UniRocketeers Circuit
2022-2023
Outline and Ruleset

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Foreword

This document details the Rules and Schedule of the UniRocketeers Circuit 2022-23.

This document may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Rules and the English version of these rules, the English version shall prevail.

We at UniRocketeers hope that you as a participant, contributor or spectator will have an enjoyable experience. We will do all that we can to ensure that a UniRocketeers Circuit is a fair, fun and unforgettable event for everyone involved.

Yours sincerely,

The UR Admin Team

1. Definition of Terms

Best-of-X. A Match has X number of Games, and the Team that wins a majority of the Games is declared the winner. Once a Team wins the number of Games needed to reach the requisite majority, then that Team will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Team wins 2 Games, that Team will immediately be declared the winner of that Match.

Game. A single Rocket League competition between two Teams.

Match. Tournament play between two Teams that may involve multiple Games.

Europe. Refers to the definition of Europe used by Psyonix for RL Esports. Includes the following countries: Andorra, Albania, Armenia, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia (except individuals located in Crimea), San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine (except individuals located in Crimea), United Kingdom of Great Britain and Northern Ireland.

CRL World Championship. The [Collegiate Rocket League World Championship](#) will feature the best Collegiate/University Teams from North America and Europe. It will be held in Summer 2023. More information on how EU Teams can Qualify for this event are set out in [Section 9](#) of this Ruleset.

Registration Website. Sign-ups for the Open Qualifiers of UR Winter and UR Spring will take place on start.gg. Sign-Ups for UR Winter can be found [here](#). Sign-ups for UR Spring will be opened in January.

Swiss Bracket. A stage of the Tournament with multiple rounds where Teams play against opponents who have the same number of Match wins as them.

Round Robin. A stage of the Tournament where each Team plays against every other Team in their group.

Double Elimination. A stage of the tournament where each Team has to lose 2 Matches to be eliminated from the tournament.

Single Elimination. A stage of the tournament where each Team will be eliminated from the tournament upon losing a Match.

Rules Document. Refers to the rulebook for the UniRocketeers Circuit 2022-23.
https://docs.google.com/document/d/10U7D_pprTOXFkEbwPWzsD8MbMzDo1Yw_wf5QsOf3tRA/edit?usp=sharing

Team. Means a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 5.

UR Admin. Means any UniRocketeers employee or member of the UR Admin Team, broadcast Team, production Team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Tournament. The UR Admins are most easily contacted on the UniRocketeers discord server.

National Leagues. University Rocket League competitions run in individual European countries by UniRocketeers' partner organisations. More information can be found in Section 3.

2. Schedule

As outlined in greater detail in Section 3, the UniRocketeers Circuit will feature 3 European-level tournaments:

- **UniRocketeers Winter 2022-23 - "UR Winter"**
- **UniRocketeers Spring 2022-23 - "UR Spring"**
- **UniRocketeers Last Chance Qualifier 2022-23 - "UR LCQ"**

UniRocketeers may, at its sole discretion, reorder the schedule and/or change the date for any Match or Session of the Tournament. Any changes made will be conveyed to Players as quickly as possible.

The schedule for each tournament is outlined below.

2.1 UniRocketeers Winter 2022-23

2.1.1 Open Qualifiers

Open Qualifier #1
- **Sign-Ups Close:** Friday 4th November - 22:00 GMT / 23:00 CET
- **Event Starts:** Sunday 6th November - 16:00 GMT / 17:00 CET

Open Qualifier #2
- **Sign-Ups Close:** Tuesday 8th November - 22:00 GMT / 23:00 CET
- **Event Starts:** Thursday 10th November - 18:00 GMT / 19:00 CET

Open Qualifier #3
- **Sign-Ups Close:** Tuesday 15th November - 22:00 GMT / 23:00 CET
- **Event Starts:** Thursday 17th November - 18:00 GMT / 19:00 CET

