (1) participant playing on the computer in their line-up. If he is the only one on the computer, this player must be the captain and must be present at all the matches in order to be able to save the replays.** The only replays accepted are those generated by the game itself, i.e. files with the ".REPLAY" extension.

This is the location on your computer where you will find your files with the «.REPLAY» extension :

- *Steam* : My Documents\My Games\Rocket League\TAGame\Demos
- *Epic Games* : My Documents\My Games\Rocket League\TAGame\Demos

### 9.2. Punctuality

One of the players of the team, preferably the captain, has ten (10) minutes to confirm the presence of his team ("check-in") on the Start.gg platform at the beginning of a match. A team that fails to confirm its presence on this platform at the scheduled start time of a match will obtain an unauthorized absence for that match (see [Section 9.3.2](#)).

After these ten (10) minutes, a team that does not have three (3) players ready to play will receive an unauthorized absence for that match (see [Section 9.3.2](#)).

## 9.3. Forfeit and absence

There is no such thing as a forfeit in the Coupe RLQC and teams are required to play all their matches. Therefore, there are two (2) scenarios that result in a match not being played at the scheduled time as detailed in [sections 9.3.1](#) and [9.3.2](#).

### 9.3.1. Authorized absence

For an absence to be authorized, the team captain must open a support request via the *Rocket League Québec* Discord **at least twenty-four (24) hours before the start time of the affected match**. An administrator will handle this request. A match affected by an authorized absence will be rescheduled before the end of the regular season. Each team may have up to three (3) excused absences, after which the absences will no longer be excused and will be considered unauthorized (see [Section 9.3.2](#)).

### 9.3.2. Unauthorized absence

An unauthorized absence consists of a team that does not show up or is not whole for a match, **without the administrators having been notified more than twenty-four (24) hours in advance** via a support request on the *Rocket League Québec* Discord. Each team is allowed one (1) unauthorized absence. A second unauthorized absence will result in the **team's expulsion from the Coupe RLQC** and the removal of all results for that team during the regular season for uncompleted round-robins.

## 9.4. Registered game accounts

All players participating in a Coupe RLQC match must log into the private lobby of the game with the game account they registered with during the qualification process on the Start.gg page of the current edition. The game account used by a player must be based on a single unique ID, which is determined by the game platform used. Its restrictions are in order to easily identify a player, to avoid any confusion about a player's identity during a round and to assign statistics to the correct player in the overall leaderboard.

A player who has had his or her Rocket League game account temporarily banned by Psyonix may not take part in a match. The team concerned has no choice but to play a substitute or reschedule the match to a later date (see [Section 9.3](#)).

If this rule is not respected, the player must notify the administrators via a support request on the *Rocket League Québec's* Discord so that a consolidation of the data can be done.

## 9.5. Integrity of the competition

Each player and team agrees to play to their best ability and according to the rules under all circumstances throughout the duration of the Coupe RLQC. Any form of foul play is prohibited by these rules and may result in sanctions, as detailed in [Section 13](#).

## 9.6. Report a cheating situation

If you are a victim or witness of a situation that violates the rules or if you have reason to suspect that a player or team is not respecting the rules during the course of a match (abuse or cheating), you are required to stop playing the match and to call a moderator or administrator immediately. Proof in image (screenshot) or video (recording, broadcast, replay files) is strongly recommended to facilitate the resolution of the problem. Any problematic situation reported after losing a game or match incorrectly cannot be taken into account in the final result of a match. You must absolutely report the problem to a moderator or administrator before the offending person or team has taken advantage of the problem, not just when the match's result is against you.

## 10. Broadcast

For the entire Coupe RLQC, matches are broadcasted live on *Rocket League Québec's* Twitch channel. Teams whose match is selected to be broadcast must be available and ready to play thirty (30) minutes prior to the specified time.

- Qualifications: Eight (8) matches are selected to be broadcast during this phase;
- Regular Season: Three (3) matches are broadcast on Tuesday and Thursday of each week. One Amateur Division match is broadcast at 7:00 p.m. Eastern Time, followed by two (2) Elite Division match at 8:00 p.m. and 9:00 p.m. Eastern Time;
- Elimination Round: The Amateur Division elimination round is not broadcast;
- Promotional Tournament: Only the two (2) finals are broadcast;
- Elite Division Finals: All rounds are broadcast.

We allow all players or teams participating in the Coupe RLQC to broadcast their match on their personal broadcast channel if the match in question is not already scheduled to be broadcast on the *Rocket League Québec* Twitch channel.

By taking part in the Coupe RLQC, teams and players agree that the content of the broadcasted matches may be used by *Rocket League Québec* for community purposes (for example: video clips, video editing, promotional content, coaching sessions, game analysis, etc.)

To stay up to date with the league's programming schedule, don't hesitate to follow *Rocket League Québec* on the various social networks:

- [Website](#)
- [Discord](#)
- [Twitch](#)
- [Twitter](#)
- [Facebook](#)
- [Instagram](#)

# 11. Prizes and Awards

## 11.1 Elite Division Exclusive Prizes

In addition to the eternal glory of winning the Coupe RLQC, here is the list of prizes distributed at the end of the **Elite Division** final exclusively:

- 1st position : \$ 1,500
- 2nd position : \$ 800
- 3rd and 4th position : \$ 250
- Medals for 1st and 2nd place in the Final
- An exclusive title on the *Rocket League Québec*'s [Discord](#) server that distinguishes the winning players from the finalists. Exclusive titles:
  - *Champion Coupe RLQC* (1st position in the Final)
  - *Finaliste Coupe RLQC* (2nd position in the Final)

More details about the awarding of these prizes in [Section 11.4](#).

