

UNISPORT AUSTRALIA (UNISPORT)

Rocket League

Open (PlayStation 4, Xbox One, Switch, PC)

1. Team/squad size

- Minimum registered players – 3
- Maximum registered players – 4 (Permitted to have 1 nominated sub per team)
- Maximum number of teams a university can enter in the competition – 2

2. Competition format

- 2.1. Entry is open to all eligible students as per the [UniSport Eligibility of Competitors guideline](#).
- 2.2. Competitors must only play with the Rocket League ID specified when registering.
- 2.3. Substitutions can only be made between rounds and not between matches within a fixture.
- 2.4. The tournament format will consist of a group stage and a knockout finals stage. Teams will be allocated into groups as per the [UniSport Allocation of Entrants into Pools guideline](#).
- 2.5. Each fixture between two teams will consist of a best-of-5 (Bo5) series for the group stage and Bo7 series for the knockout stage.
- 2.6. The team who wins the majority of the matches will be deemed winners of the fixture.

2.7. Match settings

- Game mode: SOCCAR
 - Arena: MANNFIELD
 - Team Size: 3v3
 - Bot Difficulty: NO BOTS
 - Team Settings:
 - All colours must be default
 - Mutator Settings:
 - Series Length: 5 Games (7 Games for knockout phase)
 - All other settings should be default
 - Region: OCEANIA
 - Joinable by: NAME/PASSWORD
- 2.8. Players may only pause a match if a player disconnects
 - 2.9. Should a player disconnect occur the game is to be paused as soon as possible, the disconnected player will then have 5 minutes to rejoin before play continues. The player may rejoin after play continues.

2.10. Group point scoring

- Winning team: 3 points
- Losing team: 1 point
- Forfeited team: 0 points

2.11. Group tiebreakers

2.11.1. If two teams finish equal on points at the end of the group stage, the higher placed team will be decided on the result of the fixture in which the teams played each other.

2.11.2. If more than two teams finish on equal points at the end of the group stage, the order of the teams will be decided by the following criteria in order:

- a) Overall Game Differential: The total number of Games won by a Team minus the total number of Games lost by such Team ("Game Differential").
- b) Head to Head: Game Differential in Games between tied Teams.
- c) Game Differential Against Common Opponents: Calculate the Game Differential for tied Teams against the highest ranked team that is not a tied Team ("Included Teams"). If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
- d) Drawing of lots

If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

3. Fixturing, forfeits and delays

3.1. For every fixture, all competitors are required to add each other using their respective Rocket ID, as listed on the draw. Competitors must communicate to arrange an exact match time. Players must ensure their console privacy settings are set to public, so their opponent is able to find them when searching for their Rocket ID.

3.2. The player listed as the 'home team' on the draw is responsible for setting up the match. Both players are required to check-in five minutes before the scheduled match time.

3.3. If matches are not completed within the time limit, the result will be recorded as a forfeit for both teams unless:

- a) Failure to compete in the match is not the fault of one competitor in which case a forfeit will be recorded for the other team; or
- b) The failure to complete the match is not the fault of both competitors in which case UniSport may provide an extension of time to complete the matches.

3.4. The forfeit score for an individual match is 3 goals to nil (0)

3.5. The forfeit score for an entire fixture is 3 matches to nil (0) in the group stage or 5 matches to nil (0) in the knockout stage with each match recorded as 3 goals to nil (0).

- 3.6. For all group stage fixtures where a team's internet connection drops out prior to the match finishing, the following will apply:
 - a) Both teams communicate with each other and agree to replay the match;
 - b) Where a replay is not possible, the team who experienced the internet drop-out (no matter if they were winning or losing at the time) will forfeit the match (3-0 loss).
- 3.7. For all knockout stage fixtures where a player's internet connection drops out prior to the match finishing, the following will apply:
 - a) UniSport and/or the AEL, will evaluate each individual case and decide the outcome based on evidence provided by both teams.
 - b) In this instance, both teams fill in a dispute form in as much detail as possible as to the situation surrounding the internet dropout.
- 3.8. A player/team must fill out the score submission form and include a photo for evidence (if possible) for these reasons:
 - a) If a team/player cannot get hold of their opponent before the deadline to organise a match time(s);
 - b) If the opponent does not show up at the proposed match time; or
 - c) If the opponent intentionally quits mid-game.

4. Equipment

- 4.1. Each competitor is responsible for ensuring that they have access to the required equipment to enter the tournament.
- 4.2. Each competitor must have an active online account with their relative console
- 4.3. Each competitor is responsible for their own internet connection.
- 4.4. UniSport will not provide any of the required equipment and is not responsible for any damage to the equipment.

5. Match documentation

- 5.1. Following completion of a match, both players must take a screenshot or photograph of the result. The photograph should contain the score, team names and the Gamer IDs for all players.
- 5.2. The results form found [here](#) and on the competition website must be completed and submitted to the AEL before the fixture deadline as indicated on the draw. One results form per fixture is required and must be submitted by the winning team
- 5.3. A results form submitted without proof of photographs or screenshots of the results will not be accepted and the result may be deemed a forfeit for one or both teams (3-0 match loss).
- 5.4. UniSport may take whatever action it deems necessary if there is a dispute about the result.
- 5.5. If someone deliberately submits the wrong score, the team in question is immediately disqualified from the competition.

6. Livestream

- 6.1. The competition may be live streamed on a competitor's personal Twitch or YouTube channel but the title of the stream must be:
UniSport [competition name] [Group Stage/Knockout Round] – [University vs. University] – [Player 1 Gamer ID vs. Player 2 Gamer ID]
- 6.2. Notice should be sent to UniSport indicating that a match is intended to be live streamed.
- 6.3. UniSport may live stream matches via its website and through Twitch or YouTube. Players/teams will be notified if their match will be live streamed.
- 6.4. UniSport may contact individual players and ask for their cooperation with facilitating live streams.

7. Code of behaviour

- 7.1. Participants are reminded that all UniSport competitions are held in accordance with UniSport Event and Participation guidelines and that the [Code of Behaviour Extract](#) applies to this competition.
- 7.2. Players/Teams can report behavior in breach of the code of behavior to UniSport via the form available in the [Code of Behaviour Extract](#) on the UniSport website.

Previous rule amendments

June 2020 | July 2020*

**3.4 and 3.5 forfeit scores updated.*