Open Qualifier #4
- **Sign-Ups Close:** Friday 18th November - 22:00 GMT / 23:00 CET
- **Event Starts:** Sunday 20th November - 16:00 GMT / 17:00 CET

2.1.2 Swiss Stage

Rounds 1, 2 & 3
- Saturday 26th November - 16:00 GMT / 17:00 CET

Rounds 4 & 5
- Sunday 27th November - 16:00 GMT / 17:00 CET

2.1.3. Playoffs

Quarter-Finals
- Saturday 3rd December - 18:00 GMT / 19:00 CET

Semi-Finals and Final
- Sunday 4th December - 18:00 GMT / 19:00 CET

2.2 UniRocketeers Spring 2022-23

2.2.1 Open Qualifiers

Open Qualifier #1
- **Sign-Ups Close:** Friday 27th January - 22:00 GMT / 23:00 CET
- **Event Starts:** Sunday 29th January - 16:00 GMT / 17:00 CET

Open Qualifier #2
- **Sign-Ups Close:** Tuesday 31st January - 22:00 GMT / 23:00 CET
- **Event Starts:** Thursday 2nd February - 18:00 GMT / 19:00 CET

Open Qualifier #3
- **Sign-Ups Close:** Tuesday 7th February - 22:00 GMT / 23:00 CET
- **Event Starts:** Thursday 9th February - 18:00 GMT / 19:00 CET

Open Qualifier #4
- **Sign-Ups Close:** Friday 10th February - 22:00 GMT / 23:00 CET
- **Event Starts:** Sunday 12th February - 16:00 GMT / 17:00 CET

2.2.2 Group Stage

Week #1 - Rounds 1, 2 & 3
- Wednesday 22nd February - 18:00 GMT / 19:00 CET
- Thursday 23rd February - 18:00 GMT / 19:00 CET

Week #2 - Rounds 4, 5 & 6
- Wednesday 1st March - 18:00 GMT / 19:00 CET
- Thursday 2nd March - 18:00 GMT / 19:00 CET

Week #3 - Rounds 7, 8 & 9
- Wednesday 8th March - 18:00 GMT / 19:00 CET
- Thursday 9th March - 18:00 GMT / 19:00 CET

2.2.3 Playoffs

Upper Round 1 & Lower Ro24
- Wednesday 15th March - 18:00 GMT / 19:00 CET
- Thursday 16th March - 18:00 GMT / 19:00 CET

Upper Round 2 & Lower Ro20
- Wednesday 22nd March - 18:00 GMT / 19:00 CET
- Thursday 23rd March - 18:00 GMT / 19:00 CET

Upper Quarter-Finals & Lower Ro16
- Wednesday 29th March - 18:00 BST / 19:00 CEST
- Thursday 30th March - 18:00 BST / 19:00 CEST

Lower Ro12
- Wednesday 5th April - 18:00 BST / 19:00 CEST

Upper Semi-Finals & Lower Ro8
- Thursday 6th April - 18:00 BST / 19:00 CEST

Upper Final & Lower Ro6
- Wednesday 12th April - 18:00 BST / 19:00 CEST

Lower Semi-Final, Lower Final & Grand Final
- Thursday 13th April - 18:00 BST / 19:00 CEST

2.3 UniRocketeers Last Chance Qualifier 2022-23

2.3.1 LCQ Bracket

Opening Rounds
- Saturday 15th April - 16:00 BST / 17:00 CEST
- Sunday 16th April - 16:00 BST / 17:00 CEST

Upper Semi-Finals & Lower Ro8
- Saturday 22nd April - 16:00 BST / 17:00 CEST

Upper Final, Lower Ro6, Lower Semi-Final & Lower Final
- Sunday 23rd April - 16:00 BST / 17:00 CEST

3. Tournament Format

The UniRocketeers Circuit will feature 3 European-level tournaments:

- **UniRocketeers Winter 2022-23 - "UR Winter"**
- **UniRocketeers Spring 2022-23 - "UR Spring"**
- **UniRocketeers Last Chance Qualifier 2022-23 - "UR LCQ"**

The format for each tournament is outlined below.

