Intramural Rocket League Rules
Dalhousie Intramurals

PLATFORMS FOR PLAY

The following platforms are acceptable to play Rocket League in the intramural tournament:

- o PS4
- o PS5
- o Nintendo Switch
- o PC
- o Xbox One
- o 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	Ball Physics: Default
Arena: DFH Stadium	Ball Size: Default
Team size: 1v1	Ball Bounciness: Default
Bot Difficulty: No bots	Boost Amount: Default
Preset Settings: Custom	Rumble: None
Match Length: 8 minutes	Boost Strength: 1x
Max Score: Unlimited	Gravity: Default
Overtime: Unlimited	Demolish: Default
Series Length: 3 games (5 games for the championship)	Respawn Time: 3 seconds
Game Speed: Default	Region: Any region agreed upon by both teams
Ball Max Speed: Default	Joinable By: Name/password to be
Ball Type: Default	determined by the hosting team

<u>SCORE REPORTING</u>
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).

<u>FORFEITS</u>
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.

<u>DISCONNECTS</u>
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