

## 2023 Spring Series: Rocket League Rulebook

### Table of Contents

<b>I.</b>	<b>Acceptance of the Competition Rules</b>	<b>2</b>
<b>II.</b>	<b>Overview and Schedule</b>	<b>2</b>
	A. Schedule	
	B. Rescheduling	
<b>III.</b>	<b>Eligibility</b>	<b>4</b>
	A. Age and Grade Clause	
	B. Proof of Identity	
<b>IV.</b>	<b>Competition Rules</b>	<b>4</b>
	A. Team Rosters	
	B. Lobby Setup	
	C. Score Reporting	
	D. Subbing and Player Disconnects	
	E. Toxicity and Hate Speech	
	F. Additional Match Rules	
<b>V.</b>	<b>Streaming and Production</b>	<b>8</b>
	A. Official AEA Broadcasts	
	B. Personal and Club Streams	
<b>VI.</b>	<b>Legal</b>	<b>8</b>

## 2023 Spring Series: Rocket League Rulebook

### I. Acceptance of the Competition Rules

This rulebook encompasses competitions and interactions made within the Amateur Esports Association's various platforms from the month of January 2023 through June 2023. This rulebook has hierarchy over messages sent through email or via Discord message which may contradict any point in this rulebook. This rulebook is subject to be amended by AEA Moderators. Team Captains will be made aware of any major changes via the AEA Discord Server. Registering to compete in the 2023 Spring Series: Rocket League competition hosted by the AEA indicates that you accept the rules outlined in this document and understand its right to be amended.

### II. Overview and Schedule

The Spring Rocket League competition within the AEA starts in January of 2023 with the Preseason, and ends in June with the National Tournament. All AEA 2023 Spring Series competitions require that a minimum of 12 teams register in order to conduct the competition according to the schedule and ruleset detailed in this rulebook.

#### A. Schedule

##### 1. Preseason Play

This section of the competition gives teams the opportunity to familiarize themselves with the competition and play some preliminary matches. Preseason performance does not dictate seeding into any other portion of the competition. All of the matches in this section are a Best-of-Three in format unless stated otherwise.

##### Preseason Open Tournament - January 28th, 2023

Round	Time
Round of 16 (Bo3)	12:00 PM PST / 2:00 PM CST / 3:00 PM EST
Round of 8 (Bo3)	12:30 PM PST / 2:30 PM CST / 3:30 PM EST
Round of 4 (Bo3)	1:00 PM PST / 3:00 PM CST / 4:00 PM EST
3rd Place Match (Bo3)	1:30 PM PST / 3:30 PM CST / 4:30 PM EST
Grand Finals (Bo5)	1:30 PM PST / 3:30 PM CST / 4:30 PM EST

### Preseason Weekly Play

Round	Date	Time
Week 1	February 9th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 2	February 16th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 3	February 23rd, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 4	March 2nd, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST

## 2. Regular Season Play

This section of the competition takes place over the course of 9 weeks. Performance in this section of the competition determines seeding for the Post-Season Tournament. All matches in this section are played online by default. All of the matches in this section are a Best-of-Three in format.

Round	Date	Time
Week 1	March 9th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 2	March 23rd, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 3	March 30th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 4	April 6th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 5	April 13th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 6	April 20th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 7	April 27th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 8	May 4th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 9	May 11th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST

### **3. Post-Season Tournament**

The Post-Season Tournament will have teams seeded following their final Regular Season standings. Format for this section of the competition will be set according to the number of participants in the AEA Spring Series competition, and the full Post-Season Tournament schedule will be updated here by February, 24th 2023.

### **4. National Tournament**

The AEA National Tournament is a LAN event which will take place in June 2023. No fewer than 8 teams will be invited to compete from each 2023 Spring Series competitions. National Tournament location, format and schedule will be announced in the AEA Discord server and updated to this section of the rulebook by March 15th, 2023.

## **B. Rescheduling**

- 1.** The default match time, as outlined above in the schedule portion, is the expected time that any given match is to be played. As outlined in the “Score Reporting” section, scores for each match are to be reported on the same day that a match is supposed to be played. For this reason, matches are able to be rescheduled so long as the scores from these matches are reported by the time they are done; however, rescheduling matches is **heavily** discouraged. Coaches and coordinators should be prepared to play all matches at the scheduled time. If an opposing team is unable to reschedule, the match is expected to be played at the default time.

## **III. Eligibility**

Teams that have chosen to organize for esports competitions within the Amateur Esports Association must adhere to the following requirements regarding eligibility. Additionally, at least one contact from each team must be in the official Amateur Esports Association Discord server.