3.1 UniRocketeers Winter 2022-23

3.1.1 Qualification

UR Winter will contain 16 Teams, selected via the following methods:

3.1.1.1 Open Qualifiers

All 16 Teams in UR Winter will be selected through Open Qualifiers.

The Open Qualifiers for UR Winter are only open to Teams and players who have qualified for the Winter Season of their National League:

- **Belgium - [Belgian Student League](#)**
- **Germany - [Uniliga Germany](#)**
- **Ireland - [Nativz Collegiate](#)**
- **Netherlands - [Dutch Student League](#)**
- **United Kingdom - [National Student Esports](#)**
- **Rest of Europe* - [UR Wildcard League](#)**

*Universities from Russia are not permitted to compete in the UniRocketeers Circuit 2022-23.

Universities from all European countries are eligible to compete in the Open Qualifiers. There is no limit on the number of Open Qualifiers a Team can choose to play in.

The Top 4 Teams from each Open Qualifier will qualify for UR Winter.

Each Open Qualifier will consist of a Double Elimination Bracket played out over a single evening.

Upper Bracket Matches will be Best-of-Three (Bo3) until Top 16 where they will become Best-of-Five (Bo5).

Lower Bracket Matches will be Best-of-Three (Bo3) until Top 16 where they will become Best-of-Five (Bo5).

3.1.2 Swiss Stage

The Swiss Stage will consist of 1 Group of 16 Teams.

Teams will compete in a Swiss Bracket of Best-of-Five (Bo5) matches.

Every Team will play 3-5 matches against opponents on the same number of wins as themselves.

Teams who end the Swiss Stage with 3-0, 3-1 or 3-2 records will progress to the Playoffs.

Teams who end the Swiss Stage with 0-3, 1-3 or 2-3 records will be eliminated from the tournament.

The Top 8 Teams from the Swiss Stage will progress to the Playoffs.

3.1.3 Playoffs

The Playoffs will consist of a Single Elimination Bracket.

All Matches will be Best-of-Seven (Bo7).

3.2 UniRocketeers Spring 2022-23

3.2.1 Qualification

UR Spring will contain 40 Teams, selected via the following methods:

3.2.1.1 Invite - UR Winter

The Top 16 Teams from UR Winter will receive invites to UR Spring.

3.2.1.2 Invite - National Leagues

The Top Teams from the Winter Season of each National League will receive invites to UR Spring. The number of spaces allocated to each National League is as follows:

- **Rest of Europe*** - 6 UR Spring Spaces
- **United Kingdom** - 4 UR Spring Spaces
- **Germany** - 4 UR Spring Spaces
- **Netherlands** - 3 UR Spring Spaces
- **Belgium** - 1 UR Spring Space**
- **Ireland** - 1 UR Spring Space**

Universities from Russia are not permitted to compete in the UniRocketeers Circuit 2022-23.

**These National Leagues will receive 2 spaces in UR Spring if they achieve 25 or more sign-ups in their Winter Season.*

3.2.1.3 Open Qualifiers

The remaining 16 Teams in UR Spring will be selected through Open Qualifiers.

Universities from all European countries are eligible to compete in the Open Qualifiers. There is no limit on the number of Open Qualifiers a Team can choose to play in.

The Top 4 Teams from each Open Qualifier will qualify for UR Spring.

Each Open Qualifier will consist of a Double Elimination Bracket played out over a single evening.

Upper Bracket Matches will be Best-of-Three (Bo3) until Top 16 where they will become Best-of-Five (Bo5).

Lower Bracket Matches will be Best-of-Three (Bo3) until Top 16 where they will become Best-of-Five (Bo5).

3.2.2 Group Stage

Teams will be split into 4 Groups each containing 10 Teams.

Each Group will play a Round Robin consisting of Best-of-Five (Bo5) Matches.

Teams will play 3 Matches per Week.

