

***GAUNTLET***



**FEATURING  
ROCKET  
LEAGUE®**

**COMPETITION  
RULES & REGULATIONS**

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Version 2.1

# CONTENTS

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<b>1. Introduction</b>	<b>3</b>
<b>2. Definitions</b>	<b>4</b>
<b>3. Tournament Format and Schedule</b>	<b>5</b>
1. The Trials - Double Elimination - October 21st & 22nd	5
2. The Open - Mixed Format - Weekly on Sunday's	5
3. The Challenger - Single Elimination - Weekly on Saturday's	6
4. The Gauntlet - Single Elimination - Weekly on Sunday's	7
5. The Finals - Hybrid Bracket - December 9th & 10th	7
<b>4. Point Distribution</b>	<b>8</b>
<b>5. Prizing Distribution</b>	<b>9</b>
1. Weekly Prize Pool - Gauntlet + Challengers Cycle	9
2. The Finals	9
<b>6. Registration Restrictions</b>	<b>10</b>
1. Roster Regulation	10
2. Player Eligibility	11
<b>7. Tournament Procedure</b>	<b>12</b>
1. Tournament Dates	12
2. Tournament Protocol	13
3. Match Protocol	14
4. Game Play Specific Rules	17
<b>8. Code of Conduct</b>	<b>19</b>
1. Player Conduct	19
2. General Conduct	20
<b>9. Licensing</b>	<b>21</b>

# 1. Introduction

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The following document outlines the rules and protocols surrounding the tournament. Alongside this, players and teams competing in the tournament are required to abide by the [RL Oceania Player Code of Conduct](#).

RL Oceania Administrators reserve the right to make competitive rulings at any point during the tournament.

Any behaviour that breaches the following rules and regulations is punishable by, but not restricted to:

- ❖ Game disqualification.
- ❖ Series disqualification.
- ❖ Removal from the tournament.
- ❖ Temporary or permanent suspension from all Psyonix and RL Oceania events.
- ❖ Temporary or permanent suspension from all Psyonix and RL Oceania digital forums and platforms.

## 2. Definitions

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**GAME** - A single 5 minute period of gameplay.

**SERIES** - A set of either five (5) or seven (7) games where the winner is determined by the team that achieves the majority of game wins.

