Raidiant Invitational Ft. Rocket League - Rulebook 2025
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1. **Introduction**
   1.1. **Purpose**

   Raidiant Invitational Ft. Rocket League Official Rules ("**Rules**") govern all stages of the Raidiant Invitational Ft. Rocket League 2025 Series ("**Tournament**" or "**RI**") provided by Raidiant ("**Raidiant**").

   These Rules are designed to ensure the integrity of competitive play of Rocket League (the "**Rocket League**") in connection with the Tournament, and are intended to promote competition and to help ensure that all competitive play of Rocket League is fun, fair, and free from Toxic Behaviour (as defined below).

   These Rules 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, govern and control. Entry into this Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

   These Rules, including any updates, amendments or supplements, have been designed in accordance with the Rocket League Championship Series - 2025 Season Official Rules ("**RLCS 2025**").

   1.2. **Acceptance**

   To participate in the RI Tournament, each player must agree to follow these Rules at all times, including the Player Conduct in Section TBD ("**Player**"). A Player must accept these Rules as part of the RI Tournament registration. By participating in any Game or Match that is part of the RI Tournament, a Player is confirming that they have accepted these Rules pursuant to this Section 1.2.

   1.3. **Applicability**

   These Tournament Rules govern the conduct of the players, including without limitation, players, coaches, general managers of each team that has been admitted to play in the RI Tournament. In addition to Players and Team Managers, these Tournament Rules also govern the conduct of all direct and indirect owners of entities that own Teams admitted to play in the Tournament.

1.4.   Amendments

Raidiant Tournament Administration Team ("**Tournament Admin**" or "**Tournament Director**") may update, revise, change, or modify these Rules from time to time. Participation in the Tournament after any update, revision, change, or modification to these Rules will be deemed acceptance of these Rules as updated, revised, changed, or modified.

2.   Player Eligibility Requirements
2.1.   Gender

Two out of the Three Players on each team must be women-identifying and verified in Raidiant's Discord server to participate in the RI and complete the Verification Process set forth by the Tournament Administration Team. A player who has not gone through the Verification process may be deemed eligible to participate in RI only under Admin Approval.

2.1.1.   Any women identifying person is eligible to play in RI as long as they have previously completed the Verification Process and have the "Verified" tag in discord and or they have competed in prior women's events hosted by Raidiant without issue.

2.2.   Age

Each Player must be at least fifteen (15) years old on or before September 5, 2025 to be eligible to compete in the Tournament. No Player will be permitted to compete in SCS unless such Player is 15. The Tournament Administration Team reserves the right to modify this provision to reflect international standards applicable to international Players competing in the U.S. and/or to all Players competing or appearing in international events.

2.3.   Verification

Tournament Administration Team will not be holding a verification process for this event, it will however be in each team's best interest to utilize players who have previously been verified on their team to ensure that all teams have the required number of women-identifying players.

2.3.1.   By participating, players agree they may be required to turn on their camera for random verification checks in an effort to prevent cheating.

2.4. Discord

Leaving the Raidiant (or otherwise determined server) Discord server after Registration or during the Tournament removes a player from the "Verified" Tag and makes that player ineligible to receive a "Verified" Tag until they return and are once again verified by the Raidiant Staff. All players must remain in the server for the duration of this event.

2.5. Acceptance of Official Rules

By participating in RI each player accepts the Official Rules, and agrees to remain in compliance with the Official Rules for the duration of the Tournament. A breach of Rocket League's Code of Conduct is considered a breach of RI's Official Rules.

2.6. Maintaining Eligibility

In order to be eligible to compete in RI events, each Player must be in good standing with the Tournament Administration Team, including by remaining in compliance with the Official Rules, and by maintaining at all times in good standing any account associated with the Player in compliance with all applicable terms and conditions of Psyonix and Epic Games TOS. If the player's in-game account they signed up with is suspended by Psyonix or Epic Games for any reason, they will be ineligible to participate until their suspension is completed.

2.7. Player Conduct

The Tournament Administration Team reserves the right to suspend or remove a Player or Team from competition should they be found to violate the integrity of the Tournament and/or found to be acting in a manner against the Psyonix Code of Conduct in Section 3.