The Top 6 Teams in each group will qualify for the Double Elimination Playoffs:

- 1st Place proceeds to the Upper Bracket with 2 Byes. *(Upper Quarter-Final)*

- 2nd Place proceeds to the Upper Bracket with 1 Bye. *(Upper Round 2)*

- 3rd & 4th Place proceed to the Upper Bracket. *(Upper Round 1)*

- 5th & 6th Place proceed to the Lower Bracket. *(Lower Round of 24)*

- 7th, 8th, 9th & 10th Place are eliminated from the tournament but still qualify for the UR LCQ.

3.2.2.1 Group Tiebreakers

1. Win/Loss

2. Game Difference

3. Head-to-Head

4. Goal Difference (Against tied Teams)

3.2.3 Playoffs

The Playoffs will consist of a Double Elimination Bracket.

All Matches will be Best-of-Seven (Bo7).
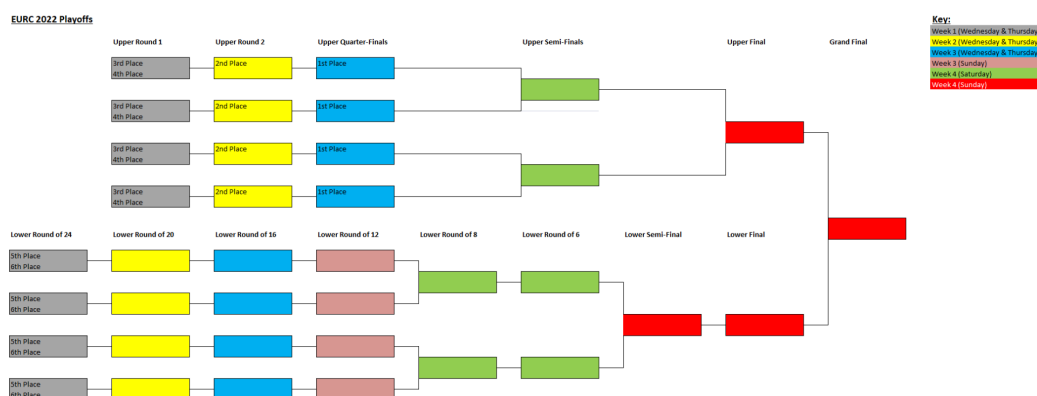
All Teams eliminated in the Playoff Stage who have not qualified for the CRL World Championship will be invited to compete in the UR LCQ.

3.3 UniRocketeers Last Chance Qualifier 2022-23

3.3.1 Qualification

The UR LCQ will contain up to 64 Teams, selected via the following methods:

3.3.1.1 Invite - UR Spring

All Teams who compete in UR Spring but are unsuccessful in qualifying for the CRL World Championship will receive invites to the UR LCQ.

3.3.1.2 Invite - National Leagues

The Top Teams from the Spring Season of each National League will receive invites to the UR LCQ.

N.B. The full list of partnered National Leagues for the Spring Season has not yet been finalised. It will be published in January 2023.

The number of spaces allocated to each National League is as follows:

- **Germany** - 8 UR LCQ Spaces*
- **United Kingdom** - 8 UR LCQ Spaces
- **Netherlands** - 6 UR LCQ Spaces
- **Belgium** - 2 UR LCQ Spaces
- **Croatia** - 2 UR LCQ Spaces
- **Czechia & Slovakia** - 2 UR LCQ Spaces
- **France** - 2 UR LCQ Spaces
- **Ireland** - 2 UR LCQ Spaces
- **Rest of Europe** - 8 UR LCQ Spaces**

*Germany's UR LCQ spots are awarded via the Uniliga Winter Season due to the lack of a Spring Semester in the German academic calendar.

**Universities from Russia are not permitted to compete in the UniRocketeers Circuit 2022-23.

3.3.2 LCQ Bracket

The UR LCQ will consist of a Double Elimination Bracket.

