

Registration:

- Each Captain must have registered and submitted a waiver for each participant on the team and an Esports Roster Form
- Players can register as a team of 3 - 4 or as a free agent and be assigned a team
- Undergraduate and graduate students, faculty and staff are eligible to participate
- 3 v 3 league
- Rocket League is a cross platform game, and players are eligible for the same league regardless of platform

Setup Rules:

1. Game Settings
 - a. Default Arena: DFH Stadium
 - b. Team Size: 3v3
 - c. Default settings, some of which are noted below:
 - i. Bot Difficulty: No Bots
 - ii. Max Score: Unlimited
 - iii. Mutators: None
 - iv. Match Time: 5 Minutes
 - v. Overtime: Unlimited
 - vi. Scheduling: to be determined by team captains from both teams, within the allotted period
 - vii. Joinable By: Name/Password
 - viii. Platform: PS4, Steam, Epic Games, or Xbox One
 - ix. Server: to be agreed upon when Scheduling the game
2. Controllers
 - a. All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g. turbo buttons) are not permitted.
3. Arenas
 - a. The following arenas are eligible
 - i. Aquadome
 - ii. Champions Field
 - iii. Champions Field (Day)
 - iv. DFH Stadium (Day)
 - v. DFH Stadium
 - vi. DFH Stadium (Stormy)
 - vii. Mannfield
 - viii. Mannfield (Night)
 - ix. Mannfield (Snowy)
 - x. Mannfield (Stormy)
 - xi. Neo Tokyo
 - xii. Salty Shores (Day)
 - xiii. Salty Shores (Night)
 - xiv. Starbase ARC
 - xv. Urban Central

- xvi. Urban Central (Dawn)
 - xvii. Urban Central (Night)
 - xviii. Utopia Coliseum
 - xix. Utopia Coliseum (Dusk)
 - xx. Utopia Coliseum (Snowy)
 - xxi. Wasteland
 - xxii. Wasteland (Night)
4. Match Procedures
 - a. Hosting and Team Names
 - i. Captains will determine when Scheduling the match
 - b. Re-Hosts
 - i. Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues.
 - c. Game Start
 - i. Players may not join their designated side until three Players from each Team have joined the Game.
 - d. Games vs Sets
 - i. The Sets will be a Best of 5 Games, meaning the first Team to 3 Game Wins will win the Set.
 - e. Substitutes
 - i. Substitutions may occur before or after Games, but absolutely not Mid-Game.
 5. Guest Accounts
 - a. Players may not compete using guest accounts. All participants must have a unique and valid Steam, Epic ID, Microsoft® Account, or PlayStation™ Network ID, and appropriate access levels to Steam, Xbox Live™, or the PlayStation™ Network as applicable.
 6. In-game observers are not allowed
 7. Bugs and Glitches
 - a. In the event of a bug or glitch that affects gameplay, the full Match should be played out. If a Team calls for a rematch due to the bug or glitch, they must save the replay and submit it to the Tournament Administrator for review.
 8. Team Captains and Rosters
 - a. Team Captains are responsible for Scheduling, determining team colors, and settling bugs and glitches
 - b. Players or teams may not change their usernames, team names, in-game names
 - c. All team members must be present to begin play
 9. Teams may forfeit without penalty as long as they communicate to the IM staff listed below more than 24 hours in advance of the last business day before the score submission deadline.
 10. Teams Will communicate with their opponent in a designated chat Room during all matches
 11. Match disruptions
 12. Disconnects

- a. If a disconnect occurs, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five minutes to rejoin before the next Game of the Match series begins.

13. Restarts

- a. The Game or Match can be restarted due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event. Both team Captains must agree to the restart.

Score Reporting:

- Each matchup will have a week to be completed.
- Following the completion of the game the winner must email mvoloshi@villanova.edu, ksofrona@villanova.edu, mmacek1@villanova.edu, and "cc" the opponent citing the winner and score of the game.

League Overview:

- The season will be approximately 7 weeks of Pool Play and then followed by Playoffs. Pool Play and Playoffs will be separated by Easter Break.