Intramural Sports Rules
Game On, KSU! Esports Series
ROCKET LEAGUE

Section I – Team Requirements

- Rocket League teams must contain 2 players.
- Games are self-scheduled between teams, so no official Grace Period is available for these games. Teams should contact each other to schedule games at a mutually agreeable time. It is encouraged that if an opponent is late that up to 5 minutes of grace is provided to get scheduled games played.
- All players must meet the eligibility requirements listed in the IM Participant Handbook to be able to log in and register for the event.

Section II – Player Equipment and Behavior

Article 1 - Player Equipment
- Participants must provide own monitor/TV, game systems, controllers, and game.
  - All standard controllers, keyboards, and mice are acceptable. No macro buttons allowed.
- Players will also need to have access to active internet to participate in games online.

Article 2 - Player Behavior
- Unsportsmanlike conduct will not be tolerated. The following behaviors may result in a sportsmanship infraction:
  - Refusal to comply with or abide by a request or decision of an official
  - Intentionally leaving a game during the match
  - Intentionally delaying or stalling the game
  - Cursing or use of derogatory terms during play
  - Disrespectfully addressing an opponent or staff member
  - Any act deemed by an official to be unsportsmanlike
- Matches will be self-officiated, meaning any issues with player behavior will be reported by opponent during or after game.
  - Any games that are live-streamed may be monitored by staff members for player behavior.

Section III – Game Length and Timing

Article 1 – Rocket League
- Regular season matches will be played as Best of 3, championship match will be played as Best of 5.
- Games will be played for 5 minutes each.

Section IV – Facility Specifications

Article 1 – Rocket League
- Games will be played online and may be played across any viable platform.
- The most updated and up-to-date release of the game should be used.
Section V – Rules of Play

Article 1 - Rocket League

- Home or Away team determined by seed in ladder or bracket. Higher seed will be home team and has selection of team color.
- Games should be played using the DFH Stadium.
- No bots or mutators should be used during matches.
- Game scores are self-reported after sending challenges through the ladder system or after completing scheduled matches in the playoff bracket. Taking pictures/screenshots may be helpful if there are questions about the game and score after completion.

Any game-specific rules not specifically covered by this document will refer to the following rules documents:

Rocket League