All Matches up to *and including* the Upper Quarter-Finals and Lower Round of 12 will be Best-of-Five (Bo5).

All Matches from the Upper Semi-Finals and Lower Round of 8 onwards will be Best-of-Seven (Bo7).

The Top 2 Teams from the UR LCQ will earn a place in the CRL World Championship.

Due to the fact that both the Upper Bracket Winner and the Lower Bracket Winner will achieve Qualification, there will be no Grand Final.

4. Gameplay Rules

4.1 Match Settings

4.1.1 Game Settings

- **Default Arena:** Beckwith Park (Midnight)
- **Team Size:** 3v3
- **Bot Difficulty:** No Bots
- **Mutators:** None
- **Match Time:** 5 Minutes
- **Joinable by:** Name/Password
- **Platform:** Epic Games Store, STeam (PC), PlayStation, Xbox or Nintendo Switch
- **Server:** Europe

4.1.2 Controllers

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g. turbo buttons) are not permitted.

4.1.3 Map Pool

The following maps may appear in competitive play:

- DFH Stadium
- Mannfield (Night)
- Champions Field
- Urban Central (Night)
- Utopia Coliseum (Dusk)
- Sovereign Heights
- Wasteland (Night)
- Neo Tokyo
- Aquadome
- Beckwith Park (Midnight)

4.2 Match Procedures (Open Qualifiers)

4.2.1 Lobby Creation

Teams should use the lobby information provided on the tournament website.

If you are in need of assistance, click "call a moderator" on start.gg or post in #support channel in the UniRocketeers [discord](#).

After checking in on the tournament website Teams have **15 minutes** to create/join the game lobby. Failure to join in a timely manner will lead to the Forfeiting of the Match.

4.2.2 Substitutions

Teams are allowed to make substitutions between Matches and between Games of a Match. Substitutions cannot be made during an in-progress Game.

All substitutes must be registered members of the Team's roster.

Once a Player has been substituted "out" they cannot be substituted back "in" for the remainder of the Match. They can still play in subsequent Matches.

4.2.3 Disconnects

If a disconnect occurs and there are no UR Admins present, the shorthanded Team will continue to play out the Game. If fewer than 30 seconds have passed, and no goals have been scored, then the game can be restarted.

The disconnected Player may rejoin during the same Game that the disconnect occurred in or they can wait until after the Game's conclusion.

If the Player cannot rejoin during the same Game, the Player will have **8** minutes to rejoin before the next Game of the Match begins. If the disconnected Player is unable to join the Game in this timeframe, the Player's Team may substitute another Player from their roster or forfeit the series.

Teams in this situation remain subject to rule 4.2.2 (A Player who is subbed out, cannot be subbed back in) which means that the substitute will then need to play out the remainder of the Match.

4.2.4 Score Reporting

Teams should report scores on the tournament website.

If you are in need of assistance, click "call a moderator" on the tournament website or post in the #support channel in the UniRocketeers discord.

4.2.5 Player Streams

Player perspective streams are permitted for all Matches.

4.2.6 Observers

Student Gaming Societies and other 3rd Parties can apply for permission to spectate Matches by filling in the Stream Approval Form.

For more information, please ask in the #support channel in the UniRocketeers discord.

4.3. Match Procedures (Main Event)

4.3.1 Lobby Creation

For offstream Matches, Teams should message their opponents to coordinate the setup of the lobby (using info provided on the tournament Master Sheet).

The Team listed on the left of the schedule is responsible for creating the lobby.

Teams must create/join the game lobby within **15 minutes** of the Match's scheduled start time, or within 15 minutes of their previous match finishing (whichever is later). Failure to join in a timely manner will lead to the Forfeiting of the Match.

4.3.2 Substitutions

Teams are allowed to make substitutions between Matches and between Games of a Match. Substitutions cannot be made during an in-progress Game.

All substitutes must be registered members of the Team's roster.

Once a Player has been substituted "out" they cannot be substituted back "in" for the remainder of the Match. They can still play in subsequent Matches.

