

Rocket League Intramural Rulebook

All players are responsible for reviewing the following tournament rules and code of conduct. The league will be held within the official [Western Esports Intramural Discord](#) and led by “**Intramural Officials**”. Officials will be moderating the games and answering any inquiries that come up within the Discord.

General Information

Participants must fill out the respective google form and join the [Western Esports Intramural Discord](#). There is no registration fee for the Esports Intramural Tournaments.

Registration:

[Intramural registration](#) is only eligible for the following individuals:

- Players signing up must be currently enrolled at Western University.
- Players may sign up either in a FULL premade or as a solo player/free agent. If you do not have a full team, you can find teammates in the [#looking-for-team](#) channel in the Discord server before you register.
- There cannot be more than two Western Esports players on the same premade team for the same title they compete in. Lobbies will be announced prior to the game day.

Registration to sign up ends **Friday, March 10 @11:59PM EST**

Contact Info:

To ask any further questions please ping the **@Intramural Official** role or message any Intramural Official on Discord (Andyyy#6868, Jahzyiah#5991, linda#3521, notmark#1789, Tanveer#6039, TheNonMexican#0001, elyk sama#4188, tracyw#1910).

Substitutes:

No substitutes will be accepted mid tournament. You are able to sign up with substitutes when you are creating your team via the registration form. Otherwise, substitutes are not accepted. Substitutes must be from Western University.

Format

Group stage

Teams will play every week on Sunday evenings on **March 12 and March 19 starting at 5:00PM EST**. Within the designated game days, teams will play 2 rounds. Games will be a Best of 3 (BO3) during the group stage.

Playoffs

Playoffs will be held on **March 26 and April 2nd starting at 5:00PM EST**. Within the designated game days, teams will play up to 2 Best of 5s (BO5) with single elimination.

Note: The structure of playoffs may change based on the number of teams participating with a minimum of 6 teams required.

Schedule

- **Group Stages (BO3s)**
 - March 12 and March 19
- **Playoffs (BO5s)**
 - **Semi-Finals & Finals**
 - March 26 and April 2

Prizing

Western Purple Shirt for each player on the roster of the winning team

Rules

- **Controllers**
 - All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.
- **Match Settings, Technical Errors, and Restarts**
 - Server location will be US-East only unless both teams agree on a different server
 - Settings for the game are as follows:
 - Default Arena: DFH Stadium
 - Team Size: 3v3
 - Bot Difficulty: No Bots
 - Mutators: None
 - Match Time: 5 Minutes
 - Joinable By: Name/Password
 - Platform: Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox
 - Server: US-East (NA League)
 - Hosting and Team Colors
 - Officials will specify which Team is blue and which Team is orange. In the Group Stages, Teams will be instructed on how to host the Match. In the Semi-finals and Finals, a Tournament Administrator will host the Match.
 - Teams can play the match before the scheduled time, if both teams agree to do so
 - If there is disagreement to the match starting early, the match will start at the SCHEDULED time
 - Do not start the game until both teams have given confirmation they are ready to start
 - A game **MUST** be restarted if a player disconnects in the first 15 seconds and before the first goal is scored. If a player disconnects from a game after the first 15 seconds or after the first goal is scored, the current game must be played to completion and the player should rejoin as soon as possible.
 - Each team is allowed 5 minutes of pause time in a game for disconnections and other technical issues. If a team exceeds their allotted pause time, they may forfeit the current game.
 - Within 15 seconds of the start of any game and before either team has scored, teams may agree to restart and/or switch either the host or the server if connectivity issues significantly hinder gameplay.

- If you are **LATE**, your team will forfeit that game and receive a loss. You have 10 minutes from the agreed start time to be ready to play. It is your responsibility to be prompt in attendance.
- **Streaming**
 - Players are permitted to stream at their own discretion. Officials will not be held accountable for any potential stream sniping. If you choose to stream, we recommend a delay of 30 seconds.
- **Match Reporting**
 - Once a match is over, the winning team must report it in the Tournament Discord via **screenshot** and text in Rocket League #match-reporting with their **team number** and tag an Intramural Official
- **Bugs and Glitches**
 - Abusing any and all unintended mechanics will result in an automatic forfeit of the game. Depending on the severity of the offense, the player may be disqualified from the intramurals.
- Should a player break a rule, their team will still get their placement and the player will be issued a warning. On their second offense, it will result in disqualification from the intramurals.
- *Intramural Officials and Staff have the final say over any decision and may choose to enact lighter or harsher punishments than laid out in these rules*

Conduct and Behavior

- Any behaviour that is deemed as non-sportsman-like (or toxic), including but not limited to threats, insults, or derogatory comments may result in a penalty, including a ban from this intramural and future intramurals. This will be dealt with on a case-by-case basis and will be at the discretion of the Officials.
- Any intentional (intentions of actions at the discretion of the Officials) delay of tournament activity will be handled at the discretion of the Officials and can include a score penalty, or disqualification.
- Officials reserve the right to deny prizing to any players suspected of violating the Intramurals Rules or Rocket League TOS
- Smurfing and Player imitation. Players must use their highest-ranked account. Any player found on an alternate account will be immediately disqualified. You must play on the account you signed up with, and the player who signed up must be the player controlling that account.
- Collaboration is not allowed and will not be tolerated.
- All players must follow Western's [Intramural Policies and Playing Regulations](#).
- *Any violations of the rules listed above will be dealt with by the administration team on a case-by-case basis.*

Rules and information are subject to change without notice.