

FortCON Rocket League (BYOT 3v3)

Rules:

Registration: Registration will take place via discord using the online doc pinned under the FortCON 2017 Rocket League channel and close 1 hour prior to the start time. You may sign up as far ahead of time as you choose.

Team Selection: Teams will need to be full in order to be entered into the tournament. If you do not have a team you may sign up as a PUG (Pick Up Group) and you will be randomly assigned a team from a pool of other PUG designated players.

Start Time: Sunday 10:30am

Meeting Place: Tournament Desk for team captains

Rules:

Format: This tournament will be played in a tiered bracket based upon number of teams entered. Bracket seeding will be random. All matches are single elimination, Best of 3 games.

Behavior: Tournament participants are expected to have sportsmanlike behavior. If player behavior is determined to be unacceptable a tournament official may issue a warning or a penalty directly.

End of a Match: At the end of the match the team captain of the winning team is expected to contact a tournament official. If there is any dispute, the opposing team captain must contact a tournament official with the dispute within 5 minutes of the match end. The official will review the situation and provide a ruling to both captains.

Game Settings:

Game Mode: Soccer

Mutators: Game Default(s)

Maps:

Round 1 - Mannfield - Normal

Round 2 - Urban Central - Normal

Round 3 - Utopia Coliseum - Normal

Round 4 - DFH Stadium - Normal

Time: 5 minute

Forfeiting: A team may quit from the tournament at any time- to do so the team captain must contact a tournament official and notify him/her of the intention to forfeit. A forfeiting will mark a team ineligible for prizing, regardless of the outcome of the tournament

Bugs: If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Abusing a bug is forbidden.

Tools/Hacks: The usage of any Steam or Rocket League tools to gain an unfair advantage during a match is strictly forbidden.

Win Condition: A game is finished, with the designated win condition per map or when the administration decides on it.