

ROCKET LEAGUE

Rulebook PolyLAN 38

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1 General

These regulations will be the reference document for the entirety of the PolyLAN 38 event (hereinafter P38) taking place at SwissTech Convention Center from Friday 7th of April 2023 at 10 a.m. to Monday 10th of April 2023 at about 5 p.m..

The rules may be available in several languages. If the individual rules differ, the English version is valid in all cases as correct.

1.1 Scope and Application

These regulations apply to all players participating in the PolyLAN 38 Rocket League tournament (hereinafter: "RL" or "Game"), as well as their organization and team, including, but not limited to, their coaches, managers, owners, members and employees. (All of these persons are referred to as "participants" throughout the rest of this document). By taking part in this tournament, each participant guarantees that they have become aware of the content of these rules and undertake to respect them in their entirety.

Participants agree that their games could be broadcasted, casted or shown on the stage.

2 Tournament Information

2.1 Tournament Platform

The official tournament platform will be Plamingo.

2.2 Tournament format

The tournament is played in 2 stages:

Stage 1: 2 groups of 4 teams in Best-of-5 format. All teams qualify for stage 2.

Stage 2: Seeded double-elimination in Best-of-3, Best-of-5 or Best-of-7 format.

Seedings: For stage 1, a seeding will take place so that best known team are scattered into different groups. Seeding is determined by the admins and is final.

Tiebreaker:

In the case of a tie after step 1, the direct result counts. In the case of a triple tie, the goal difference between the three teams counts. If this does not determine a result, a short straw draw will be held.

If the situation so requires (crowding, exceptional circumstances), the tournament directors reserve the right to modify the conditions of this article pursuant to article 2. 4. 5 of these rules.

2.3 Tournament schedule

The first appointment for the team captain or manager (or player if the team has neither of the two previous ones) will be for a briefing on Saturday morning at 9:00 am. The

tournament itself will start 1 hour later. All players must be present at the tournament site at the beginning of the tournament.

The approximate tournament schedule can be found on Plamingo. The schedule is subject to change depending on the number of visitors and other special circumstances.

The detailed schedule, which includes the start time of the rounds, breaks and the end time of the tournament, will be published some hours after after the registration deadline.

2.4 Tournament communication

2.4.1 General communication

All communication for the tournament will take place on PolyLAN's [Discord](#).

2.4.2 Game communication

The communication between the opposite players for the individual games is held on the Discord, Plamingo, or the in-game chat.

2.4.3 Game Issue

If players encounter a problem during the game, they must contact an admin directly at his desk if possible, or by using the communication tool.

It's advised to take screenshots / pictures / copies of any proof element that could be useful to understand and settle an issue.

2.4.4 Decision Issue

If a player (or team) does not agree with a decision made by an admin, the team captain or manager (or the player in case that they do not have either of the latter) has the opportunity to review the problem and the decision with the Referee Panel.

2.4.5 Rulebook amendments

With the approval of the Referee Commission, the organizers reserve the right, in exceptional circumstances, to make decisions on matters covered or not covered by the rules, or even to make decisions contrary to them, in order to preserve good sportsmanship, the fairness of the competition and the proper conduct of the tournament. For the same reasons, they can also change the rules (with the Referee Commission's approbation) in a lasting way for the rest of the event.

Any decision on this matter will be communicated to all captains of the participating teams before it comes into effect.

In some cases, the participating teams may be consulted by the organisers in order to take the most appropriate decision for the situation. This consultation will be done only with the captains of the participating teams.

3 Tournament settings

3.1 Players

Each player must use its own Rocket League account.

Platforms allowed: Steam (PC), Xbox, Switch & Playstation.

Any use of an external software that changes graphical parameters during a game is strictly forbidden.

3.2 Matches

Each match must be a 3 vs 3

Each game must take place on the Europe server

3.3 Teams

Each team can be composed of 3 to 4 players. There can therefore be one substitute per team.

Each team appoints one of its members as captain for the duration of the tournament. The captain is the spokesperson for their team for any communication with the organizers. Except in exceptional circumstances, only they will be heard by the organizers. It is their responsibility to provide feedback on the information provided by the organisers to their team.

