# Rocket League Tournament Rules

Any rule and situation not specifically covered are subject to the current version of the Rocket League Championship Series (RLCS) rules and the judgement and discretion of the TN Tech Intramural sports staff.





#### Rule 5: Timing & Scoring

#### **Game Length**

Each game will consist of a best 2 out of 3 games, with a fifteen-minute (15:00) time cap.

Every player is expected to show up fifteen minutes (15:00) early and is expected to stay throughout the entirety of the tournament, until eliminated.

#### Scoring

- At the end of the game, the score of the game will be the official score.
- The scores will be submitted as 2-0 or 2-1 for each game.

### Rule 6: Playing Rules

- A team consists of two (2) players.
- A match is won by the side first (1<sup>st</sup>) winning two (2) out of three (3) games OR whoever is leading after fifteen minutes (15:00) has passed. If the third (3<sup>rd</sup>) game is tied when the fifteen-minute (15:00) limit is announced, a final, sudden death point will be played until someone scores a point.
- The game will be played by regular Rocket League rules.
- The DFH arena will be used for every match.
- Each player will be allowed two-minutes (2:00) to change their controller and camera settings.
- It is understood that players will comply with all sportsmanship procedures as explained in the Intramural Sports Handbook.
- o∗ Settings

- If the connection to the TV goes out, the game should be paused until a reconnection can be established.
- During your game, you may not leave the room. Going to the bathroom, getting water, etc. is to be done when you are not playing.
- Coaching is not permitted

## Ejections

When one (1) member of a team is ejected, that team shall forfeit the contest.

Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play <u>ANY</u> sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.