



RLBot Championship 2025

Information and rules document

Summary & Dates

The RLBot Championship 2025 features two double-elimination brackets: One for hard-coded bots and one for ML bots. The size of the brackets will depend on the number of submissions. The game mode will be 2v2, and matches will be a Bo3 except for bracket finals and up which will be Bo5.

The tournament will be using [RLBot v5](#), meaning it is time to get familiar with it and the new gui!

Deadlines:

- **Saturday October 18 AoE:** Submission

Streamed events (expected):

- **Saturday October 25, at 17:00 UTC:** HC day 1
- **Sunday October 26, at 17:00 UTC:** ML day 1
- **Saturday November 1, at 17:00 UTC:** HC day 2
- **Sunday November 2, at 17:00 UTC:** ML day 2
- **Saturday November 8, at 17:00 UTC:** HC day 3 (quarterfinals)
- **Sunday November 9, at 17:00 UTC:** ML day 3 (quarterfinals)
- **Saturday November 15, at 17:00 UTC:** HC day 4 (semifinals + finals)
- **Sunday November 16, at 17:00 UTC:** ML day 4 (semifinals + finals)

All events will be streamed at <https://www.twitch.tv/rlbotofficial>.

Format

The tournament will feature two brackets: One exclusively for hardcoded bots and one for ML bots (and Necto+-level hardcoded bots). The size of the brackets will depend on the number of submissions. Both brackets will use the double-elimination format. The game mode will be 2v2, where each submission will play together with a copy of itself. The top 16 matches will be best-of-3, while the upper, lower, and grand finals will be best-of-5.

Seeding

Seeding is based on rank estimates. Each bot will be assigned an estimated rank bucket (gold, plat, diamond, etc) based on previous tournaments and community knowledge. More fine-grained rank buckets will be used depending on the rank distribution of submitted bots (ideally, around 5 bots in each bucket). Bots within the same rank will be ordered randomly, and this ordering will be revealed soon after the submission deadline.

If more than 16 bots are submitted for one of the brackets, we will arrange a short qualifier with the lowest-ranked bots, potentially adding an extra day to the tournament.

Game Settings

- Game mode: 2v2
- Score limit: Unlimited
- Time limit: 5 min
- Series Length:
 - Top 16: Best of 3
 - Upper/lower/grand finals: Best of 5
- Mercy rule: Goal difference of 6

Additional Rules

1. The bots will be run at 120 Hz (if possible).
2. The host may do whatever is necessary to ensure the smooth running of the tournament.
3. Fun is encouraged.



Submission Instructions

Anyone can submit a bot, given that it satisfies the following requirements:

- Your bot must run in [RLBot v5](#) (the exact version will be determined at the start of October).
- Your bot must be able to play on both blue and orange teams.
- Your bot must be able to play 2v2.
- Your bot must not play any sounds and cannot use the Electric Saw engine sound.
- Your bot must be created by you. If you forked a bot, refer to the [community guidelines](#). In short, it must be recognizable from its playstyle alone.
- Bots must not interfere with the smooth operation of the game or their opponents.
- **Your bot must be able to beat Psyonix Pro in a 2v2 match of 30 minutes.** The host may request proof of this.
- You **may** submit bots stronger than gold, since **submissions will NOT be publicly available**.

A submission is a tarball or zip file containing:

- The source code for the bot
- A ``bot.toml`` file (ideally with a [details] section as this information may be shown during the stream)
- A working ``bob.toml`` file that allows [bob](#) to build the bot (instructions will come later)

To submit, send your submission directly to [@eastvillage](#) on Discord. **The submission deadline is Saturday, October 18 AoE.**

You can submit at most three bots in total and at most two per bracket. You may submit a fourth bot if two of your submissions were created in collaboration with other bot makers.

Appendix

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