Pravila tekmovanja na EPICENTER LAN 16

Rocket League

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English rules

1. GLOBAL TOURNAMENT RULES, TERMS AND CONDITIONS

1.1. Eligibility
- Each team must consist of 3 players.
- To reserve your participation in the tournament, a team must have 3 players paid and signed up to their specific team.

2. GENERAL INFORMATION

- The official format of this tournament is PC. Players may play from PS4 at their BYOC seat, but any issues arising from the usage of PS4 will result in disqualification of the PS4 user over the PC user.

2.1. Tournament format and schedule
- The tournament format will be a group stage followed by a double elimination bracket. The seedings of the tournament will be determined by the tournament administration shortly after signups have closed and will be communicated to all players during the tournament briefing.
- Matches will be in the form of a Best of 5 match format. Wins/Losses will be taken into account when deciding who qualifies through the groups. In the event of a tie, Group Round difference, then head to head Wins/Losses, then head to head round difference will be used to decide.
- The Single Elimination Bracket will be be played in a best of 5 format.
- The whole tournament will take place on Saturday, 21st of April starting at 14:00 CET.

2.2. Administrators
- Tournament Administrator is: Nuša Klepec
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules

2.3. Timekeeping
- Players must be ready within 10 minutes of the match start time. If a player is not ready then the first game is forfeited.
- Every subsequent five minutes, another game will be forfeited.
- Players are allowed a 5 minute break between tournament games.
- Administrators reserve the right to change these timings if circumstances require it.

3. GAME SETTINGS

3.1. Server/Host Settings
- Server: Europe
- Game Mode: Private Match
- Size: 3on3
- Match Time: 5 minutes

3.2. Player Settings
- All cars are available for selection, including DLC cars.

3.3 Map Selection Process
- The host must select DFH Stadium as the map.

4. IN-GAME RULES

4.1. Requirements
- Each player must have a copy of Rocket League on Steam, with a personal Steam account.

4.2. Disconnects & Computer Failure
- If a game is interrupted by a computer, network or software failure then the decision of whether to award a win or replay the game will be at the administrator's discretion.

4.3. Complaints
- If a player wants to make a complaint about a game result, the player has to tell the administrator assigned to the match, before the next match starts. If a player wants to object a game result ruled by an administrator, this has to take place before the next game.

4.4. Punishments
- Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.
- Bad behaviour towards other players, casters or the administrators may result in a disqualification.

4.5. Bugs & Misuse
- No abuse of game breaking bugs is allowed in any tournament match. Normal mechanics that can be considered buglike are naturally allowed. If you are unsure about some mechanics, ask an administrator.

4.6. Observers & Streaming
- No spectators are allowed in any tournament games, except for approved streamers and administrators.
- Players may not watch or listen to any streams of the tournament while playing a tournament match.

4.7 Stoppages & Pauses
- Each team has the right to pause the game for a short duration, if a player announces it at least three seconds in advance and calls a coherent reason. The game must not be resumed before both teams agree with it. A team is seen to agree when any one of the players from that team states that they are ready. The absolute longest a game can be paused is 10 minutes, at which point the game MUST be resumed, except at the discretion of the tournament administration team.

4.8 Score Confirmation
- Both Team Captains should report the result to an Administrator. In the case of any conflict, match history will be reviewed.

4.9. Substitutes
- Teams may have as many substitutes listed as the tournament system can allow as part of their team. These substitutes are locked when registrations close and may not be added later.
- Players can be substituted at any time between games. If you are substituting between games in a series you must inform your opponents of the substitution.

5. OTHER

5.1 Allowed & Forbidden Software
- Voice communication tools as Ventrilo, Mumble and Teamspeak are allowed. Any overlay options in communication tools are not allowed.

5.2. Rule Amendments
- All Admin decisions are final.
- It is at the discretion of the Tournament Director to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):
- If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.
- If a game breaking bug is discovered during the course of the tournament.
- If players are suspected or proven to be engaging in unfair play or collusion to fix the - results of a game.
- If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.
- If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion as required by a live venue.