4.3.3 Disconnects

If a disconnect occurs and there are no UR Admins present, the shorthanded Team will continue to play out the Game. If fewer than 30 seconds have passed, and no goals have been scored, then the game can be restarted.

The disconnected Player may rejoin during the same Game that the disconnect occurred in or they can wait until after the Game's conclusion.

If the Player cannot rejoin during the same Game, the Player will have **8 minutes** to rejoin before the next Game of the Match begins. If the disconnected Player is unable to join the Game in this timeframe, the Player's Team may substitute another Player from their roster or forfeit a Game. From this point, the Team will have an additional **8** minute countdown until they will be required to forfeit the Match.

Teams in this situation remain subject to rule 4.3.2 (A Player who is subbed out, cannot be subbed back in) which means that the substitute will then need to play out the remainder of the Match.

4.3.4 Score Reporting (Save Your Replays)

Teams are required to save replays of all their Games and upload them to ballchasing.com.

If neither Team is able to provide the replay of a Game, it will be considered void and need to be replayed.

Scores must be reported in the appropriate #report-scores channel on the UR discord. This includes for on-stream Matches.

Teams should report scores in the format:
> Team A 3-0 Team B
> *Ballchasing.com Group Link*

4.3.5 Player Streams

Player perspective streams are permitted for Matches which are not being broadcast on the UniRocketeers, RocketLeague or Tylacto twitch channels.

4.3.6 Observers
Student Gaming Societies and other 3rd Parties can apply for permission to spectate Matches by filling in Stream Approval Forms which will be circulated 1 week ahead of time.

4.3.7 Voice Chats

All Teams are required to be present in designated voice channels in the UniRocketeers discord during their Main Event Matches.

All Team voice communications must occur in these channels. Players must not be muted/deafened.

The purpose of this rule is threefold:

- **Organisation.** Having Teams present in a voice chat which is visible/accessible to UR Admins makes it easier to locate and communicate with Players.

- **Competitive Integrity.** Having access to Team comms provides us with valuable information which can be used to prevent cheating.

- **Broadcast Features.** Having Players in voice channels is necessary for implementing broadcast features such as Player comms and Player Facecams.

Any Game or Match won by a Player who was not present in their designated voice channel will be considered void, and need to be replayed.

Teams who consistently fail to join their voice channels will face punishments outlined in Section 7.

4.4. On-stream Procedures

Test Game. Tournament Admins will share the name and password of the game lobby ~10 minutes before the Match is due to start. Players are expected to join the server as soon as possible so they can test their pings and warm up for the coming Match. If Players have any issues with the server, they should notify admins as soon as possible.

- **Game Start.** When the Test Game has concluded, Players should stay in the lobby, ready up and wait for the transition to a new Game. Players should not join Teams to start the Match until instructed by an Admin.

- If a Team does not have 3 Players in the game lobby when the Match is due to start, then their 8 minute Disconnect Timer will be started. (For more info on what this means, see section 4.3.3)

- Repeated attempts to start the game before instructed by a Tournament Admin can be met with disciplinary action.

Colour-locked car decals are not permitted on stream because they are incompatible with the colour-changer mod used on our broadcasts. Painted items and bodies are allowed.

Re-Hosts. Between Games in a Match, Teams may request that the Match be rehosted on the same server region due to connection issues, bugs/glitches, or any other abnormal game behaviour. It is strongly recommended that anyone witnessing any abnormal in-game behaviour or connection issue take a screenshot of proof if possible. UR Admins reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

Stoppage of Play. The Tournament Organisers may halt a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and await instructions from the UR Admins.

Restarts. The Tournament Organisers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

5. Roster Rules

5.1 Team Rules

- Each Team must have a designated Captain who will be the primary point of contact for other Teams and the UR Admins. Captaincy can be reassigned during the tournament.

- Teams must consist of a minimum of 3 Players and a maximum of 5 Players.