Teams may only change players between matches. All changes must be announced to the organizers by the captain at least 10 minutes before the start of the next match (5 minutes before the 5 minutes in article 4. 1. 3 of these rules).

If the team captain does not participate in the match, they must designate an alternate match captain for that match to the admin at the time of the announcement of the player change.

Except in exceptional circumstances, teams will not be given any additional time to make a player change.

Each team will make sure that all its members use the same Tag.

The tag and name of each team must not be insulting, racist, inappropriate, or a registered trademark, unless officially sponsored.

3.4 Tournament

The tournament can accept 16 teams.

The tournament will start on Saturday morning and will end with the final match on Sunday afternoon.

3.5 Registration

Team registration will take place on the premises of P38, during the registration to the LAN.

The composition of the registered team is permanent for the duration of the tournament.

4 Game proceedings

4.1 Before the match

4.1.1 Match times

The players must check the published schedule regularly in case of adjustments and make sure not to delay the tournament.

4.1.2 System

Players generally play the matches on their own computer / devices. However, the tournament organizer may ask players to play on specific computers (stage final, etc.).

4.1.3 Match check-in

The match must start at the exact time indicated on the schedule, players must be ready to start at least 5 minutes before the indicated match time.

If any problem occurs with the sound, network or system, the player must notify the admin immediately in order to resolve it as soon as possible before the match begins.

4.1.4 Delayed match start

In the event of unintentional technical difficulties or non-communication leading to the inability to start a game more than 10 minutes after the round starts, the admins can, at their sole discretion, exceptionally grant a victory.

4.2 During the match

4.2.1 Stopping game

Players are not allowed to leave an official match in progress unless expressly authorised by a tournament organiser. If a player leaves a match before its end and without the agreement of an admin, the latter shall reserve the right to give the point of the game to the opposing team.

4.2.2 Match interruption

If a match is unintentionally interrupted (crash, network disconnection, ...), the tournament organizers may decide to either restart the match or give victory to one of the two teams based on the presence or absence of a clear advantage for one of the two teams.

4.2.3 Technical or medical emergency

In the event of a medical emergency or technical problem, the game is interrupted and, depending on the case, the admins may decide the outcome of the game at their sole discretion.

4.3 After the match

4.3.1 Report the result

At the end of a game, players must announce the result of the game to tournament officials.

4.3.2 Violation of regulations

If a team considers itself a victim of a violation of the rules during a match, the players shall not stop the game until it is over. Once the game is over, the team captain may formally request an investigation from the tournament organizer. It is strongly recommended to provide all available valid information that could assist the tournament organizers in their investigation. Unjustified and repeated requests for investigation may be sanctioned.

5 Regulation violations

5.1 Definition

The tournament is controlled by the tournament directors. They have full powers to enforce the rules in relation to tournaments and all matches in these tournaments. Tournament directors assign administrators to matches, can give warnings, can give sanctions to teams.

5.2 Warnings and sanctions

In the event of an infringement, whether or not preceded by one or more warnings, the tournament directors may decide to impose one or more sanctions. Sanctions will be attributed to the team whose player(s) is/are a member(s). Sanctions will be decided according to the seriousness of the incident (for more details, cf the Sanctions Table in the SESF Standards).

5.3 Prohibited game actions

The use of exploits, or illegal actions that change or distort the usual spirit of the game are strictly prohibited during a match. This includes, but is not limited to, the following examples:

- The use of the pause during the match is prohibited without the permission of an admin or the opponent;
- Any form of scripting is prohibited;
- Using a bug or exploit that changes the principle of the game is prohibited.

The necessary actions will be taken by the tournament directors which may lead to one or more warnings and/or sanctions.

5.4 Disqualification

After a serious violation of the rules has been investigated by the tournament directors, a player who has received one or more sanctions may also subject his team to several automatic defeats, disqualification and expelling from the tournament.

6 Terminology

6.1 Match and game

A match is the meeting of two teams (or single players). A match usually consists of one or more games.

6.2 Best-of-X

If a match is played as Best-of-X, a maximum of X Games are played. The match is considered won if a team has won more than half of the games. The remaining games will not be played.