



GIRLS WHO GAME 2022

Hello FFG GIRLS WHO GAME 2022 ROCKET LEAGUE Player!

We're so excited to have you on board for the tournament! A few things before the event starts:

THE ROCKET LEAGUE 3v3 TOURNAMENT WILL BEGIN AT 4:00 PM EST on Saturday June18, 2022.

Step 1 - To compete in the online event you must be a member of the FFG Discord in order to participate. Join at <https://discord.gg/bdxqFw2>. To compete in the in person event, you must be registered by 3:30pm on June 18, 2022.

Step 2 - Be sure to tag @FFG Staff in the general channel with the following "Rocket League GWG 2022" so you will be assigned to the appropriate channel. Ex "@FFG Staff, Rocket League GWG 2022"

NOTE - You must be in the Discord server by 3:30pm on June 18, 2022. This will serve as your official check in. All online tournament event communications will take place in Discord.

Here are the rules for the tournament. Please familiarize yourself!:

Tournament Format & Rules:

1. Anti-Cheat

No additional anti-cheat is required for official matches.

2. Match Procedure

Supported Platforms

PC

XB1

XBSX

PS4

PS5

Nintendo Switch

Chromebook

This game supports crossplay.

2.1. Series Lengths

Day 1 - All preliminary round matches will be played as a best of 3. Tournament semi-finals, consolation finals and championship finals will be played as a best of 5.

2.2. Game Lobby

The home team will create the lobby (Tournament Organizer will designate the home team for each match). The away team will have a choice of which team is which color, which will not change for the duration of the match. The default arena played for all games is DFH Stadium.

The game settings should be set to the following:

Game Mode: Soccer

Arena: DFH Stadium

Team Size: 3v3

Bot Difficulty: No Bots

Team Settings

Team Names should be in accordance with the sides chosen by the away team

Primary and accent colors should be set to Default

Mutator Settings

Preset Settings: Custom

Match Length: 5 minutes

Max Score: Unlimited

Overtime: Unlimited

Series Length: 3 games for prelim rounds, 5 games for semifinal, consolation final, and championship final rounds

Game Speed: Default

Ball Max Speed: Default

Ball Type: Default

Ball Physics: Default

Ball Size: Default

Ball Bounciness: Default

Boost Amount: Default

Rumble: None

Boost Strength: 1x

Gravity: Default

Demolish: Default

Respawn Time: 3 seconds

Region: US-East

Joinable By: Name/Password (to be determined by home team)

In the event that incorrect settings are loaded on the server, the match should be stopped and reset.

3. Restrictions

3.1. Customization

Any bodies, decals, wheels, rocket boosts, toppers, antennae, goal explosions, trails, or engine audios that are currently disabled in competitive 3v3 queues are not permitted for use in official matches.

3.2. Leaving and Rejoining Teams

Players are not allowed to leave their team and then rejoin to put them on the other side of the arena and will be considered cheating.

3.3. Spectators

FFG Staff are the only spectators permitted in game lobbies.

4. Stoppage of Play

Should a player disconnect from the game less than 30 seconds into the match or before the shot to make the first goal of the game is taken the game will be restarted. If either of these events have occurred, the game will continue. Disconnected players will be able to rejoin the lobby for the next game.

5. Team Rosters

Rocket League team rosters require a minimum of 3 players and are limited to a maximum of 4 players (3 starting players and 1 substitute player). Rosters that do not meet the minimum or exceed the maximum number of players will not be allowed to participate in official matches until their roster size meets the set requirements. Player Substitutions may be made between games.

Good Luck!

The Team at Futures First Gaming