3. Code of Conduct
3.1. Personal Conduct; No Toxic Behavior

3.1.1. All Players and Control Persons must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this Section 3 ("Code of Conduct") and (b) the general principles of personal integrity, honesty, good sportsmanship, and sound health and safety.

3.1.2. Players and Control Persons must be respectful of other Players, Tournament Administrators, spectators, and sponsors (as applicable).

3.1.3.   Players and Control Persons shall not behave in a manner (a) which violates these Rules, (b) which is disruptive, unsafe or destructive, or (c) which is otherwise harmful to the enjoyment of Rocket League by other users as intended by Psyonix (as decided by Psyonix). In particular, Players and Control Persons shall not engage in harassing or disrespectful conduct, use of abusive or offensive language, Game sabotage, spamming, social engineering, scamming, or any unlawful activity ("Toxic Behavior").

3.1.4.   Any violation of these Rules may expose a Player, a Control Person, or an entire Team to disciplinary action as further described in Section 8.2, whether or not that violation was committed intentionally.

3.2.   Competitive Integrity

3.2.1.   Each Player is expected to play within the spirit of Rocket League and these Rules at all times during any Game or Match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:

- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to predetermine the outcome of a Game or Match), Match fixing, bribing a referee or Match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.

- Hacking or otherwise modifying the intended behavior of the Rocket League game client.

- Playing or allowing another Player to play on a Tournament Account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).

- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.

- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.

- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Rocket League game client.

- Using macro keys or similar methods to automate in-game actions.

- Intentionally disconnecting from a Match without a legitimate reason for doing so.

- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of Rocket League (e.g., services designed to throw or fix a Match or Game).

- Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by Psyonix or the Tournament Administrators.

- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.

- Making any modification to Rocket League that has not been disclosed to and authorized by the Tournament Administrators.

- Using any Tournament facilities, services, or equipment provided or made available by the Tournament Entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.

- Disconnecting from the in-game lobby before being dismissed by Tournament Administrators.

- Changing in-game Player or user name to a name other than Player's registered user name.

- Otherwise violating these Rules.

3.3. Wagering

3.3.1. Players and Control Persons shall not (a) conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof, or (b)

benefit, either directly or indirectly, from betting, wagering, or gambling on the Tournament or any portion thereof.

3.4. Harassment

3.4.1. Players and Control Persons are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

3.4.2. Any Player or Control Person who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify a Tournament Administrator. All complaints reported pursuant to this Section 3.4.2 will be promptly investigated and appropriate action will be taken. Retaliation against any Player or Control Person who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

3.5. Confidentiality

3.5.1. A Player or Control Person may not disclose to any third party any confidential information provided by the Tournament Administrators, Raidiant, Psyonix, or its parent or affiliates concerning Rocket League, the Tournament, Psyonix, or its parent or affiliates, by any method of communication, including by posting on social media channels.

3.6. Illegal Conduct

3.6.1. Players and Control Persons are required to comply with all applicable laws at all times.

4. Rules and Conduct Violations

4.1. Investigation and Compliance

4.1.1. Players and Control Persons agree to fully cooperate with Raidiant, Psyonix and/or a Tournament Administrator (as applicable) in the investigation of possible violations of these Rules. If Raidiant and/or Psyonix and/or a Tournament Administrator contacts a Player or Control Person to discuss the investigation, the Player or Control Person must be truthful in the information that he or she provides to Psyonix and/or a Tournament Administrator. Any Player or Control Person found to have withheld, destroyed, or tampered with any related information, or otherwise found to have mislead Raidiant and/or Psyonix and/or a Tournament Administrator during an investigation outlined in Section 4.2.1, will be subject to disciplinary action as further described in Section

4.2.

4.1.2.   Players and Control Persons understand and agree that Psyonix has the right, in its sole discretion, to remove a Player or Control Person from, or restrict such Player's or Control Person's participation in, any Tournament event as part of any investigation conducted by Psyonix and/or a Tournament Administrator (as applicable) pursuant to Section 8.1.1. "

4.2.   Disciplinary Action

4.2.1.   If Raidiant and/or Psyonix decides that a Player or Control Person has violated the Code of Conduct or any term of the Rules, Raidiant may take the following disciplinary actions (as applicable):
- Match restart;
- Loss of Game;
- Match forfeiture;
- Issue a private or public warning (verbal or written) to the Player or Control Person;
- Loss of all or any part of the prizes previously awarded to the Player or Team;
- Disqualify the Player or Control Person from participating in one or more Matches and/or Games at the Tournament; or
- Prevent the Player or Control Person from participating in one or more future competitions hosted by Psyonix.

