

Carleton Esports Intramurals

Rocket League Ruleset

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Gameplay Rules

- The league will follow a Double Elimination format
- All matches, with the exception of **Grand Finals** will be a Best of 3 wins
 - Grand finals match will be a Best of 5 match
- Team size is minimum of 3 players and a maximum of 4 players (1 substitute)
- A minimum of 3 players is required on both teams to start the match
- Each team must play their matches at the specified date and time
 - Teams can play their matches at an agreed upon time and date with their opponent as long as the match occurs before the original scheduled match time
- Teams will have **15 minutes** of grace-period after the scheduled match time to be in the lobby and ready to play. After this grace period has finished, the team that isn't ready will forfeit their match
- Teams cannot make substitutions mid game. All substitutions must be done between each game of a match
- Interactions should be limited to glhf or related (for STARTING the game), gg, good game or related (for ENDING the game), and general game setup, technical problems, or other game-relevant issues. Excessive or bad mannered interactions may result in penalties for the offending player and team.
- Both teams must perform a “*ready-check*” before starting a map or unpausing to make sure that the opposing team is ready to play. This can be done by asking the other team if they are ready or not.
- Players are allowed to stream their own gameplay if they prefer to
- For all tournament related questions/conflicts, contact one of the Rocket League admins in our [Intramural Discord](#)

Game Settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable by: Name/Password
 - Default Name: Carleton
 - Default Password: Esports
- Platform: PS4/ Nintendo Switch, Steam, or Xbox One
- Server: US-East

Arenas

- Aquadome
- Champions Field (Regular/Day)
- DFH Stadium (Regular/Day/Stormy)
- Mannfield (Regular/Night/Snowy/Stormy)
- Neo Tokyo
- Salty Shores (Day/Night)
- Starbase ARC
- Urban Central (Regular/Dawn/Night)
- Utopia Coliseum (Regular/Dusk/Snowy)
- Wasteland (Regular/Night)