



PREAMBLE

LG OLED evo Rocket League Baltic Cup (hereinafter referred to as “**Tournament**”) is LG sponsored esports tournament with the goal to promote and conduct esports on the Baltic state level. LG is the exclusive owner of worldwide exploitation rights with regards to audio-visual content as well as sponsorship and merchandising rights of the tournament.

LG has instructed GOEXANIMO with the organization and operation of the Tournament. GOEXANIMO may delegate its duties to Tournament admins to be determined by GOEXANIMO.

LG OLED EVO Rocket League Baltic Cup Official Rulebook (hereinafter referred to as “**Rulebook**”) is the only Rulebook which is valid for the Tournament, it's participants (hereinafter referred to as “**Player(s)**”, “**Team(s)**” or “**Participants**”), and all matches played in the Tournament.

1. GENERAL

1.1 Tournament Administration

GOEXANIMO shall designate Tournament admins who are responsible for Tournament administration and the process of gaming operations. GOEXANIMO may change any Tournament admins at any time at its own discretion. Each Player can contact Tournament admins via GOEXANIMO discord server.

The current Tournament admins are:

- Roberts Sīlis, “Egotheist” - Egotheist#1863
- Artūrs Bērziņš, “Zen” - Zen#4323

1.2 Registration

Participation in the Tournament is free and open to anyone that meets the requirements described in Rulebook's paragraph 2.

Registration for all the qualifiers begins on June 14, 2021 at 8:00 EEST. Each registration application will be manually reviewed and confirmed (or denied) by the administration.

In order to register for a qualifier tournament, the captain of the team has to visit the registration page of the qualifier on Toornament.com and sign his/her team up by using his/her Toornament account. A Team is only allowed to register for qualifiers of the country the team is representing (see paragraph 2.2 for Team Requirements).

Registration for each particular qualifier closes two hours before the qualifier starts. Registration end times for each of the qualifiers can be found down below:

- [Latvian qualifier #1](#) - June 29, 17:00 EEST
- [Estonian qualifier #1](#) - June 30, 17:00 EEST
- [Lithuanian qualifier #1](#) - July 1, 17:00 EEST
- [Latvian qualifier #2](#) - July 6, 17:00 EEST
- [Estonian qualifier #2](#) - July 7, 17:00 EEST
- [Lithuanian qualifier #2](#) - July 8, 17:00 EEST

After the registration has ended, participants will be required to “check-in” in order to confirm their participation in the event. The “check-in” period is going to take place from 17:00 EEST till 18:30 EEST. Failure to “check-in” for the qualifier will result in the team being disqualified.

1.3 Communication

The official communication of the Tournament is conducted on the [GOEXANIMO Discord server](#). Tournament admins will use the discord server as a tool of communication between them and Players, and therefore this discord server should be checked regularly so that no important announcements and/or information is missed.

1.4 Code of Conduct

All Players agree to behave in a sportsmanlike and respectful manner towards other Players, spectators, the press, the broadcast team, Tournament admins and LG officials.

1.5 Confidentiality

The content of discussions, protests, complaints or any other correspondence between Participants and the Tournament admins shall be deemed strictly confidential and may only be revealed to GOEXANIMO and its representative bodies. The publication of such material is allowed only with an approval of GOEXANIMO.

1.6 Data Policy

By participating and submitting registration for the tournament all participants agree to the tournament Rulebook and the use of submitted data for the realization of the tournament.

1.7 Validity of Rules

If any provision of the Rulebook is found invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. In lieu of the invalid or impracticable provision, an appropriate provision shall apply which is nearest to the

intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

1.8 Change of Rules

Tournament administration reserves the right to make changes to the Rulebook at any point in time. The said changes come into effect immediately and are considered a part of the official Rulebook as soon as it is published. Tournament admins will inform participants about major changes to the Rulebook via the GOEXANIMO discord server.

In case of a specific topic and/or situation not being disclosed within the Rulebook, Tournament admins reserve the right to examine the said topic/situation and make a decision based on the specifics of the said topic/situation. These topics/situations are dealt with on a case-to-case basis.

2. REQUIREMENTS

2.1 Player Eligibility

For a Player to be eligible to participate in the Tournament, the Player has to be a citizen of one of the Baltic state countries (Estonia, Latvia, Lithuania).

There is no age restriction for the participants.

2.2 Team Requirements

In order to register for the Tournament, a team must consist of three eligible players, as stated in paragraph 2.1. All three players must be citizens of the same Baltic state country.

In case of a Player having multiple citizenships, he/she must choose which country he/she will represent during the Tournament period. The choice made is irreversible and once a Player has participated in a qualifier for one of their citizenship countries, he/she can not participate in the qualifiers dedicated to the other citizenship country.