**MATCH SERVER** - A server in which hosts the private match for each tournament match.

**PLAYER** - An individual competing in the tournament.

**TEAM** - A group of three (3) core players, additionally one (1) substitute, competing in the tournament

**RL OCEANIA** - The organisation in which this event is sanctioned under.

**PSYONIX** - The organisation in which this event is sanctioned in partnership with.

**RLO ADMIN** - An individual who is arranging and supervising the online component of the tournament.

**TOURNAMENT** - The competitive period of events between event start and conclusion.

**BRACKET** - The tournament progression for teams.

**THE TRIALS** - Opening stage within the tournament, prior to The Open. Acts as a seeding event.

**THE OPEN** - Second stage within the tournament, prior to The Challengers which recurs weekly as an Open Qualifier.

**THE CHALLENGERS** - Third stage within the tournament, prior to The Gauntlet which recurs weekly.

**THE GAUNTLET** - The Fourth stage within the tournament, which recurs weekly.

**THE FINALS** - The Final stage within the tournament, occurs as the concluding event.

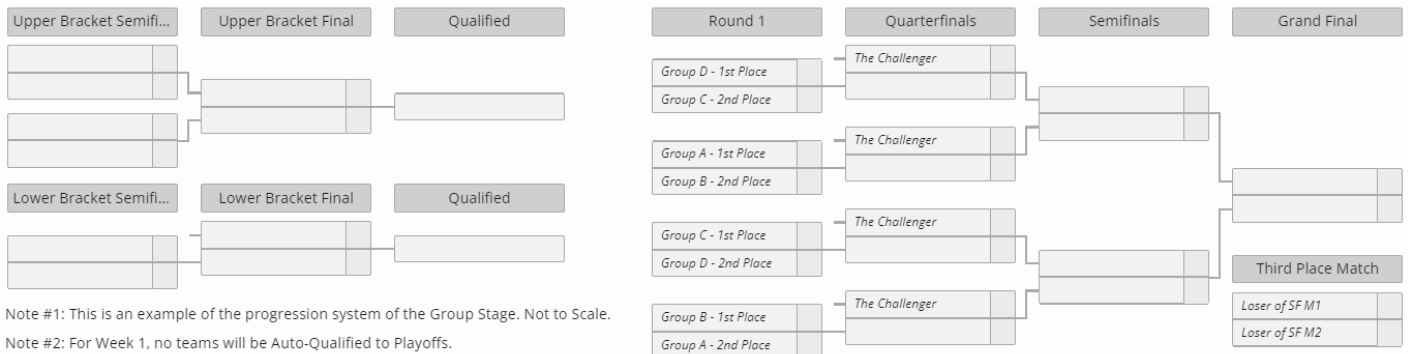
### 3. Tournament Format and Schedule

#### 1. The Trials - Double Elimination - October 21st & 22nd

- a. Seeding for The Trials will be seeded by a panel of seeders based on The JBL Quantum Grand Slam 2023, ranked MMR, and previous other independent tournament results.
- b. The bracket will be split over both the Saturday and Sunday.
- c. All series will be a best of 5 (bo5).
- d. Top Four (4) Teams will qualify for Week 1 - The Gauntlet.
- e. Places 5th to 6th will qualify for Week 1 - The Challengers - Semifinals.
- f. Places 7th to 14th will qualify for Week 1 - The Challengers - Round 1.
  - i. A Double Elimination Shootout Bracket for Teams Placed 13th - 16th will occur to decide final qualification spots.

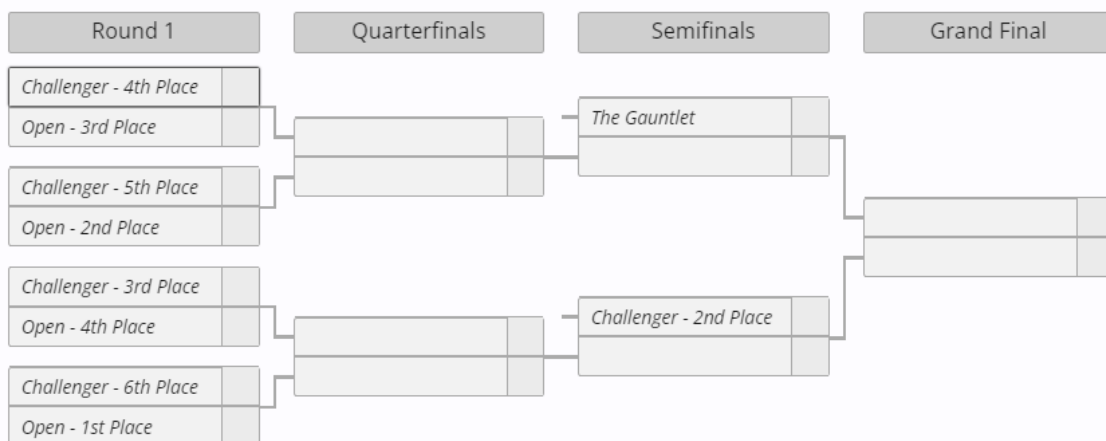
#### 2. The Open - Mixed Format - Weekly on Sunday's

- a. Seeding for The Open will be based on results from The Trials for Week 1.
  - i. All future weeks will be seeded according to previous results from the week prior.
- b. Double Elimination Groups (locked to 4 groups) to Single Elimination Playoffs.
  - i. Tiebreaker series for 3rd Place will be played for seeding purposes.
- c. All matches during the Group Stage will be a best of 3 (bo3). All matches during the Playoffs will be a best of 5 (bo5).
- d. Qualification for the Playoffs
  - i. Four (4) Relegated Challengers teams will be automatically seeded into the Playoffs each week.
  - ii. Top Two (2) teams from each of the Groups will qualify to the Playoffs.
- e. Four (4) teams will advance to The Challengers each week.



### 3. The Challenger - Single Elimination - Weekly on Saturday's

- a. Qualification TO The Challengers;
  - i. Two (2) teams will qualify directly to the Semifinals either from:
    - 1. 5th - 6th place from The Trials.
    - 2. 2nd Place from Previous Challengers & Relegated Gauntlet team.
  - ii. Four (4) teams will qualify from the Previous Challengers into Round 1.
  - iii. Four (4) teams weekly will qualify from The Open into Round 1.
  - iv. In Week 1 ONLY - Ten (10) teams will qualify from The Trials.
    - 1. Seeding Tiebreaker is as follows;
      - a. Placement Result
      - b. Initial Seed
- b. All matches will be a best of 5 (bo5).
- c. Qualification FOLLOWING The Challengers;
  - i. Top team will advance to The Gauntlet.
  - ii. Bottom four (4) teams will be relegated to The Open - Semifinals.
  - iii. Winners of Round 1, four (4) in total, will secure The Challengers - Round 1 seeding for the week following.
- d. Seeding for Future Weeks
  - i. Stage 2 Teams (Starting in Semifinals) = Relegated Gauntlet Team + Challengers 2nd Place from week prior.
  - ii. Stage 1 Teams (Starting in Round 1) = Refer to 3.Aii to 3.Aiv.

