

# AYBOnline | BaseLAN 33

## Rocket League Tournament Rules

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**Date:** May 19th  
**Admins:** Matthew Vinck  
**Format:** Double Elimination Best of 3  
**Team Size:** 3

### Schedule

**Saturday:** 6:00 PM SIGN IN, 7:00 PM GAME ONE

### RULES

#### Tournament Format

- Game will be 5 minutes
- Split Screen Mode is allowed
  - Both players must be paid attendees
- Coin toss to determine which colour a team will start as
- Teams are responsible for saving a screenshot of each match in the Best of 3 series and submitting that to the tournament admins.
- Semi-Finals and Finals will be best of 5

### MAPS

- Randomly Selected each match

### SERVER SETTINGS

- Team Size: 3
- Allow Spectators: Yes
- Game Type: Standard

# Policies

## Reporting Games

Players will be advised during the captains meeting prior to the tournament as to whether or not they are required to submit a screen shot of the match's final results. Report the game through LanHUB and notify the admin that the game has been completed so he or she can verify the information.

Screenshots must not be scaled up or down, and must clearly show the match results.

Each team is responsible for providing screenshots of their match's results. Failure to do so may result in an automatic forfeit of the match.

Teams caught editing screen shots to change the match results will be removed from the tournament.

## Computer/Hardware Issues

AYBOnline is not responsible for any problems that may arise during tournament play in regards to computer hardware or software.

Players are required to bring a suitable platform to use for the entirety of the tournament.

In the event of a system crash, a disconnect, or any other external event that interrupts tournament gameplay, the Captain is to immediately pause the match (if possible) and call for an Admin. The team will be given FIVE (5) Minutes to resolve issues and resume gameplay.

Team Substitutions may be activated at this point, but are still subject to the 5-minute window to resolve the issue.

*(see Section: Player Swapping and Substitutions)*

If the issue cannot be resolved the match will be un-paused and played through, the player may rejoin into the progressing game if the issue is resolved if possible.

Tournament Organizers reserve the right to disqualify teams suspected of abusing this policy. Failure to contact an Admin after pausing a match will result in an automatic forfeit of the transgressing team.

## Voluntary Disconnecting / Leaving

Players who voluntarily disconnect from a tournament match during gameplay automatically forfeit the match and a 'Buy' is given to their opponent. AYBOnline will determine the severity of each situation and provide a suitable time frame to resolve it based on the severity determined.

## Player Swapping and Substitutions

Teams may activate a substitute player in-between matches by informing the Tournament Organizer that **a)** a substitute is being activated, and **b)** which player on the current roster is being removed. Once a substitute player has been activated, this new player must play out the remainder of the tournament with the team. The player who was removed from the roster may not participate in any further games. Any substitutes used must be a paid attendee of BaseLAN 32. Failure to comply with any of the previously mentioned rules will result in the team being disqualified from the tournament.

## Streaming

Streaming is not allowed during this event in any capacity. People caught streaming will be given one warning and asked to stop. Further attempts to stream will result in expulsion from the event.

## Check-In

Check In is 10 minutes prior to start time of the tournament's match. If your opponent is 5 or more minutes late to the tournament start time or disconnects for more than 10 minutes, contact an Admin. If ruled that the opponent has been gone for that length of time, they shall be disqualified and a "Buy" will be issued for their spot.

## Cheating

All players must conform to the rules and regulations they signed on the AYBOnline Waiver at sign in.

Any forms of ghosting, usage of broadcasting streams or software, or any other means to gain an advantage over an opponent will be considered cheating and result in a disqualification from the match and/or tournament.

Voice Client Applications are allowed but if an admin suspects that it is being used to gain an advantage over another team the suspected party will be asked to close/leave all voice client applications. This can include having persons in the client providing information to the team by any other means.

Any participants found to be cheating shall be disqualified and not eligible for any future tournaments and events.

If a player suspects another of possible cheating, take screenshot(s) of the incident in question, and contact an Admin immediately.