2.3 Platform

In order to participate in the Tournament, Players must have a valid:

- Rocket ID
- Discord account
- Toornament.com account

Players are allowed to participate in the Tournament from any platform (PC, XBOX, PlayStation, Switch), which supports Rocket League.

2.4 Nicknames and Team Names

Participants are only allowed to register their own official nicknames and team names (without any additions). No sponsor tags are allowed in the nickname. Furthermore, nicknames are forbidden if they:

- are protected by third-party rights and the user has no written permission to use it
- resemble or if they are identical to a brand or trademark, no matter whether it has been registered or not
- resemble or if they are identical to a real person other than themselves

In addition to the above, any nicknames that are purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is forbidden.

Any breach of this paragraph is going to be penalized. These incidents are treated on a case-to-case basis and the final decision is made by the head admin.

3. PRIZES

3.1 Tournament Prize Pool

The three best Teams of the tournament will receive the following prizes:

- 1st place - 3x [LG OLED 48' CX TV](#)
- 2nd place - 3x [LG XBOOM Go PL7 Portable Bluetooth Speaker](#)
- 3rd place - 3x [LG XBOOM Go PL5 Portable Bluetooth Speaker](#)

3.2 Receiving Prizes

All prizes shall be delivered no later than 30 days after the completion of the Finals stage. In order to do so, participants are to provide details such as their name, surname and delivery address.

Prizes are to be delivered only within the borders of the Baltic states (Estonia, Latvia, Lithuania).

Failure to provide sufficient information for the prize delivery will result in the prize being forfeited.

3.3 Withholding of Prizes

Tournament organizers reserve the right to withhold distribution of any prizes if any infringements of the provisions set out in this Rulebook have been discovered.

4. GAMEPLAY RULES

4.1 Hosting and Team Colors (Qualifiers)

During the qualifiers games will be hosted by the Team that is named first in the Toornament bracket. The host team has to go to "Play -> Custom Games -> Private Match -> Create Private Match". Match has to be created with the game settings specified in paragraph 4.3.

Once the host team has created the game, they will contact the opponent team, by using the in-built communication tool on the Toornament.com platform and provide the match lobby name and password to their opponents.

Opponent Team (named second in the Toornament bracket) has to join the game by going to "Play -> Custom Games -> Private Match - > Join Private Match".

Players may join their designated side only when all three players from each team have joined the match lobby.

The host team will always be blue and the opponent team will always be orange.

4.2 Hosting and Team Colors (Finals stage)

During the finals stage, all games will be created by the Tournament admins and the match lobby name, password and team color will be communicated with the Participants via Discord.

Players may join their designated side only when an admin has instructed them to do so.

4.3 Settings

Before creating or joining a lobby all players must make sure that they have "Cross-Platform Play enabled". This setting can be found under "Settings -> Gameplay".

Match settings:

- Game mode: Soccar
- Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Region: Europe
- Joinable By: Name/Password
- Mutator Settings: Default

4.4 Cars

It is forbidden to use licensed cars (e.g., DeLorean Time Machine, '15 Batmobile, '99 Nissan Skyline, etc.) and licensed customisations during any stage of the Tournament.

4.5 Match Disruption

4.5.1 Punctuality

During the qualifiers all Participants are required to communicate with their opponent and start the game within 5 minutes of finding out their next opponent. In case any Participants have problems reaching their opponent, they must inform the tournament admins of the issue immediately. Delaying a match start can result in the Team that is responsible for the delay being penalized and/or disqualified from the event.

During the finals stage tournament admins will brief the Participants about the tournament schedule and inform them in case any changes to the schedule are made. For being late/delaying the match for up to five (5) minutes the offending player will be warned by the tournament admins. Not being ready to start the game after more than five (5) minutes may result in a forfeit loss (0-5) and/or disqualification from the event. The following rule applies to situations where the player in question is unresponsive and unreachable. Cases where players are enduring technical difficulties will be resolved by the tournament admins.

4.5.2 Forfeits

A Team may be given a forfeit loss (0-3) for failing to show up in time to a game or as a penalty for breaching any of the rules mentioned in this Rulebook.

All series and matches shall be carried out until their full completion.

4.5.3 Disconnects

If any Player disconnects during the game, the match continues and the Player may rejoin the game. If the Player is unable to reconnect, the match is to be finished as is.

4.7 Spectators

During the qualifiers no in-game spectators are allowed. Only Players from participating Teams may join the game lobby. However, the final stages of the qualifiers are to be observed by Baltic state country influencers designated by LG and GOEXANIMO.