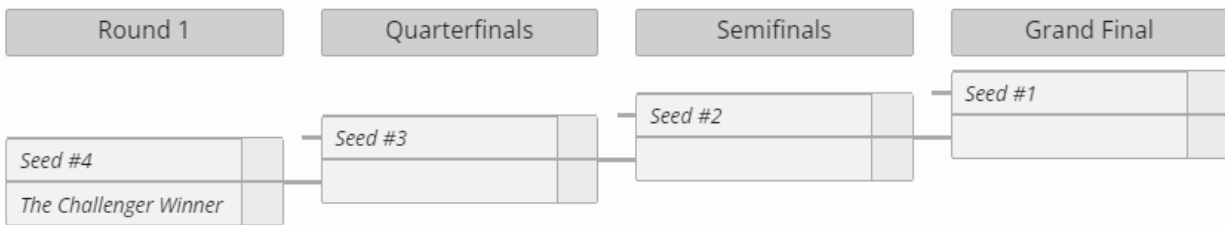


Note #1: Loser of Round 1 are sent back to The Open.

Note #2: Winner of the Grand Final Qualifies for The Gauntlet

## 4. The Gauntlet - Single Elimination - Weekly on Sunday's

- a. Qualification TO The Gauntlet
  - i. Four (4) teams will qualify from The Trials.
    1. Weeks following the Top Four (4) will secure qualification spots based on finishing position from the week prior.
  - ii. One (1) team will qualify from The Challengers.
- b. All matches will be a best of 7 (bo7).



## 5. The Finals - Hybrid Bracket - December 9th & 10th

- a. Matches will occur on both Saturday and Sunday.
- b. Bracket is a Hybrid format which infuses both Single & Double Elimination together, also known as [AFL Final 8 Bracket](#).
- c. All teams will qualify based on Point Standings.
  - i. Top Four (4) teams will qualify with a "Second Life".
  - ii. Bottom Four (4) teams will qualify with a "Single Life".
- d. All matches will be a best of 7 (bo7).



## 4. Point Distribution

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Point Distribution for the tournament is as follows, and is awarded for the final match that you have won during that week.

<b><u>PLACE</u></b>	<b><u>POINTS</u></b>	<b><u>STAGE</u></b>
1st Place	15	<b>The Gauntlet</b>
2nd Place	13	
3rd Place	11	
4th Place	9	
5th Place	7	
6th Place	5	<b>The Challengers</b>
7th - 8th Place	3	
9th - 10th Place	2	
11th - 14th Place	1	

*Note:*

*Point eligibility goes towards a complete roster, any changes as covered in "Registration Restrictions" will result in all obtained points being reset to 0.*

*Additionally, if a roster forfeits a week of competition they are awarded 0 Points for that given week.*



## 5. Prizing Distribution

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Prizing for the tournament is as follows.

### 1. Weekly Prize Pool - Gauntlet + Challengers Cycle

1st Place	\$900 USD
2nd Place	\$600 USD
3rd Place	\$480 USD
4th Place	\$390 USD
5th Place	\$330 USD
6th Place	\$300 USD

*Note: If a team forfeits a week of competition they will NOT be awarded prize money for that given week. The prize allocation will result in \$0 USD being awarded for that place, and all other placements will remain the same allocated amount for that placement for that given week.*

### 2. The Finals

1st Place	\$4,500 USD
2nd Place	\$3,000 USD
3rd - 4th Place	\$1,800 USD
5th - 6th Place	\$1,200 USD
7th - 8th Place	\$750 USD

*Note:*

*Following the conclusion of the tournament, payment information will be requested by RLO Admins from the winning teams. Teams have 30 days to provide the aforementioned details. All payment information will be sent to Psyonix who will then be the primary contact for all issues and processes following regarding obtaining prize money.*

## 6. Registration Restrictions

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The following restrictions apply to all individuals and teams who wish to participate in the tournament.