## 11.2 Awards of Distinction

A set of *HyperX* gaming peripherals will be awarded to the players who stand out during the regular season among four (4) of the major Rocket League stats, across all divisions:

- The player with the highest goals per game average
- The player with the highest assists per game average
- The player with the highest saves per game average
- The player with the highest MVP average per game

Each set of HyperX gaming equipment includes :

- One *HyperX QuadCast USB Microphone*
- One pair of *HyperX Cloud Buds Wireless Headphones*

Only players who played in at least half of their team's games during the regular season are eligible for individual awards. A player can only win one individual award. In the event that a player finishes first in more than one category, he/she shall win the award for the first category in which he/she finishes first in the following order: goals, assists, saves, MVP.

In the event of a tie in the standings for any of the four (4) major statistics between multiple players, the player with the most games played during the regular season wins. If a tie still exists in this area, a coin toss will be conducted to break the tie.

More details about the awarding of these prizes in [Section 11.4](#).

## 11.3 Participation prizes

Participation prizes are drawn for all participating players who are part of a team that has completed all of its matches (without any unauthorized absences) during the Coupe RLQC regular season, all divisions included. These prizes are :

- Eight (8) tickets for a 30 minute game experience at *Zero Latency Montréal*
- *BYOC* tickets for the next edition of *Lan ETS* for a complete team

More details and conditions regarding the awarding of these prizes in [Section 11.4](#).

## 11.4. Conditions

### ***Lan ETS***

The Lan ETS BYOC tickets are valid for the next edition of the Lan ETS in LAN (local area network) format only. The quantity will be determined according to the number of players present in the team winning this prize. Each team member will receive one (1) ticket and will be contacted by the Lan ETS executive team for ticket delivery. Members of the winning team will be asked to confirm their name and information.

### **Details**

- Once the entire event has concluded, any team that wins a prize will need to contact the administrators to coordinate the awarding of the prizes and complete the necessary paperwork.
- Players on a team with an unauthorized absence are not eligible for participation prizes. Affected players are the members of a team at the time of the infraction.
- All amounts shown in these rules are in Canadian dollars (CAD).
- Each prize is non-transferable and must be accepted as awarded without substitution.
- Prizes not claimed within thirty (30) days of the announcement of the winners will not be awarded.
- Winners are solely responsible for all federal, state and/or local taxes and reporting consequences, as well as any other mandatory fees, costs or withholdings associated with the prizes won by each winner as required by law.
- The Elite Division monetary awards are sent to the dedicated captains of each team and they will be responsible for sharing the amount with their teammates.

## 12. Code of conduct

All players are expected to show good sportsmanship and respect for each other and the *Rocket League Québec* staff. They are expected to treat others as they wish to be treated. Behavior deemed inappropriate and in violation of the code of conduct includes, but is not limited to:

- Non-fair-play behavior, including physical or verbal abuse towards players, staff, or any league participant.
- Using a name that is deemed inappropriate, whether it is a team name, in-game club name, name used on a game account, or name used on any of the tournament management platforms (e.g. Discord, Start.gg).
- Acting in an unsportsmanlike manner, or with the intent to disrupt or interfere with the conduct or legitimacy of the Coupe RLQC, or to annoy, threaten or harass any other person.
- Gambling or allowing another player to gamble on a game account registered under another name (or requesting, encouraging or directing someone to do so).
- Collusion (e.g., an agreement between multiple teams or players on different teams to pre-determine the outcome of a match or a game), arranging a match, paying bribes to anyone involved in the tournament, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of a game, match or the League.
- Deliberately exploiting a feature of the game (e.g. a bug or malfunction in the game), in order to take advantage of it during the competition.
- Voluntarily disconnecting from a match without reasonable cause.
- Cheating, manipulating Game files, using unapproved modifications to the Game, using any kind of cheating device, program or other means or any other method by which a player may gain an unfair advantage over another player.
- Violating these rules in any other way.

Any player or team that violates these rules may be disqualified or penalized. Warnings may lead to temporary or permanent expulsion of the player and potentially his or her team from the Coupe RLQC. This decision will be at the discretion of the directors. Possible sanctions are detailed in [Section 13](#). You must inform a moderator or administrator if you notice any inappropriate or suspicious behavior **as soon as possible**. Image (screenshot) or video (recording, broadcast, replay files) evidence is strongly recommended to facilitate resolution of the issue at hand.

## 13. Sanctions

Sanctions applicable during the event include, but are not limited to:

- Cancellation of the result of a match;
  - In case of cancellation of a match, the match will be replayed by both (2) teams and the previous result will not be taken into account.
- Exclusion of a team member;
  - The exclusion of a team member from a team with only three (3) players systematically results in the disqualification of the entire team, unless the player exchange period (see [Section 6.3.1](#)) is still active and the team manages to have a full roster again.
- Exclusion of a team;
  - The exclusion of a team cancels the results of an uncompleted round-robin and is therefore no longer taken into account in the standings. In addition, the team's upcoming matches are canceled.

## 14. Other

This tournament is in no way sponsored, endorsed, or administered by, or otherwise associated with, Psyonix LLC. The information players provide in connection with this tournament is being provided to tournament organizer and not to Psyonix LLC.

By participating in this tournament, to the extent permitted by applicable law, players agree to release and hold harmless Psyonix LLC, its parent company, licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the tournament.