

TEC Rulebook – Rocket League

General

Tournament Organization

The “T-esports Championship” competition (hereinafter: Competition) is prepared and organized by Deutsche Telekom AG, Friedrich-Ebert-Allee 140, 53113 Bonn (hereinafter: Organiser), along with other companies under the T – Brand Footprint (Sponsors), including:

- Makedonski Telekom AD - Skopje, Kej 13 Noemvri No. 6, 1000 Skopje, North Macedonia
- Hrvatski Telekom d.d., Radnička cesta 21, 10000 Zagreb, Croatia
- Magyar Telekom Nyrt., Konyves Kalman krt. 36, 1097 Budapest, Hungary
- T-Mobile Polska S.A., Ulica Marynarska 12, 02-674 Warszawa, Poland
- Crnogorski Telekom a.d. Podgorica, Moskovska 29, 81000 Podgorica, Montenegro

The competition is conducted by Good Game Global d.o.o., Škrčeva 39, Zagreb, Croatia, personal identification number (OIB): 24167136338 (hereinafter: Conductor).

This rulebook applies to the Rocket League tournament. By participating, players confirm that they understand and accept all tournament rules. The tournament will be hosted on the FACEIT tournament platform.

Rule Changes

Tournament administrators reserve the right to interpret and resolve cases not explicitly covered in the rulebook to ensure competitive integrity. This includes making decisions that may override the rulebook under exceptional circumstances to uphold fairness and sportsmanship.

Additional Agreements

The tournament organization is not responsible for and strongly discourages any unofficial agreements between participants.

Rocket League Rules

Tournament Format

The Competition consists of four phases:

- Qualifiers
- Swiss stage
- Playoffs
- LAN Finals

Qualifiers:

Four Single Elimination qualifier cups. Teams are eliminated after one match loss and may enter the next qualifier. Top 4 teams from each qualifier advance to the Swiss Stage.

Swiss Stage:

The Swiss stage of the competition will have 16 teams that will play in Swiss format throughout 5 rounds. Only 8 teams will advance to the Playoff stage. To secure a spot in the Top 8, teams need to win 3 matches. Losing 3 matches leads to elimination from the competition. Regular games will be played in BO3 format but “elimination” games where teams are in danger of being eliminated, will be played in BO5 format.

Playoffs:

Playoffs will have 8 teams fighting in a Single Elimination bracket where the games will be played in BO5 format.

LAN Finals:

LAN Finals will be played as a BO7 match.

Tournament Schedule

The competition spans September to November 2025.

- Qualifier #1: Starts 10th September
 - Qualifier #2: Starts 12th September
 - Qualifier #3: Starts 17th September
 - Qualifier #4: Starts 19th September
 - Swiss Stage: 25th September – 29th October
 - Playoffs: 30th October – 31st October
 - LAN Finals: 15th–16th November
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Roster Rules

- Each team must have **3 players minimum**, and may include **1 substitute**.
 - At least **one player** must be a citizen of **Croatia, Montenegro, North Macedonia, Poland or Hungary**.
 - The rest of the roster may consist of players from the **EU/EEA/UK/Switzerland** or the **Adria region** (Bosnia & Herzegovina, Serbia, Slovenia, Albania, and Kosovo).
 - A player who qualifies with a team is **locked** and cannot play with another team in future qualifiers or stages.
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Age Requirement

All players must be at least **16 years old** at the time of registration. Proof of age may be required in the form of a passport, ID card, or driver's license.

Residence Requirement

At least **1 player per team** must be a citizen of:

- Croatia, Montenegro, North Macedonia, Poland or Hungary.

Other players must be from the **EU/EEA/UK/Switzerland** or **Adria region**.

Proof of citizenship may be required. Failure to comply can lead to disqualification.

Team Captain

Each team must appoint a **Team Captain** to serve as the main point of communication between the team and the tournament organizers. If a team has a Team Manager, they may assume this role.

Prize Pool

The total prize pool for the Rocket League competition is **€10,000.00**, distributed as follows:

- **1st place:** €4,000.00
 - **2nd place:** €2,600.00
 - **3rd & 4th place:** €1,700.00 each
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Game Version

The tournament will use the **latest version** of Rocket League. If updates introduce major bugs or balance issues, the tournament may revert to a previous stable version, if technically feasible.

Devices

All players must play either on PC or PS5. Use of modded controllers, macros, or any non-standard software that gives an advantage is prohibited and may result in disqualification.

Game Settings

- **Match Type:** Private Match
 - **Team Size:** 3v3
 - **Mutators:** Default
 - **Maps:** Standard rotation including DFH Stadium, Mannfield, Champions Field, Beckwith Park, Utopia Coliseum, and Neo Tokyo
 - Tournament administration will define map picks and bans during each stage.
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Registration and Check-in Policy

For the teams that have registered, the check-in period will open **48 hours** before registration ends and will remain available until **24 hours** before the event begins. All teams are required to check in during this window; failure to do so will result in automatic removal. A check-in purge will occur 24 hours prior to the start time, and any team not checked in by then may be replaced.

Match Start Rules

Teams must be in the lobby **within 10 minutes** of the match room being available. Failure to show up leads to a forfeit unless the tournament organizers are notified and approve a delay.

Team & Player Names

Team and player names/avatars must not contain any offensive, vulgar, or discriminatory content. Violations may result in removal from the competition or bans from the FACEIT platform.

Player Behavior

All players are expected to maintain the highest level of **sportsmanship and integrity**. **Account sharing** and unsportsmanlike behavior are strictly prohibited.

Match Procedure

- **Team Size:** Matches must begin with 3 players per team.
 - A team missing a player at match start will forfeit unless they can substitute.
 - If a player disconnects during a game, the match continues. The disconnected player may rejoin, but if they cannot return, their team must forfeit.
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Match Breaks

A **minimum 10-minute break** will be provided between matches during the Qualifiers.

Match Result Submission

Both teams must report match results.

In the event of a dispute, teams must provide **screenshots or replays** as evidence.

Match Disputes

Disputes must be raised via the “**RAISE ISSUE**” button in the FACEIT lobby. Supporting evidence is required. In case of a **draw** (rare in Rocket League), an additional match will be played.

Use of Bugs and Exploits

Intentional abuse of bugs or glitches is strictly forbidden. The tournament administrators will determine the consequences, which may include forfeits or rematches.

LAN Finals

Travel and accommodation for qualified teams will be organized by the tournament. All players must have **valid travel documents** (ID or passport). Devices (consoles, controllers) will be provided. If a qualified team cannot attend LAN Finals, their **opponents from the last match** will be invited as replacements.

IMPORTANT

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