

5.0 XP League Ruleset - Rocket League

5.1 Match Overview

5.1.1 Game Settings

Game Mode: Soccer

Default Arena: DFH Stadium

Team Size: 3v3

Bot Difficulty: No Bots (Bots may substitute absent players)

Mutators:

Preset Settings: Custom

Match Length: 5 minutes

Max Score: Unlimited

Overtime: Unlimited

Series Length: 5 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

Match Time: 5 Minutes

Joinable By: Name/Password

Platform: Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox

Server: US-East/US-West (NA League)

5.1.2 Match Format

All NAFs matches will be Best of 5, until the Grand Finals, which will be Best of 7, with Bracket Reset scenario if the team from the Lower Bracket wins the first Best of 7

5.1.3 Controllers

All standard wired controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Note that wireless controllers are not permitted. All controllers are subject to approval from the Tournament Organizers

5.1.4 Arenas

The only the following eligible arena may be selected:

- Champions Field (+ variants)

5.1.5 How do I Create or Join a Private Match?

To create a Private Match, select Play (on the Main Menu) and then select Private Match. You will then see two options:

5.1.5.1 Create a Private Match

Here you can customize all the settings that you would like for your match, including if you want this to be between you and your Party friends only, or if you want others to be able to join via name and password.



5.1.5.2 Join a Private Match

If a player has created a Private Match with the Name/Password setting, select this option and type the Name and Password provided by the host.



5.2 Match Procedures

5.2.1 Server Region Selection

Server region will be US East.

5.2.2 Re-Hosts

Between games in a match, teams may request that the match be re-hosted on the same server region due to connection issues.

During a Main Event, before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), teams may mutually agree to cancel the current game of the match and re-host the match.

5.2.3 Substitutions

A "Substitution" is defined as changing the Player line-up after a match has started. Substitutions are allowed between games of a match. Teams may start a match with any combination of three (3) Players from their registered roster. A bot is allowed to substitute an absent player. Medium for Silver, Hard for Gold and Platinum.

5.2.4 Reporting Scores

After a match is completed, the winning team must submit the match result to the nearest Tournament Organizer.

5.2.5 Bugs and Glitches

In the event of a bug or glitch that affects gameplay, the full match should be played out. If a team calls for a rematch due to the bug or glitch, they must save the replay and submit it to the Tournament Administrators for review.

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.

5.2.6 Mercy Rule

At the determination of the coach or in game leader, when a team has effectively achieved a game victory by leading by a wide margin, that team should make every effort to limit offensive maneuvering (attempt to remain on the defensive end of the field) and play out the remaining time of the game.

5.3 Match Obligations

5.3.1 Punctuality

All Teams must have at least two players physically present or in the online match lobby by the designated match start time. Teams that do not have players ready to play after fifteen (15) minutes of the match start time are subject to a match forfeiture.

5.3.2 Forfeits

Teams may not voluntarily forfeit a match without prior authorization from Tournament Administrators and, even with authorization, are subject to further penalties for forfeiting.

5.3.3 Disconnects

If a disconnect occurs during any stage of the match, the shorthanded team will immediately notify the Tournament Organizers in the designated chatroom. The Tournament Organizers may pause the game once the disconnect notification has been received, at their sole discretion. For spectated / broadcasted matches, if Tournament Organizers identify that a player has disconnected without being notified, they may pause a match to allow the player to reconnect.

Once the game has been paused, the disconnected player will have eight minutes to rejoin before the game resumes. In the event of multiple pauses for disconnections, the total time will be counted towards the eight minutes of reconnection time. If the player cannot rejoin within that time, the shorthanded team must play the rest of the single game within the match series.

If the player does not rejoin during the same game in which they disconnected, the player will have three additional minutes following the game to rejoin before the next game of the match series begins. The disconnected player may only rejoin during the game in which the disconnect occurred in or in between games of a match series but may not join in the middle of subsequent games in the series. If the disconnected player is unable to join the game prior to the next game in the series, the player's team must substitute another player from their roster or play the match with fewer players.

Once the disconnected player rejoins the game or the allotted rejoin time has expired, the Teams have 30 seconds to confirm with Tournament Organizers that each team is ready to un-pause. Once each team has confirmed its readiness, the game will resume from a neutral kickoff or from continuation of play as determined by the Tournament Organizers.

5.3.4 Timeouts

For any Bof7 series, teams may request one (1) timeout (each, a “Timeout”) between games during such series.

For any Bof5 set or Bof7 set, teams may request one (1) Timeout between games during such set (as applicable).

Each Timeout will last for two (2) minutes. A team must notify a Tournament Organizers immediately after the conclusion of a game if it elects to use a Timeout. At the conclusion of the Timeout, Tournament Organizers will confirm that each team is ready to continue the series before gameplay can resume.

5.4.5 Restarts

Tournament Administrators may order a game or match restart due to exceptional circumstances, such as if a bug significantly affects a Player’s ability to play or the game or match is disrupted by a Force Majeure or another event.