4.2.2.   For clarity, the nature and extent of the disciplinary action taken by Tournament Administration Team pursuant to this Section 4.2 will be in the sole and absolute discretion of Raidiant. The Raidiant Tournament Administration Team reserves the right to seek damages and other remedies from such Player or Control Person to the fullest extent permitted by applicable law. The enforcement of any applicable disciplinary action by Psyonix shall not provide a Player or Control Person with grounds for claims against Psyonix under any theory of law, or otherwise be considered a liability on the part of Psyonix to such Player or Control Person.

4.2.3.   If the Raidiant Tournament Administration Team decides that there have been repeated breaches of these Rules by a Player or Control Person, it may hand out increasing disciplinary action, up to and including permanent disqualification from all future competitive play of Rocket

League. Psyonix may also enforce any applicable disciplinary action specified in Psyonix's Terms of Use (https://www.psyonix.com/tou/) and/or the Rocket League EULA (https://www.psyonix.com/eula/).

4.2.4.   A final decision by Raidiant as to the appropriate disciplinary action will be final and binding on the applicable Players and Control Persons.

4.3.   Rule Disputes

4.3.1.   Raidiant has final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, or interpretation thereof.

- A player or team may appeal a suspension or ban by contacting the Tournament Director directly within 48 hours of the ruling. The Director will set up a meeting with the individual or team to hear the appeal. Any ruling made after the appeal will be final and will not be able to be appealed.

5.   Tournament Format and Schedule

5.1.   Open Qualifiers and Playoffs

5.1.1.   Group Stage

The RI Tournament will be split between North America and Europe participants. All teams that sign up for an Group Stage will play in the respective Regional Group Stage.

Group Stages will consist of two Round Robin Pools with each Match being Best of Five. The first place and second place team of each pool will advance to Playoffs on September 7th. The third and fourth place Team will be eliminated from the Tournament out of each Pool.

5.1.2.   Playoffs

The Playoffs will consist of two (2) groups of four (4) Teams from each region's Group Stage, with each Team competing in a Single Elimination Bracket. Each Match will be a Best of Five except the Grand Finals which will be a Best of Seven.

5.2.   Schedule

      5.2.1.   Schedule will be divided by North America and Europe participants and played September 5 through September 7 as follows:

      EU Group Stage and Playoffs:
      September 5: Group Stage - Start Time: 10 AM PT (7 PM CEST)
      September 7: Playoffs - Start Time: 10 AM PT (7 PM CEST)

      NA Group Stage and Playoffs:
      September 6: Group Stage - Start Time: 12 PM PT
      September 7: Playoffs - Start Time: 10 AM PT

      5.2.2.   The Tournament Administration Team will determine all home and away Teams, days, start times, and other scheduling details. The Tournament Administration Team will communicate these scheduling details to Teams via the bracket on start.gg and/or Discord. The Tournament Administration Team reserves the right to adjust match scheduling at any time before or during the event and will communicate to the teams as soon as possible if a change occurs.

      5.2.3.   **Tiebreakers**
      In the event of a tie at the conclusion of The Group Round Robin Match, the tied Teams within a group will be seeded in the following order:

      1. Match record
      2. Game differential against tied Teams
      3. Game differential
      4. Initial Seed

6.   Match Structure

    6.1.   Players

    Teams will compete with no more and no less than 3 members at a time in any given game. Should a team not be able to field a team of 3 players they will be disqualified for that game.

    6.2.   Time

    Each match will be 5 minutes in length. If there is a tie at the end of 5 minutes Golden Goal overtime will start until one team scores.

6.3. Server

For the NA region NAC will be the default server. For the EU region the EU server will be the default server. For NA vs EU matches NAE will be the default server.

6.4. Spectators

Only Tournament Administration Team personnel and authorized stream broadcasters are permitted to spectate matches. No other spectators are allowed in the game lobbies without Tournament approval and will result in a DQ for that game. See Section 11 for Broadcast Guidelines.

