

Rocket League 2v2

1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the [OKSE High School Rules Handbook](#)

2. OKSE Title Type

"Rocket League" is a Virtual game during the Spring 25' Season of OKSE
Virtual games can be played from home and coaches **MUST** be in contact with their students via their school approved communication system.

GAMES CANNOT AND WILL NOT BE RESCHEDULED FOR AN EOM DAY!

**Reference Section 3 "Types of Tournaments" in the handbook for additional information*

2.1 Online Set Day and Time

Starting Feb. 25', matches will be given a set day and time to play.

For Rocket League, this is Thursdays at 4:30

If your team cannot regularly make this weekly day, please do not enroll a team in Rocket League.

If you need to reschedule matches, you can find a time and day that works for both teams, but all matches need to be done the day **before** the last Saturday of the month.

There will be 3 matches scheduled per month, with no matches scheduled on the weeks of Travel events.

If there are no travel days before the last Saturday of the month, the week of no scheduled matches will be assigned on a case by case basis.

For Spring 25', this means the bye week is: Jan 27th-Feb 3rd, Feb 24th-28th, March 31st, April 4th

**Reference Section 3 "Types of Tournaments" in the handbook for additional information*

3. Match Procedure

Matches must abide by the following requirements.

1. Teams must start at the declared time. There will be a 10 minute grace period after the declared start time, after that the other team may request a forfeit.
2. Game Mode: Soccer
3. Arena: DFH Stadium(Day)
4. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the rules were wrong during previous map sets, this can not be undone or replayed. Please make sure you check the settings for the lobby before playing a match.

**Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

3.1 Series Length

All Matches will be played as a best of 3 series

1. Best of 5 will only be played in the Grand Final.
2. Best of 3 will only be played in the Grand Final.
3. Any State Championships/Grand Finals matches will not have a bracket reset due to time constraints.
4. **MERCY RULE IS UP BY 10 AT ANY TIME. 10-0, 11-1, 12-2, 13-3, 14-4 etc..**

**Reference Section 3 "Types of Tournaments" in the handbook for additional information*

3.2 Hosting

The team listed as the "Home" team will host the match.

3.3 Coach Requirements

1. Online matches can be played from home, Coaches must be available and in communication with their team.
2. Coaches **must** have a mode of communication (Email, Text, google meet, Discord) established with the opposing coach and must be reachable during matches in order to be eligible to have your team compete.
3. Coaches **must** be a verified adult.

**Reference Section 9 "Coaches Expectations" in the handbook for additional information*

4. Player Skins / Emotes

Player skins are allowed to be used during a match. Player emotes are allowed to be used during a match.

**Reference Section 16 "Coaches Expectations" in the handbook for additional information*

*Bakkes Mod is allowed specifically for Custom Skins and Additional Analytics. No Mod should break the game or allow players an unfair advantage.

5. Streaming

**Reference Section 7-G "Match Broadcasting" in the handbook for additional information*

6. Stoppage of Play

Rocket League custom games cannot be paused. Make sure to contact the coach immediately to pause the match. If you do need to pause the match for any reason, take note of the score and time and leave the match. Remake the lobby and continue playing until you have played 5 minutes total of the match. This is not a perfect solution, but it is generally better than completely restarting the match. The following criteria must be met to pause the game.

- Player Drop

- Player Disconnect
- Server Crash
- Technical Issues w/ PC or PC Hardware (peripherals included / coach verified)

In order to pause a match, the team's coach must be immediately notified of the issue.

The coach must be present and communicating with the other teams coach during the pause. This can be done via text chat in discord or voice chat. Stoppage of Play can last as long as the other team needs if the coaches are in communication.

**Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

7. Player Counts

Titles with 2 or more players per team are limited to 3 teams per school.

Each team has to have the following criteria.

- Teams consist of 2 players.
- Teams can have 1 sub to switch between games

**Reference Section 11 "Team Information" and Section 12 "Player Counts for Each Game" in the handbook for additional information*

7.1 Substitutions

As a team starts their entire match, whatever roster the team starts with is that team's starting 2 players. Teams are only allowed to sub in one player total.

**Reference Section 12-D "Substitutions" in the handbook for additional information*

8. Disqualification

For Rocket League Specifically, Spamming Quick Chat in unsportsmanlike ways can result in a violation. Also make sure to monitor any messages sent in the chat.

*For full rules violations, please refer to the [High School Handbook](#). Specifically sections Violations and Toxicity.

1. If you see any violations of the rules, STOP the match and notify the other coach IMMEDIATELY. Take a Screenshot or recording and report issues to the executive board IMMEDIATELY. All disqualification reports will be under review from the OKSE Executive Board.
2. ALL play should be stopped until the violation is resolved.

