



JBL QUANTUM 2023

GRAND SLAM

COMPETITION RULES
AND REGULATIONS

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1. Introduction

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](#).

JBL Quantum 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 JBL Quantum and RL Oceania events.
- ❖ Temporary or permanent suspension from all JBL Quantum and RL Oceania digital forums and platforms.

2. Definitions

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

JBL QUANTUM - The organisation in which this event is sanctioned under.

RLO ADMIN (ONLINE ADMINISTRATION) - An individual who is arranging and supervising the online component of the tournament.

ESL ADMIN (LAN ADMINISTRATION) - An individual who is arranging and supervising the LAN component of the tournament.

JBL QUANTUM ADMIN - The general term used to define the combined team of RL Oceania, ESL Australia and JBL Quantum employees during the tournament.

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

BRACKET - The tournament progression for teams.

OPEN QUALIFIER - Opening stage within the tournament, prior to the Closed Qualifier.

CLOSED QUALIFIER - Second stage within the tournament, prior to the Main Event - Group Stage.

MAIN EVENT - GROUP STAGE - Third stage within the tournament, prior to the Main Event - Preliminary Knockout.

MAIN EVENT - PRELIMINARY KNOCKOUT - Fourth stage within the tournament, prior to the Main Event - LAN Playoffs.

MAIN EVENT - LAN PLAYOFFS - Final stage within the tournament.

3. Tournament Format and Schedule

The following information is the format that will be used for the tournament.

1. Open Qualifier - Double Elimination - Saturday August 12th

- a. Seeding for the Open Qualifier will be determined by RLCS 2022-2023 Total Overall Standings. All teams without points who register for the tournament will be seeded by a panel of seeders based on ranked MMR and previous tournament results.
- b. Sixteen (16) teams from the Open Qualifier will advance to the Closed Qualifier.
- c. All series will be a best of 5 (bo5).

2. Closed Qualifier - Double Elimination - Sunday August 13th

- a. Sixteen (16) teams will qualify from the Open Qualifier.
- b. All matches will be a best of 5 (bo5).
- c. Eight (8) teams from the Closed Qualifier will advance to the Main Event - Group Stage.



3. Main Event - Group Stage - August 19th to September 10th

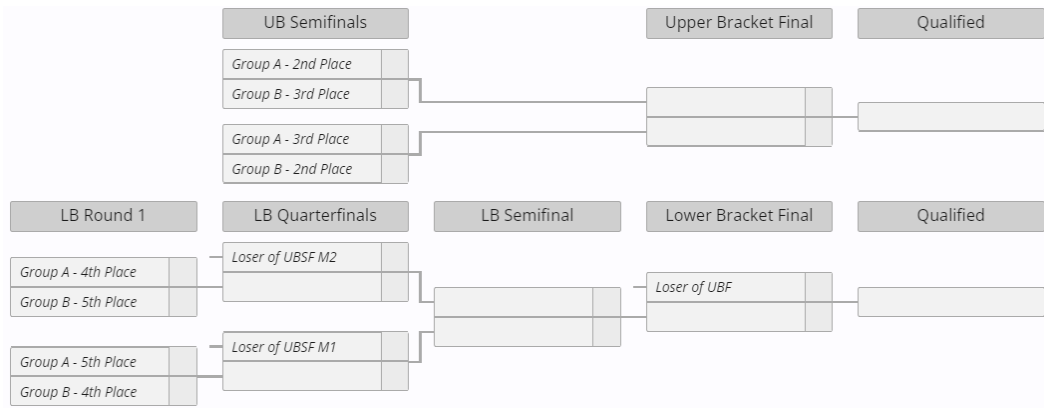
- Matches will be played on Saturday and Sundays.
- Eight (8) teams will be invited to the Main Event - Group Stage. This will be determined by RLCS 2022-2023 Total Overall Standings.
- Eight (8) teams will qualify from the Closed Qualifier.
- Sixteen (16) teams will be split into two (2) groups of eight (8) teams in a Round Robin bracket.
- All matches will be a best of 5 (bo5).
- Top team per group from the Group Stage will advance to the Main Event - LAN Playoffs.
- Bottom three (3) teams per group will be eliminated.
- Remaining four (4) teams per group will advance to the Main Event - Preliminary Knockout.

Legend				
Advance to the LAN Playoffs				
Advance to the Preliminary Knockout - Upper Bracket				
Advance to the Preliminary Knockout - Lower Bracket				
Eliminated				

Group A					Group B				
	Seed 1	0-0	0-0	0		Seed 2	0-0	0-0	0
	Seed 4	0-0	0-0	0		Seed 3	0-0	0-0	0
	Seed 5	0-0	0-0	0		Seed 6	0-0	0-0	0
	Seed 8	0-0	0-0	0		Seed 7	0-0	0-0	0
	Seed 9	0-0	0-0	0		Seed 10	0-0	0-0	0
	Seed 12	0-0	0-0	0		Seed 11	0-0	0-0	0
	Seed 13	0-0	0-0	0		Seed 14	0-0	0-0	0
	Seed 16	0-0	0-0	0		Seed 15	0-0	0-0	0