### 1. Roster Regulation

- a. All registered teams must state their core roster (three players) and alternate player if required on Start.gg when registering to compete in the tournament.
- b. All teams are permitted to state one (1) alternate player to the roster. This must be done prior to the commencement of the tournament.
- c. Only players who have been registered to a team are permitted to compete. Teams are not permitted to compete with non-registered players.
- d. Coaches, managers or any additional support staff including substitutes are NOT permitted to be in the lobby at any time.
- e. Following the conclusion of The Trials and/or The Open, teams will be notified to list their entire roster including (3) core members and (1) alternate within a 24-hour timeframe. Following the timeframe concluding all rosters are locked in and any movements will see the penalty as listed in "Roster Regulation 1.E.i" being enforced.
  - i. Any movements, outside of the 24-hour timeframe, will result in a team's obtained points being reset to 0 and sent back to The Open as a new entrant.

## 2. Player Eligibility

- a. The tournament is open to all players currently residing in the Oceanic Region ONLY.
  - i. The Oceanic region is defined as: Australia, Fiji, French Polynesia, Indonesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Papua New Guinea, the Philippines, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.
- b. **All participants MUST be 15 years of age or older to participate in any RL Oceania Event.**
  - i. RL Oceania Admins reserve the right to request confirmation of age from any competing player in the form of a government provided ID. All details must match Start.gg account details.
  - ii. Failure to provide sufficient information will result in disqualification or removal from the tournament.

# 7. Tournament Procedure

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## 1. Tournament Dates

### a) Week 1

- i) **The Trial (aka The Open #1)** - Saturday and Sunday - October 21st - 22nd

### b) Week 2

- i) **The Challengers #1** - Saturday - October 28th
- ii) **The Gauntlet #1** - Sunday - October 29th
- iii) **The Open #2** - Sunday - October 29th

### c) Week 3

- i) **The Challengers #2** - Saturday - November 4th
- ii) **The Gauntlet #2** - Sunday - November 5th
- iii) **The Open #3** - Sunday - November 5th

### d) Week 4

- i) **The Challengers #3** - Saturday - November 11th
- ii) **The Gauntlet #3** - Sunday - November 12th
- iii) **The Open #4** - Sunday - November 12th

### e) Break Week - November 18th - 19th

### f) Week 5

- i) **The Challengers #4** - Saturday - November 25th
- ii) **The Gauntlet #4** - Sunday - November 26th
- iii) **The Open #5** - Sunday - November 26th

### g) Week 6

- i) **The Challengers #5** - Saturday - December 2nd
- ii) **The Gauntlet #5** - Sunday - December 3rd

### h) Week 7

- i) **The Finals** - Saturday and Sunday - December 9th - 10th

***Note: All events commence from 1pm AEDT // 11am AWDT // 3pm NZDT***

## 2. Tournament Protocol

- a. Prior to the commencement of The Trial and/or The Open, all players and teams must be registered on Start.gg.
- b. All teams that have registered for the event will be required to be in the [RL Oceania](#) Discord Server, where all information regarding registrations, matches, and brackets will be communicated.
- c. All teams and individuals must follow the Match Protocol, until they have either been eliminated from the competition or have won the final series.

### 3. Match Protocol

#### a. Entering the match

- i. At the commencement of the series, details for the corresponding match will be allocated by Start.gg. Teams are required to follow instructions stated by Start.gg or by RLO Admins.
- ii. Players must await all players to join the lobby before commencing the series.
- iii. ONLY the CORE LINEUP are permitted to be in the lobby during a series. Alternates must not be spectating within the lobby during an active series.
  1. If found in breach of doing so, this will be treated as a form of cheating and can result in disqualification from the event.
- iv. During broadcasted matches, teams will be required to await direction from RLO Admins prior to commencing the series.

#### b. Rehosts

- i. Between Games in a Series, teams may request that the Match Server be re-hosted on the same server region and details due to connection-related issues.

#### c. Reporting Scores

- i. After a Series is completed, both teams must submit the Series result to Start.gg or an RLO Admin. Taking a screenshot of the results or saving the replay of the match is strongly recommended in the case of a dispute.
  1. If a dispute occurs, both teams must submit proof of their claim to avoid an automatic forfeit of the Game/Series.
  2. Any teams or players found to be submitting false or doctored results will be permanently banned from the tournament and future operated RL Oceania & Psyonix events.

