



**ROCKET  
LEAGUE™**

# **ARENA CLASH**

**SUMMER 2019 SEASON RULESET**

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# 1 Eligibility

## 1.1 Definition

An Arena Clash participant is a player that is participating in the Arena Clash Season. Any member of an Arena Clash team is a participant of that team and locked to it regardless of whether or not the person has played for the said team. With their participation, the participant states that he understands and accepts all rules.

## 1.2 Player Eligibility

Each team of Rocket League players must consist of at least three players. One additional player is permitted on the roster as a nominated substitute throughout the tournament – the nominated substitute may play in lieu of a main roster player as long as their dues are paid.

Players must be aged 16 years or older in order to play in this tournament.

## 1.3 Additional Eligibility

Arena Clash's Rocket League tournament will take place on PC. All players should use their own Steam Account.

The account submitted in the roster form must be used for the entire tournament.

If a player does not own a personal account on Steam then an Arena account may be available for use, however players should not count on these Arena accounts being available.

Players may not share Steam Accounts.

# 2 Tournament Glossary & Common Terms

## 2.1 Game, Set, Match

Throughout this rulebook, and documentation relating to this tournament, the terms Game, Series, Set and Match will be used extensively – it's important to familiarise yourself with these terms and how they are used in the context of the Rocket League Arena Clash format to avoid potential confusion.

- **Game**  
A game is classified as the most basic stage of the competition. A game consists of 1 In-Game Soccer Match in Rocket League.
- **Series**  
A series is class as a collection of multiple games for example 3 games would be called a best-of-3 Series
- **Set**  
A set is made up of multiple series or games, most commonly a set is won once a team has won 5 out of 9 games. This may be referred to as a best-of-9 Set
- **Match**  
A match is a collection of sets – in the context of Arena Clash a match is usually a collection of three sets, with the first team to win two sets winning the match. Each set is worth 1 Match Point

## 3 Tournament Stages

### 3.1 Qualifying

All players MUST be given an even chance during the qualifier with any other player. Every player should be considered for the Arena Clash team, regardless of whether or not they competed in previous seasons. Once a season of Arena Clash has concluded the team is considered dissolved and all players must prove themselves in the qualifying stage.

If you have players signed up as individuals you will have to form teams for them to compete in, if there are leftover players, rotate them into the makeshift teams so everyone has a chance to compete. The team composition that performed the best should be used as the qualifying team.

#### 3.1.1 Qualifier Format

Below lists how qualifiers are run based on attendance. All games use the in game settings in section 5, and the procedure in section 6.3.

- **1 Team:** Automatically qualify upon attending and are given free hours to play in the Arena in lieu of the qualifier tournament.
- **2 Teams:** Teams compete in one best of seven match. The winning team forms the Championship Team, and the losers the Challenger Team
- **3 Teams:** Teams compete in a round robin, playing a best of 5 series against each other team. All five games of the series should be played. Game wins are used as a tiebreaker if there is no clear winning team, if there is still no clear winner, total goals scored is used as a second tiebreaker.
- **4+ Teams:** Teams compete in a Single Elimination bracket, using the single set format. 1st place forms the Championship Team, 2nd the Challenger Team, 3rd&4th the Underground Teams.

### 3.2 Group Stage

#### 3.2.1 Group Stage Format

The group stage of Arena Clash is a round-robin format, teams are assigned to 4 separate groups and will play against every other team in their group.

The following scoring scheme will be in effect for this season of Arena Clash:

Win – 1 Point

Loss – 0 Points

#### 3.2.2 Match Format

All games will take place as Standard 3v3 Soccer matches

Teams will play one Best of Five (Bo5) series of games.

Match/Series scores can only be 5-0, 4-1 or 3-2

#### 3.2.4 Group Stage Progression

The top two teams in each group, based on points, once all matches have been completed will progress to the playoffs stage of the tournament.

If teams are tied in group position after all games are played, please refer to the Tiebreaker section below.

### 3.2.5 Score Reporting

Admins are responsible for logging details of each game and recording these for future use in tiebreakers if necessary, Admins must record the details of both victories and losses to ensure there is a record at all results.

## 3.3 Playoffs

### 3.3.1 Playoffs Format

The Playoffs will be an 8-team Single Elimination tournament. Teams will be drawn against each other based on group position and original seed. Winning teams progress to the next round of the bracket, while losing teams are eliminated.

All matches will be played from the Arenas on set dates and times, which will be communicated ahead of time.

### 3.3.2 Match Format

Teams will play 1 Best of Seven (Bo7) series.

Match/Series Scores can only be 7-0, 6-1, 5-2 or 4-3.

### 3.3.4 Playoffs Progression

The playoffs will continue until only two teams remain, these two teams will then compete in the Grand Finals played at Insomnia65.

Further information regarding Insomnia65 will be relayed when possible.