6.5. Mutators

There will be no mutators used in Tournament matches.

6.6. Substitutions

Teams will not be granted substitutions unless there is an emergency circumstance as determined by Tournament Administration Team. If an emergency arises which would require a substitution, please contact Adminstration through Discord immediately.

6.7. Forfeits

Teams may not voluntarily forfeit a match without prior authorization from Match Admins/Tournament Administration Team members. In the event of it not being authorized, such Teams will be subject to disciplinary actions as further described in Section 6.

6.8. Pauses

Pauses during Group Stages will not be possible. A team may only request a pause during Playoffs due to a player disconnecting or having connection issues. If this occurs the team must type **"Pause"** or **"p"** to the admins in-game chat and they will pause the match as soon as possible.
   1. Should a team request a Pause for any other reason they will forfeit that game.

6.9.   Disconnects

If a player disconnects during a game the game will be paused if possible. The player will have 8 minutes to reconnect or the game is a forfeit.

- If the team cannot field 3 players 5 mins after the last played game they will forfeit the match.
- If it is not possible to pause the match such as in the group stage, it will be the responsibility of teams to restart the match if the disconnect occurred in the first 60 seconds of the game and if no goals have been scored. Contact Tournament Administration immediately in these circumstances.

6.10.   Remakes

If a player disconnects within the first 60 seconds of a match and no goals have been scored the lobby will be remade. Should a situation occur where it is difficult to determine if a player was disconnected within the remake rules, the Tournament Administration Team will make their best determination on whether to remake or not. Servers can be remade between games in series or upon mutual agreement by both teams

6.11.   Conflicts

Should a problem arise mid-series, the responsible Match Admin and/or Tournament Administration Team member will have to address and take care of the situation before any other match is to be played.

6.12.   Server health and remakes

During Playoffs a server test may take place at the request of teams before the match goes live to ensure server stability. If the server is found to be unsuitable for a team they can request a new server. Teams may also request a new server after a game has been played if they feel the server has become unstable.

- Once Kickoff has happened a remake of the server due to server health cannot happen until that game is complete except in extreme circumstances.

6.13.   Timeliness

It is requested all players be ready and in the lobby 5 minutes prior to kick-off time.

- If a team is not in the lobby 10 minutes after kick-off time they will be DQ'd for that game.

- After an additional 5 minutes if the team is unable to field all players the match will result in a DQ for the series.

6.14. End of Match Etiquette

All players must stay in the lobby until the scoreboard screen of every broadcast match.

6.15. Arena Selection

The Tournament Administration Team will determine the available maps for all matches.

Approved Map Pool.
1. Mannfield (Night)
2. DFH Stadium
3. Utopia Coliseum (Dusk)
4. Mannfield (Dusk)
5. DFH Stadium (Day)
6. Utopia Coliseum
7. Champions Field

* Game 5's (in a Bo5) or Game 7's (in a Bo7) will always be played on Champions Field.

7. Roster Requirements

7.1. Regions

Participants must reside in eligible North America and European countries. The eligible countries are as follows: Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Canada, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Holy See, Hungary, Iceland, Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Mexico, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, United Kingdom, United States of America.

7.2. Players

Each roster may consist of a maximum of 3 players. 2 women identifying players and 1 player of any gender. Coaches and Managers will not be permitted for these teams.

      7.2.1.   Player tags in game:
- A player's in-game name on match days must be the same as the name they signed up with to keep professionalism and production confusion at a minimum.

7.3. Point of Contact

Each team will be designated a Team Captain or Point of Contact. This will be the primary contact for the Tournament.

7.4. Roster Change

No roster changers are permitted after registration close unless for an emergency reason. A team may only make 1 roster addition after they have registered prior to registration close. A roster addition solely encompasses adding a new Player to an existing roster. A Player leaving a roster will not count as a roster addition, only the adding of a Player will.

1. Registration Opens August 25, 2025
2. Registration Closes September 4, 2025
3. Only 1 roster addition may be permitted after Teams have registered prior to registration close.
4. All roster changes must be sent into the Tournament Administration Team prior to registration close.
5. Roster changes after registration close may be approved by the Tournament Administration Team in emergency circumstances only.

