OCEANIC MASTERS
ROCKET LEAGUE
RULESET

V1.1

Contents

Important Notes

A. This rulebook covers all game related rules – regarding teams, in-game rules etc. The ("Handbook") should be referred to for all other areas such as overall conduct etc

B. League Operations reserves the right to modify this document at any time to ensure the integrity of the Rocket League Oceanic Masters. Players & Teams will be notified of changes by email.

C. These rulesets apply only to the Rocket League Oceanic Masters. No section is to be reproduced by Teams, Players or third parties, under any circumstances.

D. Oceanic is inclusive of: Australia, Fiji, Indonesia, New Zealand, New Caledonia, French Polynesia, Wallis and Futuna, Norfolk Island, Papua New Guinea, the Philippines, Solomon Islands, Vanuatu, Micronesia, Kiribati, Marshall Islands, Nauru, Palau, Samoa, Tonga, and Tuvalu.

1.0 Tournament Information

1.1 Schedule

1.1.1 **Sign-ups** will commence on the 25th of February and remain open until the start of the second qualifier on the 10th of March.

1.1.2 **Open Qualifiers** will take place on the 9th and 10th of March.

1.1.3 **Media Day** will take place on the 30th to 31st of March for those that are successful in their placement towards **League Play**.

1.1.4 **League Play** will be played every Sunday from the 14th of April till the 12th of May (5 weeks).

- o Week 1 – April 14th
- o Week 2 – April 21st
- o Week 3 – April 28th
- o Week 4 – May 5th
- o Week 5 – May 12th

1.1.5 The **Finals** will be played on the 19th of May.

1.1.6 The top two (2) teams from League Play will qualify for participation in RLCS 7, subject to the terms outlined below**.**

1.2 Team Rosters

1.2.1 The minimum team size is three (3) players.

1.2.2 The maximum team size is four (4) players.

1.2.3 Players must be of or over the age of fifteen (15) at the date of the team's commencement in the Open Qualifier. Failure to comply with this rule will result in the entire team's disqualification.

1.2.4 Players must nominate and declare one member of their roster to be the "**Team Captain**", who will represent the team for all official decisions and serves as the main point of contact for the team.

1.2.5 Teams may only use players who are on their roster for a match.

1.2.1 Roster Changes/Trades/Locks

1.2.1.1 Rosters changes may only be done during the "Roster Change Period" which is (1) any time before the Roster Lock Deadline and (2) after qualifying for the Oceanic Masters **League Play**. Oceanic Masters Rosters will be locked, and no trades are possible after the Roster Lock Deadline, which is May 11th at 11:59pm.

1.2.1.2 All trades between Teams must be approved by Gfinity Esports Australia. Trades are only permitted during a Roster Change Period.

1.2.1.3 Teams must retain two (2) players from their Qualifying Roster at the end of the Qualifying Period and throughout the Roster Change Period. Failure to keep two (2) players from their qualifying roster will result in the team being ineligible for the remainder of the Rocket League Oceanic Masters.

1.2.2 Roster Continuity

1.2.2.1 A starting roster is referred to as the Players who start four (4) out of seven (7) **League Play** matches. Teams that automatically qualify for Oceanic Masters **League Play** from prior seasons must retain two (2) players from their prior season's starting roster, and the two (2) prior season players must start four (4) out of seven (7) **League Play** matches in the current season. If teams fail to have two (2) of the prior season players starting at least four (4) of the current season **League Play** matches, the team will cause a forfeiture of the **League Play** matches.

1.3 General Eligibility

1.3.1 Players are permitted to only play on one (1) team throughout the Tournament (Rocket League Oceanic Masters).

1.3.2 The Tournament is comprised entirely of teams. Players must combine to form a team consisting of at least three (3) individual players, with no more than four (4) individual players on each team.

1.3.3 Teams must be comprised of individuals from the same region.

1.3.4 The Open Qualifiers are open to all legal residents of Oceania (see "Oceania" listed in Terminology for a complete list of eligible regions) that are 15 years of age or older on the date that the Player's Team competes in the Open Qualifier.

1.3.5 No owner of a team, or manager of a team, or if a team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one team within the Eligibility Area in the Tournament.

1.3.6 As per 1.3.5, no member or owner of a team, or if that team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may play for or be involved with another team, and/or organization.