## 4 Tiebreakers

### 4.1 Group Position Tiebreakers

#### 4.1.1 Group Position Ties

In the event of a tie between teams with matching Win/Loss records at the end of the Group stage the following determinations will be used in order:

1. Head to Head
  - Head to head record is determined by reviewing previous matches played, a team that is tied on points with another team they previously defeated in the tournament will take the higher position.
2. Points difference
  - Points difference is calculated by taking all individual games won within series, and subtracting all individual games lost within series.
3. Goals Scored
  - The total goals scored across the entire season.

## 5 Custom Game Rules

### 5.1 Online/Offline Game Settings

- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Server: Europe (EU League)

Maps are selected in the following order as each game is played

1. DFH Stadium
2. Urban Central
3. Beckwith Park
4. Utopia Coliseum
5. Mannfield

### 5.6 Coinflip Clarification

The coinflip will determine which team wins or loses the flip based on team name in alphabetical order.

Heads: Team with alphabetical priority picks

Tails: Team without alphabetical priority picks.

Alphabetical priority is determined in the following way:

Team A has priority over teams B, C, D etc.

Team Aardvark has priority over team Angel (Aa vs An) etc.

## 6 Match Setup

### 6.1 Roster

Arena Admins must submit their starting roster to the opposing team at least 1 hour prior to the match starting. If there are any substitutions during the playoffs between games, then these must be communicated prior to the next game starting

### 6.2 Online Game Procedure

The following steps outline the process of playing a Match.

1. Players select who hosts the lobby, using a coin flip.
2. Lobby host communicates the lobby name and password with their Team Admin.
3. The host chooses the next map in the pool.
4. The Players play the first Game of the Series.
5. The next lobby is setup. The player that didn't host the first game may request to switch hosts.
6. Repeat until a winner of the series is declared.

## 6.4 Breaks

After each series a player may take a maximum of two minutes to join the next game.

## 6.5 Equipment

Players are provided with a full setup of hardware and peripherals to use during the tournament.

Players have the option of using their own peripherals during each match. Player-owned equipment must be compatible with Belong-provided competition equipment. Belong is not responsible for ensuring Player-owned equipment is in working condition. Belong reserves the right to inspect all Player-Owned equipment to ensure compliance with Arena Clash rules.

## 7 Bugs and Glitches

It is up to the tournament administration discretion whether the use of said bugs had an effect on the match, and what penalty they will incur. Admins should pause the game and report these to the representative as soon as possible.

### 7.1 Rehosting

Rehost rules are specified below, including the conditions in which they will be allowed:

- Any issue before the First Goal is scored
- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the game, if the affected player has not scored.
- Game mechanic not working as intended - rehost up to the first 30 seconds of the match, if no goals are scored from either side.
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the game.

Each team can receive up to 1 rehost per series maximum.

In case the above conditions are met, players should instantly request a rehost to their Arena Admin, followed by the reason. Arena Admins must immediately inform their opponents Admin. Players should continue playing until the rehost is confirmed by an Arena Admin. Once confirmed, everyone should instantly end the game.

If a match is interrupted for any reason then it should be continued where it left off, by re-host. If a game is to be replayed due to a rehost, players must choose the teams, formation and will be resumed at the remaining time and the current score.

## 8 Title Specific Infractions

Definitions for all penalties can be found in the Arena Clash Infractions and Penalties Guide.

### 8.1 Score Clarification

If a Game Loss is issued, the game will be scored 3-0 to the opponent, regardless of the current score in game.

If a Series Loss is Issued, the series will be scored 6-0 to the opponent, regardless of the current score in game.

## 8.1 Failure to Attend

### Penalty: Game Loss

Teams must be ready to play at the scheduled times on the fixtures master document.

Up to 15 minutes may be used if difficulties occur in regard to getting players in-game. If it is likely a team is either going to be late or miss the scheduled start time, then the team's coach or arena staff must report the fact to the representative via pre-approved discord channels (DMs or other platforms of communication are not acceptable).

If a fixture has not started 30 mins after the schedule start time due to a player not being in attendance on time, then that player will receive a Game Loss

After this they will continue to receive another Game Loss every 15 mins until they either lose all of their games completely against each opponent or are able to attend and complete the remaining games.

All other players should continue through their games during this time if able.

In the case of technical issues, the representative will decide and relay the decision to each tribe. Teams will not be forced to forfeit any games due to technical issues.

## 8.3 Use of Bugs and Glitches

### Penalty: Series Loss

Any player found using a Bug or Glitch to gain a competitive advantage will receive a Series Loss.

## 8.4 Rehosts

### Penalty: Game Loss

Giving an invalid reason for a rehost, or leaving the match before having approval to do so will lead to instant game loss to the player that uses it.

## 8.5 Leaving a Game

### Penalty: Warning

If a team leaves a game voluntarily before the final whistle, they will receive a warning. Additionally, 3 goals will be awarded to their opponent, these will be added to their opponents' current goals, regardless of current score and match time.

## 8.6 Unlisted Punishments

If an admin or player believes a rule has been broken and there is no assigned punishment for it, they must contact the representative as soon as possible with details and evidence. The representative will judge the case and assign a punishment if required