During the finals all games will be spectated by the tournament admins.

5. TOURNAMENT FORMAT

5.1. Qualification Tournaments

5.1.1. Format

A total of six (6) qualification tournaments will be hosted - two (2) for each of the Baltic state countries (Estonia, Latvia, Lithuania).

The number of Participants for each qualifier is limited to 256 teams.

The format of the qualification tournaments is a Double-Elimination Best-of-Three (Bo3).

The qualification tournaments are to be played out across two days time with the first day being reserved to play out the entire upper bracket (excluding grand finals) and lower bracket until round 7 (including), while the following day is used to play out the rest of the Tournament.

In the grand finals, the team coming from the upper-bracket has a one Best-of-Three (Bo3) series advantage, meaning that they only have to win one Best-of-Three (Bo3) series in order to win the Tournament while the team that comes from the lower-bracket has to win two Best-of-Three (Bo3) series.

The winners of each of the qualifiers proceed to the finals stage.

5.1.2. Qualifier dates and play times

Qualifier	Day #1	Day #2
Latvian Qualifier #1	28.06, 19:00 - 23:00	29.06, 19:00 - 23:00
Estonian Qualifier #1	29.06, 19:00 - 23:00	30.06, 19:00 - 23:00
Lithuanian Qualifier #1	30.06, 19:00 - 23:00	01.07, 19:00 - 23:00
Latvian Qualifier #2	05.07, 19:00 - 23:00	06.07, 19:00 - 23:00
Estonian Qualifier #2	06.07, 19:00 - 23:00	07.07, 19:00 - 23:00
Lithuanian Qualifier #2	07.07, 19:00 - 23:00	08.07, 19:00 - 23:00

5.1.3 Game Schedule

All qualification tournaments share the same time schedule, therefore the times written below are valid for all six qualification tournaments.

Times are tentative and subject to change with games being started earlier if the previous stage of the Tournament has already finished or being started later in case of technical difficulties, disputes, etc.

Day 1:

- 19:00 - Upper Bracket Game 1
- 19:30 - Upper Bracket Game 2 | Lower Bracket Game 1
- 20:00 - Upper Bracket Game 3 | Lower Bracket Game 2
- 20:30 - Upper Bracket Game 4 | Lower Bracket Game 3
- 21:00 - Upper Bracket Game 5 | Lower Bracket Game 4
- 21:30 - Upper Bracket Quarter-Finals | Lower Bracket Game 5
- 22:00 - Upper Bracket Semi-Finals | Lower Bracket Game 6
- 22:30 - Upper Bracket Final | Lower Bracket Game 7

Day 2:

- 19:00 Lower Bracket Game 8
- 19:30 Lower Bracket Game 9
- 20:00 Lower Bracket Game 10
- 20:30 Lower Bracket Game 11
- 21:00 Lower Bracket Quarter-Finals
- 21:30 Lower Bracket Semi-Finals
- 22:00 Lower Bracket Final
- 22:30 Qualifier Grand Final

5.1.4 Reporting of scores

During the qualifiers teams are responsible for reporting the correct series scores into the Tournament bracket. Once a match is over, the winning team must report the series score on their match page as soon as possible. The score reported has to be the overall Best-of-Three (Bo3) series score, not the score of any single particular game. Therefore, there are only four possible scores that can be reported - 2:0, 2:1, 1:2 or 0:2.

In order to back-up the series score that has been reported, the winning team must also upload a proof in form of screenshots (or replay files) in the Tournament match page.

In case a team wishes to dispute a score that the opponent has reported (or accidentally reported a wrong score), they can dispute the score via Tournament built in dispute function within 10 minutes of the initial score report. If no dispute is made within the aforementioned time frame, the score reported is to be considered final and can not be changed.

In case of a dispute, a tournament admin will contact the Teams via Tournament match page chat in order to resolve the issue. In case of an admin not contacting Teams via

Tournament match page, the Team that is making the dispute has to open a support ticket in the Discord via #support channel.

5.1.5 Game Replay Files

Participants are obligated to save game replays of every single game they play during the qualification tournament. Teams that qualify for the finals stage will be required to provide the said replay files to the tournament administration.

5.2 Finals stage

5.2.1. Format

5.2.1.1 Group Stage

During the group stage all six Teams will be placed in one group with teams having to play a five-game-series against every other team, except, the team that is from the same country as they are.

Teams earn points for each game of the five-game-series, meaning that a victory in one game will earn the team one point. Accordingly, the maximum amount of points a Team can earn during the series is five points (in case they win all five games).