#### d. Technical Pauses

##### i. Prior To or During a Series

1. A team may take up to **7 minute total pause period** once the series is deemed started, to either have their player resolve technical difficulties, or replace said player by any registered member of the team.
  - a. Series is deemed started, through start.gg marking match as "Called" for Check-in OR RLO Admin has instructed teams to join the lobby if match is broadcasted.
  - b. Once the series commences - D.II is then enforced.

##### ii. If a Timer Expires

1. If at any point D.I expires from its total allocation, the following takes place = **+1 Map Lost**.
2. An additional timer will then commence of 3 minutes, where a team must return or fill the field with a roster of 3 players, failure to do so will result in a **Series Disqualification**.
3. Teams are NOT permitted to play with 2 players or less, teams must compete with a roster of 3 players to be eligible.

##### iii. Broadcast Timers

1. Matches marked for broadcast will utilise a rolling schedule, where players and competitors will be required to be ready to compete earlier than estimated with the original schedule.
2. If a team is unable to arrive at the earlier match time, communication must be given to RLO Admins at the earliest opportunity.
  - a. In this situation, the D.I timer will be extended to include the gap between the estimated schedule and the new schedule.
    - i. *For Example:*  
*Estimated Schedule = 7pm*  
*Running Schedule = 6:45pm*  
*Total D.I Timer = 7 + 15 = 22 Minutes*
  - b. Once the series commences any additional time outside of the normal regulated 7 Minutes will no longer be available for use. The additional time is only available PRIOR to the series.

**e. Match Restarts**

- i. If a player falls subject to technical difficulties within the first minute of a game and no goals are scored, the game is to be restarted.
- ii. If a player falls subject to technical difficulties during a game, following either one minute of gameplay OR a goal is scored, the game is required to continue.
  - 1. Broadcasted series will be paused due to in-game abilities, but the timer as stated in "Technical Pause d.ii" will be enforced.

**f. Substitutions**

- i. A "Substitution" is defined as changing the player line-up after a Series has started. Substitutions may only occur between games in a series, and teams are limited to one player change per game. Additionally, this is only possible if the team has a pre-registered substitute. Substitutions need to be done when a map is NOT ACTIVE.

**g. Best of 7 Timeouts**

- i. During a best of 7 (bo7) series, each team will be permitted to utilise ONE (1) timeout during the series following the conclusion of a game. The timeout must be called for immediately after the conclusion of the game and stated to an RLO Admin to be registered.
- ii. The duration of the timeout will be two (2) minutes.
  - 1. This will include the end of the current map rollover clock = 1 minute + 1 minute of the new map.

**h. RLO Admin Accounts**

- i. On selected matches, official broadcasters and RLO Admins will be permitted to spectate competition matches.

**i. Player Camera**

- i. During The Gauntlet, players WILL BE enforced where possible to utilise player cameras during competition of this stage as this will be utilised on broadcast.
- ii. During all other stages of the tournament, such as The Open, The Trial, and The Challenger, player cams will NOT be enforced or required.



## 4. Game Play Specific Rules

### a. Game Settings

- i. Game Mode: "Soccar"
- ii. Team Size: 3v3
- iii. Bot Difficulty: No Bots
- iv. Region: Oceania
- v. Mutators: None
- vi. Joinable By: Name and Password

### b. Approved Arenas

- i. Aquadome
- ii. Beckwith Park
- iii. Beckwith Park (Midnight)
- iv. Champions Field
- v. Champions Field (Day)
- vi. Deadeye Canyon (Oasis)
- vii. DFH Stadium
- viii. DFH Stadium (Day)
- ix. DFH Stadium (Stormy)
- x. Estadio Vida
- xi. Forbidden Temple
- xii. Mannfield
- xiii. Mannfield (Night)
- xiv. Mannfield (Stormy)
- xv. Neo Tokyo
- xvi. Sovereign Heights
- xvii. Urban Central
- xviii. Urban Central (Dawn)
- xix. Urban Central (Night)
- xx. Utopia Coliseum
- xxi. Utopia Coliseum (Dusk)
- xxii. Wasteland
- xxiii. Wasteland (Night)

**c. Controllers**

- i. All standard controllers, including mouse and keyboard, are legal.
- ii. Macro functions (e.g. Turbo buttons) are not permitted.

## 8. Code of Conduct

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The following Code of Conduct aims to ensure that players uphold the values which help maintain the integrity of the community. The following code applies to individuals who participate in any RL Oceania Tournament, past or present, or become a member of the RL Oceania associated social media platforms.

