

# **1. Game Rules**

## **1.1 Definition of Terms**

### **1.1.1 Unintentional Disconnection.**

A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

### **1.1.2 Intentional Disconnection.**

A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

### **1.1.3 Server Crash.**

All players losing connection to a game due to an issue with a game server, PlayVS platform, or venue internet instability.

## **1.2 Game of Record**

A game of record ("GOR") refers to a game where all six players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GOR:

### **1.2.1**

Game timer reaches the end of the countdown and states "go".

## **1.3 Stoppage of Play**

If a player intentionally disconnects without notifying a coach or League Official or pausing, a League Official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by their coach. Coaches should communicate any disconnections or pauses inside Match Lobby chat or a discord chat.

## **1.4 Game Restart**

The decision of which condition(s) shall justify a game restart is solely at the discretion of League Officials.

### **1.4.1 Restarts After GOR.**

The following are examples of situations in which a game may be restarted after GOR has been established.

**1.4.1.1** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

**1.4.1.2** If a League Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

#### **1.4.2 Player Confirmation of Settings.**

Players on each team should verify that they have finalized their intended game settings (including controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

### **1.5 Roster Requirements**

#### **1.5.1 Roster Size**

Each team is required to maintain, at all times during the season, (optional, but only one) one coach, and at least three players in the starting lineup ("Starters"). It is recommended that a team also maintain players as Substitutes or Alternates ("Substitutes"). For the avoidance of doubt, Starters and Substitutes are subject to the same roster eligibility requirements. No individual may simultaneously hold two or more of the roles listed above.

The Starters are considered collectively as the "Starting Roster." The Starting Roster, including any Substitutes that are competing, will be required to be on-site for every official game that the team participates in.

Substitutes are considered collectively as the "Bench." Players on the Bench may be used for any match in which that team is competing within an assigned league. All eligible substitutes for a league will be displayed under the Bench area of the Manage Teams page. The players shown under the Bench area are the only players that can be used as subs for the selected team within that enrolled league. Any verified player can be enrolled as a substitute through the enrollment process by navigating to the enrollment page, selecting the team, and then switching to the Bench tab and selecting the players you would like to be enrolled into the Bench for the selected team. During the playoffs, substitutes must be locked in as part of the roster as part of the roster lock requirement one (1) week before playoff's begin.

The Starting Roster will be displayed on the match page. The Starting Roster on the website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is at the discretion of League Officials. All players associated with a school are considered collectively as the "Complete Roster." The "Playoff Roster," Starting Roster plus the bench, must be locked in one (1) week prior to the playoffs.

A player is only allowed to compete for the team that they are in. A player will not be allowed to compete for more than one team simultaneously and therefore cannot be listed on the roster of more than one team. To verify that these players are officially enrolled at their school, each player must be verified by the team's coach or another member of the faculty. For the avoidance of doubt, the verification of a player is an agreement to a summary of some key terms of the Rulebook needed by the league to verify eligibility and confirm agreement by player and team.

### **1.5.2 Qualifying Substitutes**

All verified players enrolled on a team as part of the bench are eligible substitutes for any Rocket League team match throughout the regular season. They will be displayed under the "Bench" section of the team management page. In the event of an emergency, a team will be given up to 30 minutes to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit the game in which that player was competing. League Officials will determine if an event qualifies as an emergency. During playoffs, substitutes must be assigned to one team for the entirety of the playoffs phase.

### **1.5.3 Substitution Window**

To substitute a player it must be done in between games, and you must tell the team that you are subbing a player. If your subbed player is not on your roster there will be consequences, which can result in a disqualification.

## **2. Player Equipment**

### **2.1**

Each player should have equipment for their games in either of the following categories

- Computer/Laptop
- Peripherals
- Table and Chair
- Ethernet or Wifi connection
- Console (Playstation, Xbox, Nintendo Switch) with their respective controllers

### **2.2 Specifications**

## **2.2.1 Windows Computer/Laptop**

- Minimum Requirements
  - CPU: 2.5 GHz Dual-core processor
  - RAM: 4 GB RAM
  - HDD: 20 GB available
  - GPU: Nvidia GeForce GTX 760, AMD Radeon R9 270X or better
  - Windows 7, Windows 8, or Windows 10
  - DirectX: Version 11 or better
- Recommended Requirements
  - CPU: 3.0+ GHz Quad-core Processor
  - RAM: 8 GB RAM
  - HDD: 20 GB Free Space
  - GPU: Nvidia GeForce GTX 1060, AMD Radeon 470X or better
  - Windows 7, 8, or Windows 10
  - DirectX: Version 11 or better

## **2.2.2 Peripherals**

- Monitor
- Mouse/Mousepad
- Keyboard
- Headset/Earbuds and Microphone - For communication with teammates

# **3. League Structure**

## **3.1 Definition of Terms**

### **3.1.1 Game**

An instance of competition that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective, (b) Team Surrender, or (c) Team Forfeit.

