

ACTIVATE VARSITY ESPORTS LEAGUE

ROCKET LEAGUE RULEBOOK

Rules & Format

Overview

This rulebook establishes the competitive rules, match procedures, settings, and administrative policies for Rocket League competition within the Activate Varsity Esports League.

All teams, players, coaches, and school representatives are responsible for understanding and following these rules.

Rocket League competition will be played in the standard competitive **3v3 Soccer** format.

General Policies

1. If a player or team is suspected to have violated any publisher, school, league, tournament, or Code of Conduct rule, Activate Varsity Esports League reserves the right to investigate the incident and withhold rewards, standings points, qualification, or other benefits until the investigation is complete.
 2. If a violation is confirmed, Activate Varsity Esports League may issue penalties including, but not limited to:
 - Game forfeiture
 - Match forfeiture
 - Standings penalties
 - Player suspension
 - Team suspension
 - Disqualification
 - Removal from the league
 3. Participation in the official Activate Varsity Esports League Discord is required.
 4. Official communications may be distributed through Discord, email, the league website, or other officially designated communication channels.
 5. Coaches and team representatives are responsible for ensuring that their players are aware of rule changes, schedules, announcements, and administrative decisions.
 6. Activate Varsity Esports League reserves the right to modify this ruleset when necessary to maintain competitive integrity or accommodate changes to Rocket League.
-

Registration

1. Every player must have a registered Activate Varsity Esports League account.
 2. Every player must use the Rocket League/Epic Games account registered to that player.
 3. Account sharing, account selling, account lending, smurfing, or competing on another person's account is prohibited.
 4. A player may only compete for one Activate Varsity Esports League Rocket League team during a given season unless specifically authorized by league administration.
 5. Teams must be affiliated with the school they represent and comply with all Activate Varsity Esports League eligibility requirements.
 6. Teams are responsible for ensuring that all players are eligible before competing.
-

League Format

Preseason

1. The league will begin with **2 weeks of Preseason**.
2. Preseason matches will be **Best-of-3 (Bo3)**.
3. Preseason results may be used for:
 - Scheduling
 - Seeding
 - Division placement
 - Competitive evaluation
 - League preparation

Regular Season

1. Following Preseason, the Regular Season will consist of **8 weeks**.
2. Regular Season matches will be **Best-of-5 (Bo5)**.
3. Regular Season standings will determine playoff qualification and seeding.

Playoffs

1. Playoffs will consist of **2 weeks** of competition.
2. The initial playoff stage will use a Swiss-format structure unless otherwise announced.
3. Playoff matches will be **Best-of-5 (Bo5)**.
4. The **Top 8 teams** will advance to the final playoff stage.
5. Matches involving the Top 8 will be **Best-of-7 (Bo7)**.
6. Playoff seeding will be determined by Regular Season performance and applicable Activate Varsity Esports League tiebreakers.

Team Roster

1. A Rocket League team consists of:
 - 3 Starting Players
 - Up to 1 Substitute
 2. A team must have at least **3 eligible players** available to compete.
 3. The Substitute must be registered on the team's official roster.
 4. A substitute may replace a starter between games.
 5. Players may not be substituted in the middle of an active game except when specifically authorized by an event administrator because of a technical issue.
 6. No player may compete for multiple teams during the same league match period.
 7. Coaches may not participate as players unless they are separately registered and eligible under league rules.
-

Match Play

Game Settings

All official matches will use the following settings:

- **Game Mode:** Soccer
 - **Team Size:** 3v3
 - **Arena:** Champions Field
 - **Bot Difficulty:** No Bots
 - **Match Time:** 5 Minutes
 - **Mutator Settings:** None / Default
 - **Joinable By:** Name/Password
 - **Team Colors:** Default
 - **Match Admin:** Enabled
-

Arena Selection

1. Champion's Field will be the default arena.
2. For regular online league matches, teams may mutually agree to use another standard competitive arena.
3. If teams do not agree on an alternate arena, Champion's Field will be used.
4. An arena that produces abnormal performance, visual, or technical problems may be prohibited by league administration.

5. Activate Varsity Esports League may designate specific arenas for broadcast matches.
-

Match Creation

1. The team listed first/left on the official matchup is considered the **Home Team**.
 2. The Home Team is responsible for creating the private lobby unless otherwise directed by an administrator.
 3. The lobby must use:
 - Private Match
 - Name/Password
 - No Bots
 - Competitive settings
 4. Both teams must verify the lobby settings before beginning Game 1.
 5. If incorrect settings are discovered before the game begins, the lobby must be corrected before play.
 6. If incorrect settings are discovered after gameplay begins, teams must notify an administrator immediately.
-

Server Selection

1. North Carolina league matches will use the server location designated by Activate Varsity Esports League.
 2. The default regional server will be **US-East** unless the league announces another server.
 3. Teams may mutually agree to another approved North American server before the match begins.
 4. If teams cannot agree, the designated Activate Varsity Esports League server will be used.
 5. Teams should not change servers after a match has begun without administrator approval.
-

Game Start

1. All three starting players from each team must be in the lobby before the game begins.
2. Players should not join their designated side until all six players are present.
3. A game officially begins when the kickoff countdown concludes and the in-game **GO** indicator appears.
4. Once the game has officially begun, teams are responsible for playing the game to completion unless a restart is authorized.