1.3.7 Players are required to adhere to rule '3.5 Player Obligations' in the Player Handbook for Rocket League Oceanic Masters. In which "Players are required to provide on completion of the Qualifying Stage the required documents and information that Gfinity Esports Australia requires." And "Players may be required by Gfinity Esports Australia to provide and appear in Media Day Content and Commercial Obligations. By competing in Rocket League Oceanic Masters, players commit to the Tournament Organizer and Administration that they are available and will provide themselves any and all media requirements."

1.3.8 Teams that are deemed in violation of 1.3.5 or are determined directly by Gfinity Esports Australia to directly or indirectly be owned or controlled by a person and/or entity that operates sports (including esports) gambling, wagering, bookmaking or betting sites or platforms are not eligible to participate in the Tournament.

2.0 Online Information

2.1 Open Qualifiers

2.1.1 The **Open Qualifiers** will take place on the 9th & 10th of March.

2.1.2 There will be two open qualifiers, teams can enter both qualifiers and if a team is unsuccessful in the first qualifier, they may compete during the second qualifier.

2.1.3 Each match will be played as a best-of-three (3) games until the game preceding the qualifying match and the qualifying match. Which will be played as a best-of-five (5) games.

2.1.4 Bracket format will consist of a Double Elimination structure.

2.1.5 Teams have fifteen (15) minutes from the official start time to contact their opponent and begin the match. Failure to start the match or intentionally delay the match will result in an immediate forfeit.

2.1.6 **BOTH** teams are responsible for ensuring the scores are correct after a match.

2.1.7 The top three (3) teams from <u>each</u> of the **Open Qualifiers** will proceed onto League Play**.**

2.1.8 Seeding will be done by and at the discretion of the Tournament Organiser.

2.1.9 All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g. turbo buttons) are not permitted.

2.3 League Play

2.3.1 **League Play** will be played every Sunday from the 14th of April till the 12th of May (5 weeks).

   o Week 1 – April 14th

- o Week 2 – April 21st
- o Week 3 – April 28th
- o Week 4 – May 5th
- o Week 5 – May 12th

2.3.2   Teams have 15 minutes from the official start time to join the lobby and inform the Administrator that they are starting the match. Failure to start the match or intentionally delay the match will result in an immediate forfeit.

2.3.3   **BOTH** teams are responsible for ensuring the scores are correct after a match.

2.3.4   Each match will be played as a best-of-five games.

2.3.5   All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g. turbo buttons) are not permitted.

2.3.6   All League decisions will be at the discretion of the Tournament Organiser.

2.3.7   If teams finish on the same number of match wins at the end of the League Play season, the following tiebreaker rule will take effect in this order:

1. Game Differential defined as total number of Games won by a Team minus the total number of Games lost by such Team.

2. Game Differential in Games between tied Teams.

3. Calculate the Game Win Differential for tied Teams by dividing (a) the total number of Games won by a tied Team against: the other tied Teams plus the highest ranked Team that is not a tied Team ("Included Teams"), by (b) the total number of Games played by a tied Team against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.

4. Highest total goal differential defined as total goals scored by a Team minus total goals allowed by such Team.

5. Highest total goal differential in Games between tied Teams.

6. Calculate the total goal differential by taking a tied Team's total goals scored against the Included Teams minus total goals allowed against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.

7. If none of the tiebreakers can resolve the tie, then the Teams will draw lots. If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

2.4 Finals

2.4.1   **BOTH** teams are responsible for ensuring the scores after a match are correct.

2.4.2   Each match will be played as a best-of-seven (7) games.

2.4.3   All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g. turbo buttons) are not permitted.

2.4.4   All League decisions will be at the discretion of the Tournament Organiser.

2.4.5   Four (4) Teams will compete through a double-elimination bracket.

2.5 Prize Breakdown

2.5.1 The prize breakdown is of a total $50,000USD and is allocated accordingly:

- 1st: $12,500USD
- 2nd: $9,000USD
- 3rd: $7,000USD
- 4th: $6,000USD
- 5th: $5,000USD
- 6th: $4,000USD
- 7th: $3,500USD
- 8th: $3,000USD

3.0 Match Settings

3.1 Online Game Settings

3.1.1   All matches will be played on the latest version of Rocket League on the following settings:

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PC, PS4, XBOX, SWITCH
- Server: Oceania

3.2 Final Game Settings

3.2.1   All matches will be played on the latest version of Rocket League on the following settings:

- Default Arena: DFH Stadium

- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PC, PS4, XBOX, SWITCH
- Server: Oceania

3.3 Arena Pool

3.3.1   During the Open Qualifiers, <u>all games are to be played on DFH Stadium</u>. In all other stages of the tournament the first game must be played on DFH Stadium, whilst the proceeding games are played on the eligible arenas listed below at the Tournament Organisers discretion. League Play Teams can avoid an eligible arena due to performance issues once a detailed request has been made to the Tournament Organiser with twenty-four (24) hours' notice prior to the match start time. The Tournament Organiser reserves the right to reject a request at their discretion.