7.5. In Game Items

Players may use any decals, banners, wheels, or any other items of an Esport or Sports organization.
- If said organization is in the Tournament and you are not representing them you may only use their decals if you are not playing against them in your match.

8. Tournament Administration Team
8.1. General Role of the Tournament Administration Team

The Raidiant Tournament Administration Team will be responsible for organizing and managing the Tournament and interpreting, applying, and enforcing the Official Rules.

8.2. Powers and Responsibilities of Tournament Administration Team

The powers and responsibilities of the Tournament Administration Team will include the following:

1. Supervising general Tournament operations and deciding on the Tournament format, including global/regional events (e.g., NA and EU Divisions), controlling the number of Teams in each region, and determining playoff eligibility and structure;
2. Approving the procedures used to select which Players will attend and be eligible to participate in Tournament games and other events and in any event or Player selection process implemented by the Tournament Administration Team from time to time;
3. Setting the Tournament Schedule for regular-season and postseason Gameplay, and selecting event locations, including the locations for the Playoffs and the Grand Finals, and entering into arrangements with respect thereto;
4. Selecting and appointing tournament officials, referees, and administrators;
5. Judging tournament/match protests; and
6. Creating, amending, modifying, interpreting, and/or applying all or any of the Official Rules.

9. Disciplinary Action

9.1. If a Match Admin or a Tournament Administration Team member decides that a Player has violated the Code of Conduct or any term of the Rules, the Tournament Administration Team may take the following disciplinary actions (as applicable):

- Match restart;
- Loss of Game;
- Match forfeiture;
- Issue a private or public warning (verbal or written) to the Player;
- Loss of all or any part of the prizes previously awarded to the Player or Team;
- Disqualify the Player from participating in one or more Matches and/or Games at the Tournament; or
- Prevent the Player from participating in one or more future competitions hosted by Raidaint.

10.   Prize Structure
     Total Prize: Current prize pool $10,000 (ten thousand US dollars)

  10.1.   Prize: The top 4 teams from each region advancing to Playoffs will receive a cash
          prize split from $10,000 (ten thousand US dollars) as follows:
                    1st Place – $3,000
                    2nd Place – $1,800
                    3rd - 4th Place – $1,200
                    5th - 8th Place – $700

  10.2.   Within seven (7) days of the conclusion of the event, Raidiant will distribute
          information to Players requesting information needed to issue prize pool payouts.
          Players will have seven (7) days to return completed paperwork to Raidiant.
          Assuming all information is accurate, Raidiant will issue prize pool payouts
          within forty-five (45) days of receiving completed and accurate paperwork,
          including required tax forms. Failure to return completed paperwork in a timely
          manner will result in delayed payment. Players have the option to receive the
          prize pool payout via direct deposit / wire transfer or PayPal. Players are
          responsible for understanding fees associated with each payment option. Raidiant
          is not responsible for fees incurred by players' banking institutions.

11.   Streaming
  11.1.   Matches may be streamed by in-lobby players and authorized stream
          broadcasters, and footage may be used for any purpose they deem appropriate.
             ● The Tournament Administration Team reserves the right to ask any team
                or player to remove content from our matches if they feel it violates
                Psyonix TOS or any other streaming or video platforms TOS.

  11.2.   Broadcast Guidelines
          1. All Group Stage games must be streamed by at least one team member as
             a POV stream and must include graphics provided by the Tournament
             Administration Team.
          2. All streams must be submitted to Head RI admin team via a message to
             the appropriate Discord channel.
          3. All broadcasts must be public streams. Unlisted or private is not permitted.

4. All broadcasts must include "Raidiant Invitational Ft. Rocket League" in their stream title.
5. All broadcasts must be in the Rocket League category.
6. Failure to follow any of the broadcast guidelines can result in a disqualification of the team or loss of access to broadcast.

The Raidiant and RI Tournament Administration Team reserves the right to change the rulebook at any time to ensure fairness of play and will communicate all changes to Team Captains. RI Tournament Administration Team reserves the right to act upon any infraction or loophole abuse. By participating in the RI Tournament teams agree to allow Raidiant and RI to utilize logos and branding for promotional purposes as they deem necessary.