- Offensive Team names are not allowed. Whether a Team name is considered offensive is to be determined at the sole discretion of the Admins.

- Team names may not contain sponsor or organisation names that are considered inappropriate by the UR Admins. They must also meet the rules set out by Psyonix in their community guidelines. Specifically:

  "Your tournament can't promote other game companies, alcohol, tobacco, drugs, pornography, weapons, gambling, or anything reasonably objectionable to Psyonix, and it can't promote companies or services that act contrary to Psyonix's interests."

  If you are unsure whether your name is acceptable please contact the UR Admins.

5.2 Institution Eligibility

In order for an institution to be eligible to enter the UniRocketeers Circuit, it must be based in Europe and be a recognised provider of higher education awarding undergraduate or postgraduate degrees.

All players on a Team must attend the same academic institution.

The only exception to this rule is if a group of institutions in the same town/city are permitted to form combined Teams according to their country's governing body for university sports.

For further explanation:

> *At UniRocketeers we usually refer to such groupings as "Student Sports Associations" though we understand that the terminology varies by country. For example, in Germany such associations are referred to as "Hochschulsport" and in the Netherlands as an "OSSO". In the UK, the equivalent would be institutions sharing the same "Student Union".*
>
> *Every individual Student Sports Association must have legal standing with their country's official body for university sports.*
>
> *For an example of what this means:*

In Germany, the city of Hamburg contains many universities. Several of these institutions are part of the Hamburg Hochschulsport which is codified in the rulebook of the official body for German University Sport. This means that students from these institutions can play as a combined Team in UniRocketeers.

By comparison, the city of Berlin in Germany also contains many universities, however there is no Berlin Hochschulsport registered with the official body for German University Sport. This means that the Berlin universities must play as separate Teams in UniRocketeers.

If you are in any doubt as to your Institution's status, please contact the UR Admins by posting in our [discord server](#).

5.3 Player Eligibility

In order for a student to be eligible to compete in the UniRocketeers Circuit they must:

- Be a registered student enrolled on an undergraduate degree (or higher) course at a recognized institution of higher education.

- Players serving a ban from UniRocketeers tournaments cannot play in the UniRocketeers Circuit. This restriction also applies to any Players serving a ban issued by Psyonix or any Org affiliated with UniRocketeers.

- Participants must have an Epic, STeam, Playstation, Xbox or Nintendo Switch account with a copy of Rocket League.

- Offensive Profile names are not allowed. Whether an account name is considered offensive is at the sole discretion of the UR Admins.

- Player names may not contain sponsor or organisation names that are considered inappropriate by the UR Admins. They must also meet the rules set out by Psyonix in their [community guidelines](#). Specifically:

  "Your tournament can't promote other game companies, alcohol, tobacco, drugs, pornography, weapons, gambling, or anything reasonably objectionable to Psyonix, and it can't promote companies or services that act contrary to Psyonix's interests."

  If you are unsure whether your name is acceptable please contact the UR Admins.

- Players who reach the Main Event of UR Winter, UR Spring or the UR LCQ will be required to submit a picture/scan of their Student ID card and/or a document proving their enrolment at University. The proof you submit will not be shared with anyone outside of the UR Admin Team, and will be deleted soon after the tournament.

- Players who reach the Main Event of UR Winter, UR Spring or the UR LCQ will be required to provide a picture of themselves as proof of identity. The proof you submit

will not be shared with anyone outside of the UR Admin Team, and will be deleted soon after the tournament.

5.3.1 Special Cases

- Students embarking on a Sandwich Course and/or Year Abroad course will be eligible to play in the UniRocketeers Circuit.

- Students undertaking PhD studies will be eligible to play in the UniRocketeers Circuit.

If you are in any doubt as to your Players' status, please contact the UR Admins by posting in our [discord server](#).

6. Code of Conduct

Participants are expected to uphold the principles of sportsmanship and fair play at all times during a tournament. Participants who do not conform to these principles will be penalised. Additionally, it is a Captain's responsibility to ensure their Team behaves in a sporting manner.

