



# INTRAMURALS

## Rocket League

### Teams

Each team may play with a maximum of 2 players. There is a minimum number of 1 players required to start a game.

### Captains

Each team must select a single player as team captain. Captains are the point of contact between the team and tournament officials. In addition to their normal player responsibilities, the team captain also needs to:

- Communicate with the tournament officials on behalf of the team
- Communicate with other teams on behalf of the team
- Act as the final authority for team decisions during the tournament
- Communicate all required information to the entire team
- Accurately represent the opinions of the team as a whole Once a tournament is in progress, team captains can only be changed at the discretion of the referees, usually only in the case that the captain can no longer participate in the tournament.

### Scoring

Each match will be best of 5 games. The first team to win 3 games will progress on to the next stage of the tournament.

### Pre-match

**Before a round starts, players need to:**

- Log into the game using their account
- Join the game lobby which will be provided
- Double-check and configure their equipment
- Let their team captain know they're ready to begin

### Map selection

The maps will be randomly selected from the standard map pool.

### Play Stoppage

During any pause or stoppage, players can't leave the match area unless they're officially authorized.

- Directed pause: Officials may pause a game at their discretion
- Time-out may occur during a match for the following reason.

1. An unintentional disconnection
  2. A hardware or software malfunction (e.g. monitor power or peripheral disability, game glitch)
  3. Physical interference with a player (e.g., broken chair)
- Teams can't resume play until they get clearance from an official and all players are ready at their stations
  - Player communication during stoppage: Players are allowed to discuss gameplay or strategy with their teammates during a pause

## Penalties

Refs who observe infractions during the course of the tournament should issue penalties based on the guidelines in this document. Referees should communicate the infraction, penalty and any other pertinent info to the offending player, their team and the team's opponent in a clear, concise manner. Referees may add additional pause time to a match in progress if they took longer than three minutes to issue a penalty.

Refs should always determine an infraction first and then apply the prescribed penalty. Never reverse-engineer a disciplinary situation by finding an infraction that goes with a penalty you think is appropriate to the situation. The rules are standardized for a reason, and going rogue's only going to cause complications in the long run.

Refs need to make unbiased decisions, so the player or team's skill level shouldn't hold any bearing on infractions and penalties.

Penalties can apply to the team as a whole, or to an individual within a team. Consequences can also apply to either a single match or persist for the duration of the tournament. Teams can't waive penalties assigned to their opponents. Rules are rules, and they need to be enforced regardless of how confident or charitable the opposition may feel. Penalties include the following:

**Warning:** An official, recorded notice to the player or the team for a minor tournament infraction. It is important to record warnings to ensure further infractions get assigned appropriately escalated penalties.

**Game loss:** Severe infractions may force a team to take an automatic loss in a current or upcoming round.

**Match loss:** Even more severe infractions might force a team to forfeit their current match

**Disqualification:** The most egregious infractions might warrant disqualification from the tournament or league. In most cases, the disqualification applies to the entire team. A team disqualified from a tournament or league forfeits any prizes they haven't already received, unless the disqualification was the result of a series of escalating penalties throughout the tournament or league. A team disqualified due to escalating penalties will still receive prizes based on their final standing.

**Cheating:** Any player found cheating will be barred from participating in any further games... If the player's team allows the cheating by neglecting to inform the referees of the cheating , then they will also be found guilty of aiding and abetting the infractions and share the cheaters barring from play.