Once all the games have been played out, points of teams that are representing the same nation are added together in order to determine the placing of all three Baltic state countries.

Teams from the nation that has the most overall points, as well as the best team from the runner-up nation, proceed to the Playoffs.

In case at the end of the Group Stage two countries have the same amount of points, the following criteria is to be used as a tiebreaker:

- Points earned in head-to-head games
- Goal difference in head-to-head games
- Goals scored in head-to-head games
- Goal difference in all games
- Goals scored in all games
- Tiebreaker game (Best-of-One)

In case all three countries have the same amount of points, the following criteria is to be used as a tiebreaker:

- Goal difference
- Goals scored
- Tiebreaker games (Best-of-One)

In case at the end of the Group Stage two teams from the same country have the same amount of points, the following criteria is to be used as a tiebreaker:

- Points earned against teams qualified for playoffs
- Goal difference against teams qualified for playoffs
- Goals scored against teams qualified for playoffs
- Goal difference in all games
- Goals scored in all games
- Tiebreaker games (Best-of-One)

5.2.1.2 Playoffs

Playoffs stage consists of two game series:

- Semi-Final Best-of-Five (Bo5)
- Grand Final Best-of-Seven (Bo7)

A total of three Teams qualify for the Playoffs stage:

- The team with the most points from the best nation
- The team with the least points from the best nation
- The team with the most points from the runner-up nation

From these three, the team with the most points from the best nation goes directly to the Grand Final, while the other two are to face off against each other in the Semi-Final. The winner of the Semi-Final proceeds to the Grand Final.

5.2.2. Schedule

The finals stage is to be played out across two days on the 17th and 18th of July.

Game schedule of July 17th:

- 14:10 EEST - Latvia #1 vs Estonia #1
- 15:00 EEST - Lithuania #1 vs Latvia #2
- 15:50 EEST - Estonia #2 vs Lithuania #2
- 17:10 EEST - Estonia #1 vs Lithuania #1
- 18:00 EEST - Latvia #1 vs Estonia #2
- 18:50 EEST - Lithuania #2 vs Latvia #2

Game schedule of July 18th:

- 12:15 EEST - Lithuania #1 vs Latvia #1
- 13:05 EEST - Latvia #2 vs Estonia #2
- 13:55 EEST - Estonia #1 vs Lithuania #2
- 15:20 EEST - Estonia #2 vs Lithuania #1
- 16:10 EEST - Lithuania #2 vs Latvia #1
- 17:00 EEST - Latvia #2 vs Estonia #1

- 18:20 EEST - Semi-Final
- 19:15 EEST - Grand Final

5.2.3. Team Logo

All the Teams that qualify for the finals stage have to provide the tournament administration with a team logo no later than 5 calendar days after the end of the qualifier stage. In case a Team does not have a Team logo and is not able to create one, one will be created for them by GOEXANIMO.

5.2.4. Media Obligations

Every team must appoint at least one player that is going to take part in interviews conducted with the tournament caster(-s) prior and during the event. The said player cannot deny these obligations and must attend.

Players will be required to provide their full name and a photo of themselves for tournament production purposes. Additional information and media requirements will be provided upon qualifying to the Finals stage.

5.2.5. Face Cameras

During the finals stage all participants (all three players) have to provide a live camera feed of them playing. Participants will be briefed about the process prior to the event by the tournament administration.

6. DISCIPLINE

6.1. Penalties

Teams and/or Players that violate any of the rules described in the Rulebook will be penalized. Each case will be investigated and decided upon separately.

Penalties can include, but are not limited to:

- Warning
- Default loss in a game
- Default loss in a series
- Disqualification from the Tournament
- Withholding of prizes

Sanctions shall be determined by the tournament admins at their sole discretion to the best of their knowledge and judgment in an appropriate, proportionate and adequate manner.

The admins shall impose the sanction according to the nature of the infringement, the individual culpability, profits generated through the violation, the severity level of the violation, the number of previous violations and Player's subsequent behavior.

The admin may increase the sanction as deemed appropriate if an infringement has been repeated.

6.2 Cheating

It is forbidden to use any third-party software or hardware that gives a Player(-s) an unfair advantage over the opponent.

6.3 Manipulating Media

It is forbidden to edit, manipulate or fake match media. Match media includes, but is not limited:

- Screenshots
- Replay files
- Video recordings of the game

6.4 Insults

All insults occurring in connection with the Tournament will be penalized. This primarily applies to insults during a match, via Toornament.com platform or Discord. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties.

6.5 Spamming

The excessive posting of senseless, harassing or offensive messages in game, on the Toornament.com platform or on the Discord server is regarded as spamming and will be penalized.