Rocket League
3 v 3 Tournament

Please refer to the [LANFest Competition Guide](#) and [Waiver](#) for additional rules. Check-in is required on Discord #rocket_league_tournament to Participate. **Please use the LANFest Sacramento Discord to find your opponent.** Players must be on Discord throughout the tournament.

Chat
Join Discord Server: https://discord.gg/sacramento

Channel #rocket_league_tournament

General & Game Settings:
- **Game:** Rocket League by Psyonix
- **Max Teams:** 32
- **Competition Method:** 3 v 3 - Best of 3 Rounds
- **Maps:** DFH STADIUM only
- **Tournament Mode:** Double Elimination - best of 3 Games
  - *Semifinals and Finals are Best of 5, time permitting;*
    - **Game Length:** 5 minutes
- **Game Winner:** Will be the team that has scored the most goals before the timer expires. If there is a tie after the timer expires, the first team to score a goal in overtime will win the match.
- **Restrictions:** Gameplay is restricted to vanilla/default settings only. **MUTATORS/CUSTOM** Settings are **NOT** allowed.
- **Match Setup:** Team captains (team leader) will need to be designated for each team of three. One team captain will be designated by an admin to create the "**Private Match**" room, in which the details of "Private Match" (Name and Password) will be given to the Opposing Team so they may join. The Captain/Creator of the "Private Match" must Create a use the following Match Settings:
  - **Arena:** DFH STADIUM
  - **Team Size:** 4v4 (Not 3v3 in case an admin or Twitch Stream needs to join/watch)
  - **Bot Difficulty:** NO BOTS
  - **Region:** US-WEST
  - **Joinable By:** NAME/PASSWORD
  - **Name:** Assigned/Instructed By Admin
  - **Pass:** Assigned/Instructed By Admin
  - **Mutator Settings:** Creator of Match MUST click on "**Restore Defaults**" beforehand to ensure no custom settings are accidentally implemented.

  All players **MUST WAIT** in the "Private Match" Lobby and **MUST NOT** Select a Side/Color until their Team Captains from both sides confirm they are Ready and which Side/Color to choose. Once the "Private Match" is up and all players from both teams are in the lobby and ready, team captains will notify each other through steam group chat or Discord that their teams are ready for the match to begin. *To Make finding opposing team captains faster, all captains must join the LANFest Sacramento Discord.*
  - Substitutions **are allowed**.
    - You can have a max of 1 substitutions for the *entire* tournament. Use it *wisely*.

Requirements:

- **All players must be ready to play at the start of the event! This includes having the game, patched to latest and present.**
- Results can be updated on the Challonge bracket by anyone on the team. Matches cannot be reopened without the Administrator's consent.
  - **If a team comes up to an Administrator (or Admin's Minion) and reports a discrepancy, a short investigation will happen.**
- 3rd party programs or any trace of scripts/macros that give the player an unfair advantage will NOT be allowed. It will be considered a violation of the rules with the exception of non-malicious mods such as BakkesMod/AlphaConsole are the only exceptions to this rule as these mods are not in violation of Psyonix terms & service.
- Players are responsible for their actions in regards to known map or game bugs/exploits. Any Player or Team utilizing ANY exploit or bug in a map or game, unintentional or otherwise are breaking the rules.

Stoppage of Play:
- A player, who is experiencing technical issues, on any team may call for a game restart prior to first score within the first 1 minute of the game (i.e. before the timer shows 4:00). The player must be experiencing a software malfunction (e.g. game crashes or locks up, etc..) hardware malfunction (e.g. monitor, peripheral, etc), a physical disruption (e.g. fan interference, table or chair breakage). The player must declare the issue in public chat or to a tournament administrator and then intentionally disconnect. Once the player disconnects, the game is considered null and void and should be restarted unless a tournament administrator determines that the conduct represents unfair play.

Unfair play:
The following actions will be considered unfair play:
1. The use of any cheat program and/or map hack program.
2. An intentional disconnection without a proper and explicitly stated reason
3. The use of any settings exceeding the standard and permitted settings
4. Intentionally allowing an opponent to win a game.
5. Unsportsmanlike or disruptive behavior such as inappropriate and/or unprofessional actions directed towards another player or tournament official.
6. The use of a game bug that is determined by the Tournament Admin as being unfair.
7. If someone is disconnected/leaves the game due to any legitimate issues (can happen randomly), after the 4:00 minute mark, both teams must continue game play (2v3) and the game/match cannot be restarted.

Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the tournament Admin, may receive a warning, a forfeit loss, disqualified from the tournament. During the course of the event, the tournament Admin may determine other actions to embody unfair play.

Substitutions:
- The tournament Admin must be informed if any substitutions are to be done.
- Teams are allowed to substitute once only in the tournament.
- Substitutions can only be done before or after a match is done and not during.
- The substitute player for the team must not be playing for any other team in the tournament.

Rule Changes:
The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Players are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Players must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.

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