

GENERAL AGREEMENTS

CODE OF CONDUCT: The following rules constitute the League's general Code of Conduct. Any perceived breaches of the rules herein stated may result in disciplinary action.

1. The League has a zero tolerance policy for all forms of harassment and discrimination. This includes, but is not limited to, provocations of racism, sexism, homophobia, physical or mental ability, or any other applicable status or characteristic.
2. Cheating will not be tolerated under any circumstances. Any player suspected of a rules violation may be required to provide proof of innocence at the will of the Tournament Admins. Failure to do so may result in disciplinary action. Furthermore, any evidence that shows signs of tampering will not be accepted.
3. Participating in the League indicates tacit agreement in all rules herein stated.

ENFORCEMENT OF RULES: Futures First Gaming (FFG) is responsible for the enforcement of these rules for all participants without exception. As such, FFG may authorize Tournament Admins to hand out penalties and judgement on behalf of the League. FFG and its Admins are the ultimate authority on all disputes with respect to any portion of the following rules.

PUNISHMENTS FOR RULES VIOLATIONS: If FFG determines that any player has violated the Code of Conduct or any rules herein stated, FFG may take any of the following disciplinary actions:

- Match restart
- Match forfeiture
- Public or private warning to player in question
- Loss of all or part of prize awarded to player in question
- Disqualification from some or all future League associated events
- Disqualification from some or all future FFG hosted or sponsored events
- Etc.

FFG is the sole party responsible for determining appropriate punishments for all rules or conduct violations. Repeated breaches of these terms may result in more severe punishments.

MATCH PROCEDURE

PLATFORMS & CROSSPLAY: The League will, in accordance with Rocket League's crossplay feature, support play on all consoles (including PC).

LENGTH: All regular season matches will be best of 5. Playoffs and grand finals will be best of 7.

LOBBY & SETTINGS: The home team will create the lobby. The away team will have choice of color, which will not change for the match duration. Default arena is DFH Stadium. Teams may change arena at any time, so long as both teams consent. The following arenas qualify for League play:

- Aquadome

- Champions Field
- Champions Field (Day)
- DFH Stadium
- DFH Stadium (Day)
- DFH Stadium (Stormy)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Salty Shores
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

The following settings are to be used for all League matches:

- Game Mode: Soccer
- Arena: (Any arena from the aforementioned list)
- Team Size: 3v3
- Bot Difficulty: No Bots
- Team settings: In accordance with sides chosen by away team. Colors should be set to default
- Mutator Settings:
 - Preset Settings: Custom
 - Match Length: 5 minutes
 - Max Score: Unlimited
 - Overtime: Unlimited
 - Series Length: 5 games (if regular season); 7 games (if playoffs or finals)
 - Game Speed: Default
 - Ball Max Speed: Default
 - Ball Type: Default
 - Ball Physics: Default
 - Ball Size: Default
 - Ball Bounciness: Default
 - Ball Size: Default
 - Rumble: None
 - Boost Strength: 1x
 - Gravity: Default
 - Demolish: Default

- Respawn Time: 3 seconds
- Region: NA East
- Joinable By: Name / Password (as determined by hosting team)

In the event of an incorrectly prepared match, the match should be stopped and reset. Any games played in an incorrect format will not count toward the series.

STOPPAGE OF PLAY: Should a player disconnect from the game less than 30 seconds into the match OR before the first shot on goal, the game will be restarted. If either events have occurred, the game will continue without restart.

PLAYER CHECK IN: Each team is required to provide a list of the 3 players that will be participating in the series' matches before the lobby is created. Once the lobby has been created, no substitutions can be made.

SCORE REPORTING: Players will be responsible for taking screenshots of the score and reporting them to tournament admins online in the official FFG discord. Improperly reported scores will not be counted.