



ROCKET LEAGUE SOLOS - Esports RULES

Rule 1: COVID-19 Considerations

1. Physical Distancing:
 - Participants must play virtually rather than meeting at an agreed location.
2. Sharing Equipment:
 - To avoid sharing equipment, participants must use their own personal gaming equipment.

Rule 2: Facility

This is a virtual event, meaning that rather than having a set location for matches, each player and their opponent will decide the exact date/time of the matchup upon scheduling.

Rule 3: Player Eligibility

All Intramural Sports eligibility rules apply. Please check the Intramural Sports Rules and Regulations carefully.

Rule 4: League Format

1. The first 5 weeks will be "ladder play" in which participants may challenge other participants using the functions on IMLeagues. Specific instructions on how the challenge process works are viewable on IMLeagues. Following ladder play, all participants that have played at least 5 ladder matches will be placed into a single elimination tournament bracket to determine a champion.
2. In the single elimination tournament bracket, participants will be expected to complete the assigned matches and report scores within reasonable timelines to keep the bracket progressing smoothly. The bracket will be automatically updated as scores are reported. It is the responsibility of each participant advancing in the tournament to set-up the date and time for the next round to be played. Contact information for your next opponent can be found via their gamerID/tag/team name on IMLeagues to facilitate communication for future matches.
3. The dates and times of the matches listed on IMLeagues playoff brackets are suggested timelines to begin each round of the playoffs to keep the bracket progressing in a timely fashion. Please try to complete your match and report scores before the next round is set to begin. You may play ahead in the bracket if both players are agreeable to it, but please don't get behind the timelines.
4. In the event that a match is not completed and scores reported by the date/time the subsequent round of playoffs is set to begin, both teams will be defaulted and eliminated from the bracket unless the convener has been contacted ahead of time with a reasonable explanation as to why the match could not be played. Note that the extension of a deadline is only permitted with approval from the league convener and does NOT extend the following round's deadline. Make sure you schedule and play your matches well before the deadline to avoid last-minute conflicts.

Rule 5: Team Composition

Each team will consist of 1 person only. Registration on shop.westernmustangs.ca is required prior to the beginning of this league.

Rule 6: Equipment

Each player will need to provide their own equipment to play in this Esports league.

Rule 7: Game Settings (anything not covered below is to be set to the game's default settings)

All matches will be played as a best of 5 series. Matches should be set to 5 minutes.

1. The "home" team on IMLeagues will create the game lobby.
2. The "visiting" team on IMLeagues will have the choice of which team is which color.
3. The game settings should be set to the following:
 - Game Mode: Soccer
 - Arena: Any arena agreed upon by both teams. Teams are free to change arenas at any time through the match as long as both teams consent.
 - Team size: 1v1
 - Team Settings: Default
 - Bot Difficulty: No bots
 - 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
 - Region: Any region agreed upon by both teams
 - Joinable By: Name/password to be determined by the hosting team
4. 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.
5. Players are not allowed to leave their team and then rejoin to put them on the other side of the arena.

Rule 8: General Guidelines

- Players are free to select any team.
- Whoever challenges an opposing participant shall be the Home team in a match

- During playoffs, whoever is the home team/higher seed on the IMLeagues bracket will be responsible for setting up the match and hosting the match (subsequently also being the home team in the game as well).

Disconnection

- It will be the responsibility of the player that got disconnected to reconnect to his opponent within 5 minutes, otherwise that player will forfeit the match.

How to Challenge an Opponent and Report Scores during Ladder Play

1. To challenge a participant to a match, click onto your team page or the league page of the sport so that you see the list of teams. You will see a challenge button next to the teams for which you are able to challenge.
2. From that page, you can enter in availability and contact information.
3. Whenever you send or receive a challenge request, you or your opponent will see a red notification in the globe at the top of the screen.
4. You will receive an email notification when you receive a challenge request, and you can also see it on your user home page.
5. To submit a score during ladder play, click on your user home page (the page you see when you first log in) and scroll down to the “My Teams” area, click onto your team page, scroll down and you’ll see a blue “report score” button next to your most recent match.

NOTE: Once a score has been submitted, the other player has 12 hours to confirm the score (they confirm by logging into their account and clicking the “confirm/dispute score” alert on their user home page), or it will automatically be posted. Also, you can only challenge one person at a time. If you have a pending challenge and want to challenge someone else, your pending challenge will be canceled. Once a score has been submitted, you are then free to challenge again.

How to Report Scores on IMLeagues During the Single Elimination Playoff

Click on your user home page (the page you see when you first log in) and scroll down to the “My Teams” area, click onto your team page, scroll down and you’ll see a blue “report score” button next to your most recent match.

NOTE: Once a score has been submitted, the other player has 12 hours to confirm the score (they confirm by logging into their account and clicking the “confirm/dispute score” alert on their user home page), or it will automatically be posted.