### 1. Player Conduct

- a. All players must conduct themselves in a way that is at all times with the general principles of personal integrity, honesty, and good sportsmanship.
- b. Players must be respectful of other Players, RLO Admins, and other community members.
- c. Players are strongly advised to not engage in any form of harassment or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity prior, during, or following the tournament's conclusion.
- d. Each player is expected to play to the best of their ability at all times during the tournament. Any form of unfair play is prohibited by these guidelines, and may result in disciplinary action.

Examples of unfair play include the following, but not limited to:

- i. Collusion and/or match fixing.
- ii. Hacking and/or otherwise modifying the intended behaviour of the game client.
- iii. Using any kind of cheating device, program, or similar cheating methods to gain a competitive advantage.
- iv. Use of macro keys or similar automated in-game actions.
- v. Impersonating another player or falsely playing as the intended registered player.
- vi. Intentional disconnect from the tournament without legitimate reason.
- vii. Betting or gambling on your individual, the team, or opponent's performance during the tournament.

## 2. General Conduct

All participants must be respectful of the Administration and any other staff involved in the Competition, tournament organisation, sponsors, partners, teams, players, attendees, and any other participants at all times. Participants must not use obscene gestures, language, or offensive comments, including but not limited to;

- a. Hate Speech or inappropriate behaviour
- b. Violent or physical aggression or behaviour
- c. Harassment of any kind
- d. Discriminatory words, phrases, or gestures
- e. Trolling
- f. Any "sound-alike" or "look-alike" words or phrases that reference these topics. Any other type of conduct deemed inappropriate at the discretion of JBL Quantum Admins.

*Any conduct that is deemed to be in violation of this Rulebook, or in association with Rocket League Terms and Conditions, is punishable and may result in disqualification and permanent removal from all associated RL Oceania and Psyonix events.*

## 9. Licensing

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*© 2023 PSYONIX LLC. ROCKET LEAGUE, PSYONIX, AND ALL RELATED MARKS AND LOGOS ARE REGISTERED TRADEMARKS OR TRADEMARKS OF PSYONIX LLC. ALL RIGHTS RESERVED.*

*PARTICIPANTS MUST BE AT LEAST THE AGE OF 15 AND ARE NOT CURRENTLY SERVING A DEVELOPER SANCTIONED EVENT/LEAGUE BAN OR A RL OCEANIA, OR PSYONIX BAN TO PARTICIPATE IN THIS EVENT.*

*PLAYERS ARE NOT PERMITTED TO UTILISE LICENSED VEHICLES, DECALS, BANNERS, TOPPERS, GOAL EXPLOSIONS, OR ANTENNAS DURING THIS TOURNAMENT.*

*PLAYERS WHICH ARE MEMBERS OF ESPORT ORGANISATIONS WITH ESPORT DECALS WITHIN THE ESPORTS SHOP ARE PERMITTED TO UTILISE THAT SPECIFIC ORGANISATIONS STORE ITEMS.*

# CHANGE LOG

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- 14 SEP 2023 : Version 1 - Drafted
- 17 SEP 2023: Version 1.1
  - "9. Licensing" Updated (Restrictions with Licensed Items)
- 18 SEP 2023: Version 1.2
  - Tournament Logo - Added
  - Footer - Amended
  - "3. Match Protocol"
    - 3.D Technical Pause - Amended
    - 3.G Best of 7 Timeouts - Added
    - 3.J Player Camera - Added
  - "6. Roster Regulation"
    - 6.1.E In-Tournament Roster Change Restrictions - Added
    - Subsequent changes then to:
      - "4. Point Distribution" - Amended
      - "5. Prizing Distribution" - Amended
- 19 SEP 2023: Version 2
  - Point Distribution - Amended
  - The Open
    - Series Length - Changed
      - PRIOR: All Bo5.
      - NOW: Group Stage - All Bo3's & Playoffs - All Bo5's.
    - Wording for Qualification TO - Amended
    - Reference Image - Amended
  - The Challengers
    - Wording for Qualification TO - Amended
  - The Gauntlet
    - Wording for Qualification TO - Amended

- 13 NOV 2023: Version 2.1
  - Open Playoff Bracket Reference Image - Updated
  - Challenger Bracket Reference Image - Updated
  - "3. Match Protocol"
    - 3.D Technical Pause - Wording Amended