

# E-Sports Rocket League™ Rules & Guidelines

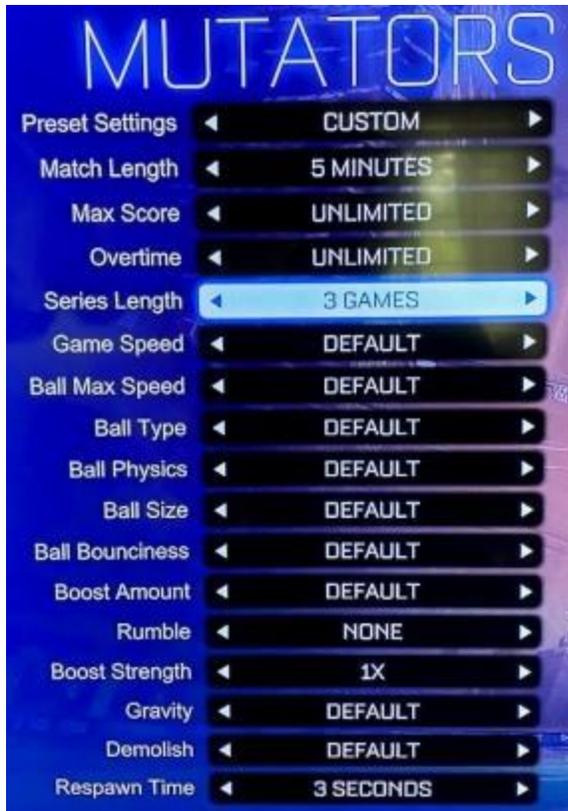
## Basics:

- 1) To participate in this league, players must have the following equipment:
  - a) Xbox One, Playstation 4, PC Console or Nintendo Switch connected to the internet with an online subscription
  - b) Gamer Identification (Gamertag)
- 2) Once registration is closed and the number of participants has been determined, the league schedule will be released by email. You will also be able to access all content online. This league will be played Thursdays with times TBA. It will be a total of 7 weeks with the first week used as our “practice week”. The next 5 weeks will serve as our “regular season”. The last week will be our single round elimination tournament. **This league will be 1v1 throughout all 7 weeks of play.**
- 3) After each game, send a picture of the results to [mmcdowell@eltownhall.com](mailto:mmcdowell@eltownhall.com)
- 4) This league is a commitment, it’s important that players play when scheduled

## Gameplay:

- 5) Any setting not listed below should not be changed from its default state
- 6) The HOME team will be responsible for setting up the match
- 7) To set up your game, load Rocket League on your device and follow these steps:

1) Before you play, ensure that “crossplay” is enabled. Scroll down to settings on the homepage and on the gameplay tab make sure that “Crossplatform play” is checked off	10a) <b>Team Settings:</b> Home Team=Orange Away Team = Blue
2) Once step 1 is completed go back to the homepage	10b) Include your team name within the Team settings
3) Select “Play”	11) <b>Mutator Settings:</b> Series Length 5 games and the rest are default settings (see the picture below as an example)
4) Select “custom games”	12) <b>Region:</b> US-EAST
5) If you are the scheduled home team you will click on create private match. (Keep reading steps) If you are away, you will only need to join by	
6) Select “Private Match”	13) <b>Joinable By:</b> Name/Password
7) <b>Game Mode:</b> SOCCAR	14A) <b>Name:</b> Home Team Epic ID
8) <b>Arena:</b> DFH Stadium (You can choose)	14B) <b>Password:</b> ELPR
9) <b>Team Size:</b> 1V1	
10) <b>Bot Difficulty:</b> No Bots	



15) Games will be five minutes in length, whichever team has the most goals at the end of the game is the winner. If tied after five minutes, the games will be immediately determined by sudden death overtime.

16) Each game will be a best **3-out-of-5** series. The best of 5 series must be played consecutively. Make sure to change this in the mutator settings

17) Players are strongly discouraged from quitting out of matches during play. If a participant intentionally disconnects from the game and is not able to reconnect to the game, then a loss will be given to the player. This loss will be recorded a forfeit

18) If a “player” unintentionally disconnects from the game, the game shall continue as played. The disconnected player will attempt to rejoin the game as soon as possible. If the player cannot rejoin, the game will continue as is.

19) In basic terms, all games should be fully completed

without players leaving the match intentionally or unintentionally. Players should look to help one another resume play.

#### **Communication:**

20) Gamers can look on our website: [www.eltownhall.com](http://www.eltownhall.com) to find out the schedule as well as to look at the statistics.

21) If gamers need to communicate to one another, they can through joining “party chat” or simply text other players using the parties and chat settings on their console. Gamers need to have good sportsmanship throughout.

22) It will be up to our gamers to add one another by adding their opponents “Epic ID name” and play against each other using the format listed above. If you don’t know how to do this, you can look at the program page where you will find links to do so. At the end of the game, send a picture and send it to [mmcdowell@eltownhall.com](mailto:mmcdowell@eltownhall.com)