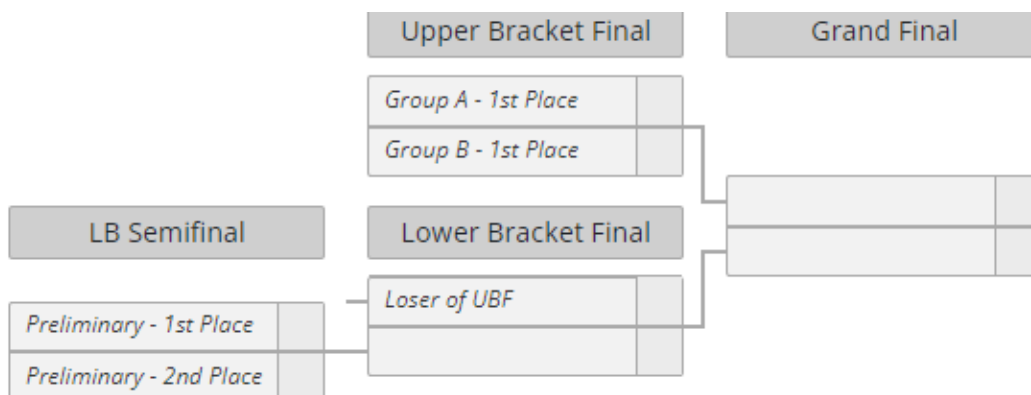
4. Main Event - Preliminary Knockout - September 16th & 17th

- Double Elimination Bracket.
- Eight (8) teams will qualify from the Main Event - Group Stage.
- Four (4) teams will commence from the Upper Bracket, whilst the remaining Four (4) teams will commence from the Lower Bracket.
- All matches will be a best of 7 (bo7).
- Two (2) teams will advance to the Main Event - LAN Playoffs.



5. Main Event - LAN Playoffs - Saturday 7th October

- Two (2) teams will qualify from the Main Event - Group Stage.
- Two (2) teams will qualify from the Main Event - Preliminary Knockout.
- All matches will be a best of 7 (bo7).
- Bracket reset will be played if required in the Grand Final.
- Matches will be played at PAX Australia 2023.



4. Prizing

Prizing for the tournament is as follows.

1st Place	\$4,000 AUD
2nd Place	\$3,000 AUD
3rd Place	\$2,000 AUD
4th Place	\$1,000 AUD

Note:

Following the conclusion of the tournament, payment information will be requested by JBL Quantum Admins from the winning teams. Teams have 30 days to provide the aforementioned details.

5. Registration Restrictions

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), either upon registering the team on Start.gg OR upon receiving and accepting their invitation to 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.

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 JBL Quantum Event.**
 - i. JBL Quantum 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.

6. Tournament Procedure

1. Tournament Dates

- a) Open Qualifier: Saturday August 12th**
 - i) Commencing from 4pm AEST // 2pm AWST // 6pm NZT
- b) Closed Qualifier: Sunday August 13th**
 - i) Commencing from 4pm AEST // 2pm AWST // 6pm NZT
- c) Main Event - Group Stage: Saturdays & Sundays from August 19th to September 10th**
 - i) Commencing from 4:30pm AEST // 2:30pm AWST // 6:30pm NZT
- d) Main Event - Preliminary Knockout: Saturday & Sunday from September 16th + 17th**
 - i) Commencing from 4:30pm AEST // 2:30pm AWST // 6:30pm NZT
- e) Main Event - LAN Playoffs: Saturday October 7th**
 - i) Commencing from 10:30am AEDT // 8:30am AWDT // 12:30pm NZDT

2. Tournament Protocol

- a. Prior to the commencement of the Open Qualifier, all players and teams must be registered on Start.gg.
- b. All teams that have qualified for, or been invited to the Main Event - Group Stage and beyond, will be required to be in the JBL Quantum Grand Slam Discord Server, where all information regarding 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 JBL Quantum Admins.
- ii. Players must await all players to join the lobby before commencing the series.
- iii. During broadcasted matches, teams will be required to await direction from JBL Quantum 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 JBL Quantum 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 JBL Quantum, RL Oceania & ESL Australia events.

d. Technical Pauses

- i. If a player suffers from any form of network or technical difficulties during a match, their team may take up to a 5 minute pause period following the game in the current series, to either have their player resolve the difficulties, or replace said player by any registered member of the team.

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.

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.

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 JBL Quantum Admin to be registered.
- ii. The duration of the timeout will be two (2) minutes.

h. JBL Quantum Admin Accounts

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

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.

d. Cameras

- i. During broadcasted matches, if possible, players will be requested to utilise player cameras during the event. This will be communicated more in detail by JBL Quantum Admins.
- ii. During the Main Event - LAN Playoffs, player cameras will be provided at the venue.

7. Flights and Accommodation

1. Flights

- a. Coordination of flights will be coordinated between JBL Quantum Administration team and competing teams and players.
- b. Itinerary of arrival and departure will be provided to competing teams and players to and from Melbourne Airport during the weekend of PAX Australia.
- c. Costings associated with flights will be covered by the event organiser.
- d. Flights ONLY within Australia and New Zealand will be covered by the event organiser.

2. Accommodation

- a. Coordination of accommodation will be coordinated between JBL Quantum Administration team and competing teams and players.
- b. All players, managers and associated members associated within the event will be provided accommodation within close proximity of PAX Australia.

3. Alternative Travel Arrangements

- a. If players or team personnel require additional or alternate arrangements to adequately accommodate the teams ability to partake in the event, communication must be undertaken directly with JBL Quantum Admins at the earliest possible convenience.

8. Code of Conduct

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 JBL Quantum Tournament, past or present, or become a member of the JBL Quantum 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, JBL Quantum 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 JBL Quantum events.

9. Licensing

THIS TOURNAMENT IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, PSYONIX LLC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS TOURNAMENT IS BEING PROVIDED TO TOURNAMENT ORGANISER AND NOT TO PSYONIX LLC.

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

CHANGE LOG

- 04 JAN 2023 : Version 1 - Drafted
- 27 JUN 2023: Version 1.2 - Schedule tweaked
- 10 JUL 2023: Version 1.3 - Updated assets added
- 24 JUL 2023: Version 1.4 - Group Stage & Preliminary Knockout dates tweaked
- 31 JUL 2023: Version 1.5 - Date confirmed for PAX Australia & Match Timing Tweaked