Intramural Rocket League Rules
Dalhousie Intramurals

PLATFOMS FOR PLAY
The following platforms are acceptable to play Rocket League in the intramural tournament:
- PS4
- PS5
- Nintendo Switch
- PC
- Xbox One
- Xbox Series X

TOURNAMENT FORMAT
Tournament format will be communicated with participants in advance of the tournament date. Format will be determined by number of participants.
Tournament will be administered using the intramural web portal and Microsoft Teams.

MATCH/GAME SETUP
3v3
Matches should be set to 5 minutes.
The “home” team on will create the game lobby. The “visiting” team will have the choice of which team is which color.
During a match, if a team loses a game they will have the option to host the next game in that match. That trend that the losing team of a single game will have the option to host the next game will continue until the match is complete. NOTE: This is an optional change and is not required to be done for the match to continue.
The game settings for 3v3 should be set to the following:
- Game Mode: Soccar
- Arena: DFH Stadium
- Team size: 3v3
- Bot Difficulty: No bots
- Preset Settings: Custom
- Match Length: 8 minutes
- Max Score: Unlimited
- Overtime: Unlimited
- Series Length: 5 games (7 games for the championship)
- 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
**1v1**
Matches should be set to 8 minutes. The “home” team will create the game lobby. The “visiting” team will have the choice of which team is which color. During a match, if a team loses a game they will have the option to host the next game in that match. That trend that the losing team of a single game will have the option to host the next game will continue until the match is complete. NOTE: This is an optional change and is not required to be done for the match to continue.
The game settings for 1v1 should be set to the following:
- **Game Mode:** Soccar
- **Arena:** DFH Stadium
- **Team size:** 1v1
- **Bot Difficulty:** No bots
- **Preset Settings:** Custom
- **Match Length:** 8 minutes
- **Max Score:** Unlimited
- **Overtime:** Unlimited
- **Series Length:** 3 games (5 games for the championship)
- **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

**SCORE REPORTING**
Scores will be reported via the intramural web portal. Each team must submit and/or verify that the scores are correct within 30 minutes of the end of the match. If the scores for a match are not submitted on time both teams may be subject to a double forfeit.
Scores should be submitted for overall match score. (i.e Team Blue beat Team Red 3-1, without scores of individual games).

**FORFEITS**
If contact cannot be made with a team at their designated game time by a tournament administrator, the game shall be deemed a forfeit.
Contact will attempt to be made via Teams.

**DISCONNECTS**

**3v3**
If a player(s) disconnects in a 3v3 game the game will continue 2v3 (or 1v3) until the player can reconnect or the game is over. If the whole team disconnects then they will lose that specific game. The match will continue onto the next game (unless the disconnect results in one team winning the match).

**1v1**
If a player disconnects in a 1v1 game they will lose that specific game. The match will continue onto the next game (unless the disconnect results in one team winning the match).
**Stoppage of Play**
Tournament Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed. Each Team is allowed a maximum of one pause request per match.

Any questions can be sent to intra@dal.ca