### **A. Age and Grade Clause**

- 1.** For the Spring Rocket League competition, in order to qualify to compete all players on any given roster must be either:
  - a. 18 years of age or below the age of 18 as of 01/01/2023
  - b. 19 years of age and Enrolled in High School as of 01/01/2023

### **B. Proof of Identity**

- 1.** Proof of photo identification, which includes birthdate, must be available to review upon request by an Amateur Esports Association official.

## **IV. Competition Rules**

### **A. Team Rosters**

1. A roster may consist of (3) starting players and up to (3) substitutes
2. Roster modifications may be requested after tournament registration by contacting moderators in the Amateur Esports Association Discord server. Moderators reserve the right to deny requests and all moderator determinations are final.
3. No roster modifications will be accepted less than (2) weeks prior to the Post-Season unless an emergency roster modification is granted by the Amateur Esports Associations Moderators.
4. All teams must have at least (1) representative in the Amateur Esports Association Discord server, and one representative from each team must be registered as the teams point of contact throughout the series.
5. Matches must start within 15 minutes of the scheduled start time of each scheduled match, unless Tournament Officials have already been made aware of a particular situation. Failure to start within 15 minutes of the scheduled start time and to contact Tournament officials will lead to a forfeit for the team that was not able to start.

### **B. Lobby Setup**

1. The higher seeded team is responsible for hosting each assigned match.
2. Each lobby should be created and adhere to the following ruleset:
  - Game Mode: Soccer
  - Arena: DFH Stadium
  - Team Size: 3v3
  - Bot Difficulty: No Bots
  - Team Settings
    - Primary and Accent colors should be set to Default
  - Mutator Settings
    - Preset Settings: Custom
    - Match Length: 5 minutes
    - Max Score: Unlimited
    - Overtime: Unlimited
    - Series Length: 5 games
    - Game Speed: Default
    - Ball Max Speed: Default
    - Ball Type: Default
    - Ball Weight: Default
    - Ball Size: Default

- Ball Bounciness: Default
- Boost Amount: Default
- Rumble: None
- Boost Strength: 1x
- Gravity: Default
- Demolish: Default
- Respawn Time: 3 seconds

3. The region which provides the most balanced latency for everyone in the lobby should be selected. In case two teams are unable to agree to a particular region, the higher seeded team will be responsible for selecting the region that the first round is played on, and then ability to pick region will alternate between the two teams through the rest of the series. Only regions in the US may be selected.

#### **C. Score Reporting**

1. The winning team from any given match is held responsible for reporting that match's score.
2. Match scores for all games must be reported into the designated channel in the AEA Discord Server by 11:59 PM EST on the day following the day in which that match was scheduled to take place for all weekly matches. Tournament match scores may be required to be posted earlier in order to inform upcoming matches.

#### **D. Subbing and Player Disconnects**

1. Should a player disconnect in the first 30 seconds of a match or before the first goal is made by either team the game shall be restarted.
2. 3 players are required on each team to begin any series in the competition, however if players disconnect and are unable to rejoin and leads to a team having under 3 players that team can play through the remainder of the match.
3. Subs may only be utilized between rounds in a match, no subbing in the middle of a round will be permitted. Subs are permitted to spectate matches while they are not being played.

#### **E. Toxicity and Hate Speech**

1. Toxicity is not permitted in any competitions hosted by the Amateur Esports Association. The golden rule is to simply be nice to others. Any form of hate speech, name calling or derogatory references will be taken very seriously. This includes interactions during any AEA event, both in game and in Discord. AEA Moderators have the final say when reviewing cases of toxicity and/or hate speech. Please contact an AEA Moderator to report this behavior if observed.

## **F. Additional Match Rules**

1. Any bodies, decals, wheels, rocket boosts, toppers, antennae, goal explosions, trails, or engine audios that are currently disabled in competitive 3v3 queues are not permitted for use in official matches.
2. Match chat should be used for official match communication primarily. Communication outside of this should be done cautiously and with sportsmanship in mind. Tournament Officials should be contacted in the case of observed toxicity.

## **V. Streaming and Production**

### **A. Official Amateur Esports Association Broadcasts**

1. The Amateur Esports Association reserves the right to stream any match within the Spring Rocket League competition. Team captains will be notified that their match has been selected for streaming prior to that match's start.
2. If your match is selected to be broadcasted, it is especially important that all members are ready at the start time.

### **B. Personal and Club Streams**

1. Clubs and/or individuals may choose to stream their perspective of the match **if and only if** the stream title includes one of the following descriptions: “AEA 2023 Spring Series: Rocket League”, “AEA Rocket League Spring Competition” or “AEA Spring Series”. Personal streams should be completed at your own risks, and the Amateur Esports Association advises adding a delay to the stream to prevent other teams from potentially “stream sniping” to gain an advantage in the match.

## **VI. Legal**

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