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

4.0 Finals Information

4.1 Player Settings

4.1.1   Players may make the following adjustments to computer or monitor:

- Brightness;

- Digital Vibrance;
- Contrast;
- Gamma;
- 3D settings (aliasing, vertical sync, etc.);
- Game scaling;
- USB HZ;
- Sound;
- Mouse settings + mouse drivers;
- Keyboard;

4.1.2   Players are forbidden using any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display). Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.

4.1.3   During matches all players are to use their registered nickname so casters and spectators can follow the game without being misled. The nickname should be clean, and the team must stick to the same pattern. The degree to which a nickname is deemed clean will be at the discretion of the Tournament Organiser.

4.1.4   Players must only use their approved Team logos for any matches in the Tournament. Failure to comply with this ruleset will result in a team's disqualification.

4.1.5   Only approved in-game titles can be used during all tournament matches. Players must seek approval from the admin prior to match commencement.

4.4 Before a Match

4.4.1   The team representative – the captain – must formally introduce themselves to the League Operations official.

4.4.2   Players that have issues with their own equipment will not be allowed extended warmup time.

4.4.3   It is up to the player and/or team to report technical issues during the warmup period.

4.4.4   Players must join the server when instructed to do so by League Operations.

4.4.6   The match will start once all players are ready and League Operations confirm all other involved parties are ready. This includes but is not limited to the production team.

(a) League Operations can force the start of the game if they feel that a player is delaying the start of the match for reasons that are not covered under 3.7.4.

4.5 During a Match

4.5.1   During an official Finals match, players may not communicate with people not involved in the match even when the game is paused. People involved in the match are players and League Operations officials.

4.5.2   Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by a League Operations official.

4.5.5   If there is an interruption during a game, League Operations will decide the correct course of action. Under normal circumstances, teams should continue to play.

> (a)   If a disconnect occurs the shorthanded Team will immediately notify the Tournament Organizer via in—game chat. The Tournament Organizer may pause the game once the disconnect notification has been received, at their sole discretion.
>
> Once the match has been paused, the disconnected Player will have three (3) minutes to rejoin before the Game resumes. If the Player cannot rejoin within that time, the shorthanded Team will continue to play out the single Game within the Match series. If the Player does not rejoin during the same Game in which they disconnected, the Player will have three (3) additional minutes following the Game to rejoin before the next Game of the Match series begins. The disconnected Player may only rejoin during the Game in which the disconnect occurred in or in between Games of a Match series, but may not join in the middle of subsequent Games in the series. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster. For spectated / broadcasted Matches, if Tournament Organizers identify that a Player has disconnected without being notified they may pause a match to allow the player to reconnect. Each Team is allowed a maximum of one (1) pause per Match. Once the disconnected Player rejoins the Game or the allotted rejoin time has expired, the Teams have thirty (30) seconds to confirm with an Tournament Organizer that each is ready to unpause. Once each has confirmed their readiness, the game will resume from a neutral kickoff.
>
> (b)   Teams and/or players should save the replay if possible, to be used as evidence of potential issues.
>
> (c)   Tournament Organizers may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.
>
> (d)   At all times, it is the discretion of League Operations as to what course of action is taken.
>
> (e)   If a team does not agree with a ruling made by League Operations during the pause, the team may object. An objection note will be made, and the game will continue. After the match, 4.6.1(a) will come into effect if the team so wishes.

4.6 After a Match

4.6.1   Upon completion of a match, the team representative selected as per 1.2.4 will be required to sign a match confirmation form.

    (a) The team representative should, at this time, make a formal objection if they object to a ruling made during the game or the result itself. This will result in a formal investigation by League Operations.

    (b) Unjustified and repetitive use of this rule 4.6.1(a) may result in an infraction.

4.6.2   Once the match confirmation form is signed, all players and teams waive all rights to dispute the match result or make a formal objection.

5.0 Exploits and Infractions

5.1 Exploits

5.1.1   There are no pre-defined exploits within Rocket League, however if a team is unsure whether something may be defined as an exploit, we recommend that the team approaches a member of the League Operations team for clarification prior to a match.

