



FALL BRAWL

Hello 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 TAKE PLACE FROM 2-5pm EST on Saturday September 18, 2021.

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

Tournament Format & Rules:

Rocket League

1. Anti-Cheat

No additional anti-cheat is required for official matches.

2. Match Procedure

PC

XB1

XBOX

PS4

PS5

Nintendo Switch

This game supports crossplay. All teams competing in this tournament will face each other, regardless of what console they play on

2.1. Series Lengths

All matches will be played as a best of 5 series except grand finals which will be best of 7.

2.2. Game Lobby

The home team will create the lobby. The away team will have choice of which team is which color, which will not change for the duration of the match. The default arena played is DFH Stadium. Teams are free to change the arena at any time so long as both teams consent and the arena is playable according to rule 2.3. The game settings should be set to the following:

Game Mode: Soccer

Arena: DFH Stadium OR another arena agreed upon by both teams from the list in 2.3.

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: 7 games

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: As decided on in 2.4.

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

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

Previously played games with incorrect format will not count towards the series.

2.3. Arenas

The following arenas are available for switching to during an official match:

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)

2.4. Server Region

The following server regions are available for use in official matches:

US-East

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.

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.

Good luck!

The Team at Futures First Gaming