### **3.1.2 Match**

A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three “best of three”) or the maximum number of games are completed (e.g., two games in a set of two). Each team will receive win or loss tallies in a league format or the winning team will advance to the next round in a tournament format.

### **3.1.3 Phase**

A section of scheduled league play that comprises a season. There are two distinct phases: regular season, and playoffs. Each phase has its own format.

### **3.1.4 Season**

Scheduled league play that will occur over an approximately a month period of time. Each season will consist of two phases: (a) Regular Season, and (b) Playoffs, which will occur at the conclusion of the Regular Season and will lead into a championship.

## **3.2 Phase Details**

### **3.2.1 Regular Season**

This phase consists of all teams registered within Europe, each playing a weekly match in a league format against opponents within their league. Ranking in the league will be determined by each team's win-loss ratio.

### **3.2.2 Regular Season Format**

Regular season matches between each team will be played in a Best-of-Five(BO5) format. Wins and losses from each match will be added to each team's regular season standings.

Rosters - Teams must have a roster of three(3) players ready to go at the start of the match. In between games, teams may substitute players to the starting roster. The substitution needs to be made on the platform and confirmed with the other team before the next game can begin.

### **3.2.3 Regular Season Tiebreakers**

The ranking of the teams will be determined by the standings of Wins and Losses.

### **3.2.4 Playoffs**

This phase consists of the top teams from the league. These teams will compete in a single-elimination tournament until only two (2) teams remain.

Playoffs matches between each team will be played in a Best-of-Seven(BO7) format. Winners of each match will advance to the next portion of the bracket.

Teams in the playoffs will compete in a single elimination bracket until a League Champion is crowned.

Rosters - Teams must have a roster of three (3) players ready to go at the start of the match. In between games, teams may substitute players to the starting roster. The substitution needs to be made on the Discord or OPL platform and confirmed with the other team before the next game can begin. Rosters with starters and substitutes must be submitted and locked one week prior to playoffs.

### **3.2.5 Finals**

This match consists of the top two teams from each league as decided by Playoffs. The Finals will be a single Best-of-Seven (BO7) match. The team to achieve four game wins will be awarded the match win and will be declared the League Champion. In the event that a single team reaches four game wins before the start of a fifth, sixth or seventh game, those games will not be played.

## **4. Match Process**

### **4.1 Pre-Match Preparation**

#### **4.1.1 Equipment Testing**

- Coaches and players are recommended to restart all computers at least one hour prior to scheduled matches
- Game client should be tested by loading into a custom game
- Any encounters with equipment malfunction during equipment testing, player must alert and notify a mod and Staff immediately
- Coaches must be available to assist with the setup process and troubleshoot any problems encountered during pre-match preparation

#### **4.1.2 Timeliness of Match Start**

It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of League Officials. All players competing must be in the game lobby to be considered "present". Teams that are over thirty (30) minutes tardy will forfeit their match.

#### **4.1.3 Acknowledgement of Pre-Match Testing**

No fewer than five(5) minutes before the match is set to begin, players and coaches must acknowledge their setup is complete and they are ready to compete(Check-in process).

## **4.2 Game Setup**

### **4.2.1 Game Lobby Creation**

The home team coach will designate a captain who will be in charge of creating the lobby and setting up the match using the requirements found on the OPL league. All match requirements found there should be considered a part of the Rocket League rulebook.

#### **Protocol settings:**

Game Mode: Soccer

Arena: Mannfield, unless field agreed upon by both teams

Team Size: 3v3

Bot Difficulty: No Bots

Region: Recommended

Joinable By: Name/Password

Team Settings: (No Change)

Mutator Settings: (No Change)

## **4.3 Post Match Process**

### **4.3.1 Results**

Results must be reported to OPL directly after a match has ended. The winning Team Leader is responsible for reporting results in their "Discord" Results page. Instructions on how to report results can be found in the game, you can call the admin and discuss with him. In the event of an error, please open a ticket on the discord server and ping Zilla

### **4.3.2 Next Match**

You will be able to see your next match day when you win or even before the match has been completed by hovering your cursor over the i on the next game.

### **4.3.3 Results of Forfeiture**

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 3-0 for best-of-three matches). No other statistics will be recorded for forfeited matches.

**Important:** By default, rulebooks overrule game day protocols. Please reach out to support if you find conflicting information.