Substitutions

1. Substitutions may only occur:
 - Before a match
 - Between games
 2. Substitutions may not occur during an active game.
 3. A substitute must be an eligible player on the team's registered roster.
 4. Teams must notify their opponent before making a substitution.
 5. A player who disconnects may be replaced between games if they cannot return within the applicable reconnect period.
-

Score Reporting

1. The winning team is responsible for reporting the match result within **10 minutes** of match completion.
 2. The winning team must submit:
 - Final series score
 - Screenshot of the final result
 - Player names where applicable
 3. The opposing team must verify the reported result when requested.
 4. Teams should retain replay files or screenshots until the league season has concluded.
 5. False, altered, or fabricated results may result in disciplinary action.
-

Match-Up Protocols

Day of Play

1. Teams must be prepared to enter the match lobby at the scheduled start time.
 2. A **10-minute forfeiture timer** begins at the scheduled match time.
 3. A team that cannot field three eligible players when the timer expires may forfeit the match (Unless a 2v3 is approved by a League Admin).
 4. Teams should notify an administrator as soon as they know they are experiencing a scheduling or technical problem.
 5. Players should not intentionally delay a match.
-

Connectivity Issues & Player Disconnections

Disconnect Before One Minute

1. If a player disconnects during the first minute and **no goal has been scored**, the game may be restarted.
2. The disconnected player should attempt to reconnect immediately.
3. Teams should notify an administrator if a restart is required.

Disconnect After One Minute or After a Goal

1. The current game should continue.
 2. The disconnected player should attempt to reconnect.
 3. Teams may not intentionally leave the match solely because of a player disconnect.
 4. If the player cannot reconnect during the current game, they may return between games.
 5. A registered substitute may replace the disconnected player for subsequent games.
-

Technical Pauses & Restarts

1. Activate Varsity Esports League administrators may pause a match at any time when necessary.
 2. Players must remain at their devices during an administrative pause.
 3. Players may not use a technical issue as an opportunity to obtain unauthorized information.
 4. A restart may be ordered for:
 - Server failure
 - Significant game bug
 - Incorrect lobby configuration
 - Major technical disruption
 - Other exceptional circumstances
 5. Administrators will determine the appropriate restart state when possible.
-

Timeouts

1. Regular Season and Bo5 matches do **not** include tactical timeouts.
2. Each team participating in a Bo7 playoff match receives **one 2-minute timeout**.
3. A timeout must be requested between games.
4. A timeout may not be used during active gameplay.

5. Teams must notify the match administrator before the next game begins.
-

Communications

1. Teams may communicate with their teammates during gameplay.
2. Coaches may communicate with their team in accordance with league procedures.
3. Players may not receive outside assistance concerning:
 - Opponent positioning
 - Opponent boost
 - Opponent strategy
 - Game state
 - Information visible only to another player or spectator
4. Match disputes must be communicated privately to an administrator.
5. Public arguments regarding an active dispute may result in disciplinary action.
6. Players must remain professional when communicating with opposing teams.

Competitive integrity rules specifically prohibit outside assistance, spectator information, cheating, macros, exploits, and other methods of gaining an unfair advantage.

Tiebreakers

In the event of a Regular Season standings tie:

Two-Team Tie

1. Head-to-Head Match Record
2. Game Differential
3. Additional league tiebreaker procedure

Three-or-More-Team Tie

1. Game Differential
2. Head-to-Head results, where applicable
3. Additional league tiebreaker procedure

Activate Varsity Esports League reserves the right to publish a season-specific tiebreaker procedure before playoffs.

Streaming & Spectating

1. Activate Varsity Esports League staff may spectate or broadcast designated matches.
 2. Unauthorized spectators may not enter official match lobbies.
 3. Coaches may occupy designated coaching/spectator positions when permitted.
 4. Players may stream their own gameplay.
 5. Players should use a minimum **3-minute stream delay** when playing a match where an opponent could gain an advantage from viewing the stream.
 6. Players may not intentionally watch an opponent's stream to obtain competitive information.
 7. Any alleged competitive advantage gained through a voluntarily public stream will be reviewed by league administration.
 8. Administrators may prohibit streaming in specific matches when necessary.
-

Cheating / Glitching

1. Cheating is strictly prohibited.
 2. Prohibited conduct includes, but is not limited to:
 - Hacking
 - Game-file modification
 - Unauthorized third-party software
 - Macros
 - Turbo functions
 - Account sharing
 - Smurfing
 - Exploiting bugs intentionally
 - Match fixing
 - Collusion
 - DDoS attacks
 - Deliberately disconnecting an opponent
 - Unauthorized outside assistance
 3. Intentional exploitation of an unintended game mechanic may result in immediate game or match forfeiture.
 4. Players must report newly discovered competitive-impacting bugs to league administration.
 5. Administrators may determine whether an alleged exploit affected competitive integrity.
-

Match Disputes

1. