PANDAMONIUM 2022

Hello FFG Pandamonium 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 TOURNAMENT WILL BEGIN AT 4PM EST on SATURDAY, December 3, 2022.**==

Step 1 - To compete in the online portion of the 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 Sunday, December 4, 2022 (Max 8 in-person teams).**

Step 2 - Be sure to tag @FFG Staff in the general channel with the following "Panda2022, RL" so you will be assigned to the appropriate channel. Ex "@FFG Staff, Panda2022, RL"

NOTE - Online competitors must be in the Discord server by 3:30PM EST on Sunday, December 4, 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:

- All teams must check in with Tournament admin before starting their scheduled match
- Round matches will be played as a best of 3
- Game Mode: SocCar
- Arena: DFH Stadium
- Team Size: 3v3
- 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.
- Highest seed in the bracket matchup gets choice of color (Orange or Blue)

ONLINE TOURNAMENT:
- 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.
- ==Each winning team's captain must post a screenshot of each game's final score and stats to the **#p-rocket-league-results**==

Team Rosters
- Rocket League team rosters require a minimum of 3 players and are limited to a maximum of 5 players (3 starting players and 2 substitute players). 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.

How to Party Up as a Team
- Designated Team Captain should invite all team players to the team's party.
- Click on the people icon in the bottom right corner of the home screen
- If your teammates have been added they should appear in your Friends List as Epic "Friends In-Game"
- If your teammates have not yet been added to your friends list then click "Add Epic Friend", enter their Epic ID and click "OK". Wait for them to accept your friend request and then they should appear in your Friends List as Epic "Friends In-Game"
- To create your team's party click "Create Party" in the bottom left of the home menu next to your Epic Profile. Click on the names of your teammates and wait for them to join your party.
- Once the party has been created, then proceed to set up the match.

Reporting
- Each losing team's captain confirm the result to validate the score.
- Results will be updated in Challonge.gg as soon as possible after scores are validated.
- FFG Staff will spectate each matchup as a backup to validate scores.

Current updated scores will be available on Challonge.gg (link to be posted in the DISCORD channel)

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.

****FOR ONLINE PLAYERS - YOU MUST SUBMIT SCREENSHOTS BY 3:15PM EST. WE CANNOT VALIDATE SCORE WITHOUT RECEIVING THEM, WHICH WILL RESULT IN FORFEITURE.

ABSOLUTELY NO CHEATING! IF IT IS DETERMINED THAT YOU ARE CHEATING, IT WILL RESULT IN AN AUTOMATIC DISQUALIFICATION.

Good luck!

The Team at Futures First Gaming