9. Maps

Maps are as listed

5. DFH Stadium(Day)

10. Platform

Eligible platforms include: Playstation 4, Playstation 5, Xbox One, Xbox Series X/S, PC

10.1 Input

Input is determined by platform (controllers on console, controllers or mouse and keyboard on PC)

11. How-To

This section is designed to help any coaches or players create a custom lobby and change any maps, rulesets, or anything else that needs to be done before starting the match and any actions that needs to be within the match

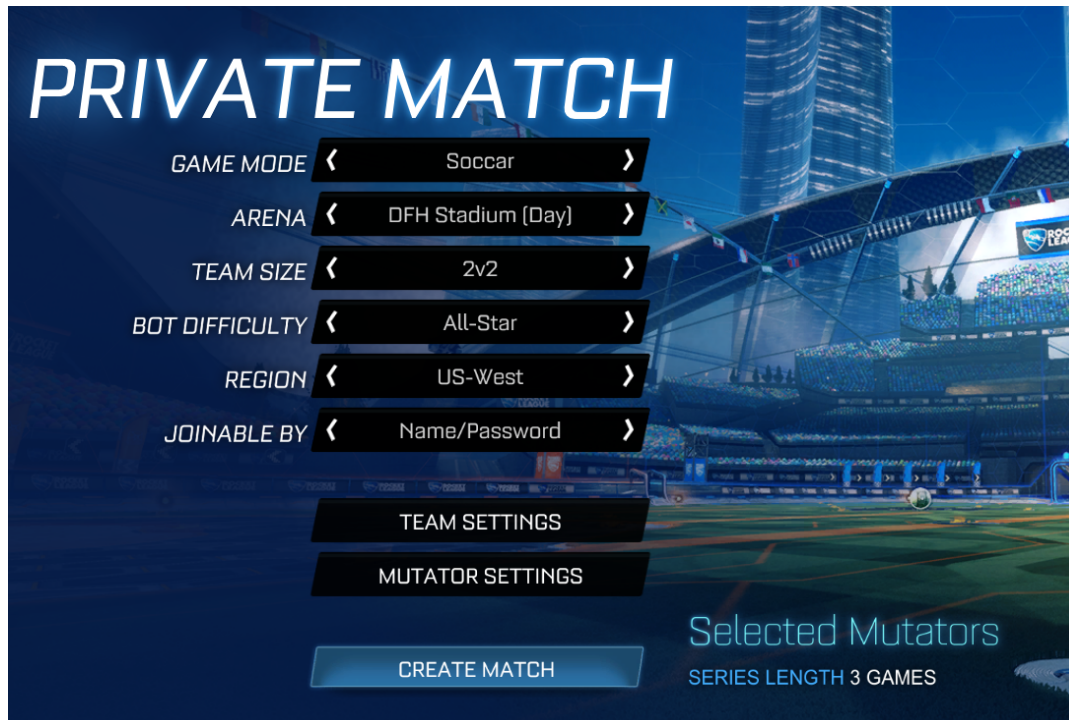
Step 1: Hit Play and pick Private Match



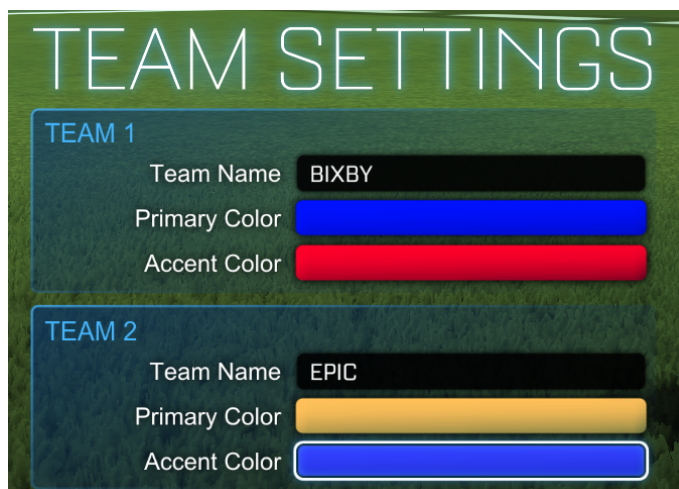
Step 2: If you are hosting, pick Create Private Match, Otherwise pick Join Private Match to Join. If you are joining a match, skip to step 7.



Step 3: Make sure Game Mode is Soccer, **ARENA IS DFH STADIUM(DAY)**, Team size is 2v2, Region is US-West, Joinable by name/password.