6.1 Harassment

All UniRocketeers Circuit participants agree to behave in an appropriate and respectful manner towards other participants, spectators and the UR Admins.

Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to:

- Verbal abuse, this covers any offensive communication in game lobbies or in-game.

- Any use of racist, sexist, homophobic or other discriminatory language.

- Any implied or direct threats, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention.

- In game trolling, use of in game features to intentionally reduce the quality of game experience of other Players.

Similar restrictions apply not only to the Players, but every single person involved with or present at a UniRocketeers Event.

6.2 Cheating

Any and all cheating is strictly forbidden and will lead to an expulsion from the tournament. Cheating includes but is not limited to:

- "Hacking" - any modification to the game client.

- "Exploiting" - intentional use of in-game bug to gain an advantage.

- "Ringing" - playing using another Player's account or using a Player not eligible to compete.

- Use of any cheat program.

- "Collusion" - cooperation or conspiracy to cheat others. This includes but is not limited to:

- "Soft Play" - an agreement among Players to not play to a reasonable standard of competition in a Game.

- Prearranging to split prizes with other Teams.

- Intentionally losing a Game

- Illegal pause, use of pause for any reason not specified in Section 4 of this document titled "Gameplay rules".

6.3 Psyonix Code of Conduct

All players are expected to obey Psyonix's [Code of Conduct](). Failure to do so will lead to expulsion from the tournament.

As well as providing guidelines on player behaviour similar to those outlined in Sections 6.1 and 6.2, the Psyonix Terms of Service also prohibits players from engaging in activities such as **boosting** or **smurfing.**

7. Enforcement of Rules

Players agree to fully cooperate with the UR Admins in the investigation of possible violations of these Rules. If a UR Admin contacts a Player to discuss the investigation, the Player must be truthful in the information that they provide.

Any Player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled UR Admins during an investigation, will be subject to disciplinary action as further described in Section 7.1.

7.1 Disciplinary Action

Any Player or Team found to have engaged in or attempted to engage in any act that the UR Admins believe constitutes unfair play or poor sportsmanship, will be subject to penalty. Penalties issued by the UR Admins may include but are not limited to:

- Formal warning
- Forfeit of a single Game
- Forfeit of full Match
- Temporary suspension of a Player
- Lifetime ban of a Player
- Forfeiture of points or qualification spots
- Forfeiture of prizes
- Disqualification of a Team from the tournament
- Suspension of the Team from future tournaments and championships

8. Prizing

Prizes will be paid to Team Captains, who will be responsible for distributing them to the rest of their Team.

Players will be required to provide the UR Admins with proof of their identity and student status before they can receive their prizes.

8.1 UniRocketeers Winter 2022-23

The following prizes will be awarded for UR Winter:

Position	Teams Total	Prize (Euros)
1st	1	1,250€
2nd	1	750€
3rd-4th	2	600€
5th-8th	4	450€
Total	**8**	**5,000€**

8.2 UniRocketeers Spring 2022-23

The following prizes will be awarded for UR Spring:

Position	Teams Total	Prize (Euros)
1st	1	3,000€
2nd	1	1,800€
3rd	1	1,200€
4th	1	900€
T-5th	2	600€
T-7th	2	450€
T-9th	4	300€
Total	**12**	**10,200€**

9. CRL World Championship Qualification

Europe will once again be sending 6 Teams to compete at Psyonix's CRL World Championship in Summer 2023. The invite structure is as follows:

- **UR Winter** - Winning Team receives a CRL World Championship Invite*
- **UR Spring** - Top 3 Teams receive CRL World Championship Invites**
- **UR LCQ** - Top 2 Teams receive CRL World Championship Invites

The UR Winter Winner will still be required to play in UR Spring or else forfeit their CRL World Championship Invite.

**If the Winner of UR Winter finishes in the Top 3 of UR Spring, then the 4th placed Team will also qualify for the CRL World Championship.*