5.2 Infractions

5.2.1   If a team and/or player breaks any rule within the rulebook they may be cautioned and receive a warning.

5.2.2   Warnings may be given out for player misconduct from the Handbook. For clarity, this could include, but is not limited to, the following:

(a) Refusing to follow League Operations instructions;

(b) Arriving late at his/her convocation schedule;

(c) Showing dissent by word or action; (d) Using insulting language and/or gestures;

(e) Is guilty of unsporting behaviour.

5.2.3   If a team and/or player receives multiple warnings, the team and/or player may be punished. For all intents and purposes this could include, but is not limited to, the following:

(a) Match restart

(b) Game forfeit

(c) Match forfeit

(d) Disqualification as per 4.3

5.2.4   It is at the sole discretion of League Operations whether a warning should be issued.

5.2.5   It is at the sole discretion of League Operations whether disciplinary action should be given and what disciplinary action should be given out.

5.2.6   It is at the sole discretion of League Operations whether disciplinary action should be given to a sole player, multiple players, or the team.

5.3 Disqualification

5.3.1   League Operations reserves the right to disqualify a team for violations of the rules. In addition, a team may be subject to additional sanctions such as multiple default losses and suspension from future competitions.

5.3.2   A disqualified team will automatically lose all their upcoming matches by default and lose all rights to prizes that would have been awarded.

Definition of Terms

The OCEANIC MASTERS is run by Gfinity Esports Australia and is the esports tournament that features the Rocket League game developed and published by Psyonix Inc.

The Tournament and its structure are determined and maintained by Gfinity Esports Australia and is an independent series to the Rocket League Championship Series.

Psyonix Inc. ("Psyonix") is not responsible for the administration, fulfilment, or execution of this Tournament. You agree that the inclusion of each team's Tournament results and the allocation of the Tournament results into the Rocket League Championship Series Season 7 World Championship ("RLCS 7") qualification system are subject to the review and approval of Psyonix, at its sole and absolute discretion. Teams intending to be considered for RLCS 7 qualification must have at least 3 Players that meet the eligibility requirements for RLCS 7 participation and may not make changes to their qualifying roster. Notwithstanding the foregoing, you agree that you are not entering into this Tournament in reliance that an RLCS 7 event will occur, and accordingly Psyonix has no obligation to host and produce RLCS 7. YOU HEREBY RELEASE AND DISCHARGE PSYONIX INC. AND THEIR AGENTS OR REPRESENTATIVES, FROM ANY AND ALL LIABILITY IN CONNECTION WITH THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, LEGAL CLAIMS, COSTS, INJURIES, LOSS OR DAMAGES, DEMAND OR ACTIONS OF ANY KIND.

Terminology

Best-of-X: The number of games a team will play against another team during a match. An example of this is the best-of-three (3) format for the **Open Qualifier,** in which a Team must achieve two (2) game wins to win the overall match.

Game: Is the single title game competition between two teams.

Match: Is the tournament play between two teams that may involve multiple games within it.

Round Robin: Is the phase in a tournament when each team plays every other team at least once.

Team: refers to the group of players that compete in the tournament together, this often is under a banner, name or organisation.

Eligibility Area: refers to Oceania and the age requirement of 15 years or older.

Tournament Entities: refers to the Tournament Organiser (Gfinity Esports Australia) and any official sponsors of the Tournament, including Psyonix and their respective parent, subsidiary and affiliated entities, vendors, agents and representatives, and the officers, directors and employees of all the foregoing.

Tournament Organiser: refers to Gfinity Esports Australia, and any other entity that is involved in implementing, producing or managing the tournament in whole or in part.

Open Qualifiers: refers to the stage in which teams register and compete for a potential position in the **League Play.**

Oceania: means Australia, Fiji, Indonesia, New Zealand, New Caledonia, French Polynesia, Wallis and Futuna, Norfolk Island, Papua New Guinea, the Philippines, Solomon Islands, Vanuatu, Micronesia, Kiribati, Marshall Islands, Nauru, Palau, Samoa, Tonga, and Tuvalu.

League Play: refers to the competition in which eight (8) teams compete in a five (5) week online competition to earn a place at the **Finals**.

Finals: refers to the competition in which four (4) teams compete in a double-elimination bracket competition in hopes of winning the cash prize of $50,000USD and two (2) invitations to the Rocket League Championship Series.

Winner: refers to the team that is officially declared a winner.