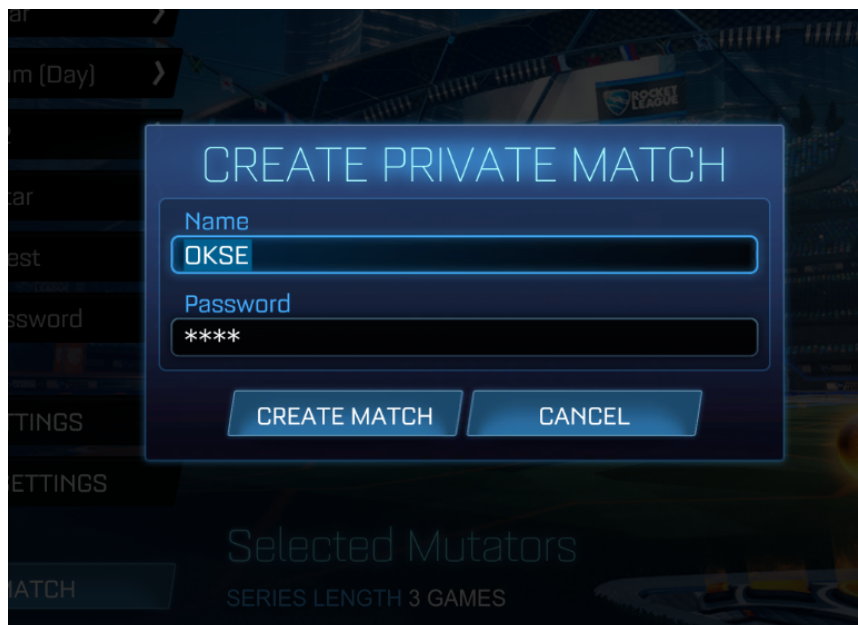
Step 4: Optional, but nice for streaming. Pick Team Settings, Set team name to Team 1 “your school name”, Team 2 “there school name”. You can even set your school colors.



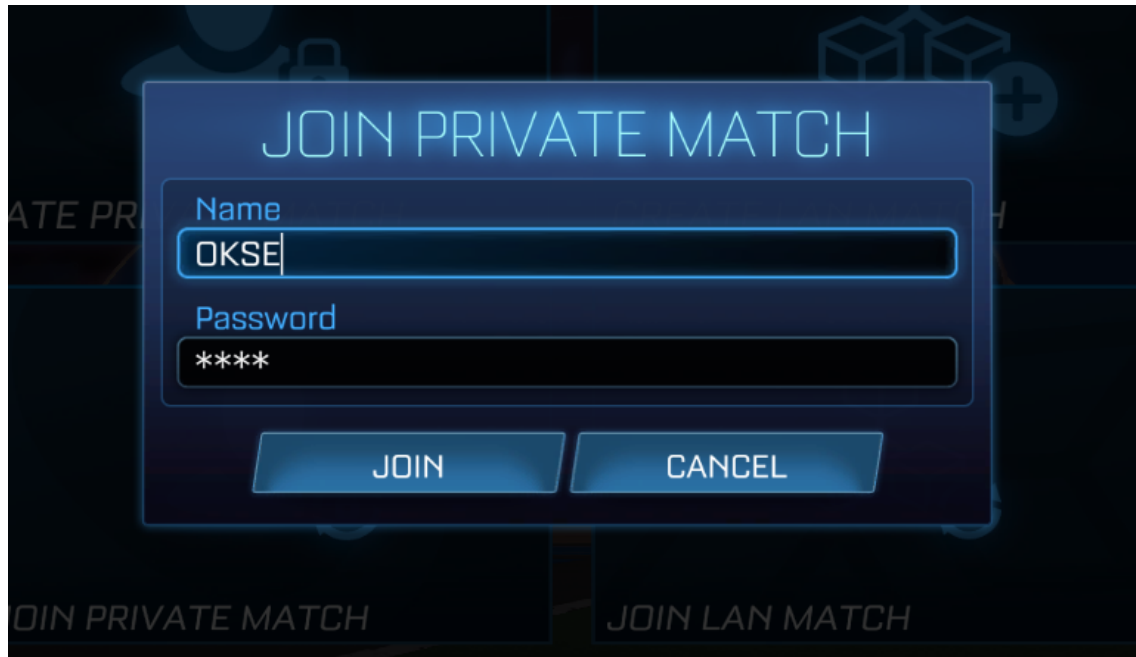
Step 5: If you are on the Team Setting page, select back. Select Mutators. If you have any settings other than default, make sure to change it. Reference the picture below if you need to check. You can change the series length to have the game automatically keep track of match score. This is not required.



Step 6: Create Match, Put a name and password in. Keep them simple. Something like 1234 for the password. Contact the other coach with the name and password.



Step 7: FOR THE JOINERS: Make sure you have a name and password from the other team's coach. If you don't, they either did something wrong or they haven't created one yet.



Step 8: Important to note: Do not join your teams until everyone is loaded in, the game will start once there is a player for each team after a few seconds whether the other players are ready or not. Do not hit Auto. Hit Spectate if you would like, not required. Subs can spectate.



Additional Notes for Streamers: Rocket League has probably the best Spectator setting with Director and AutoCam being pretty good options to have just run on streams. Here are the controls below if you would like more than that.

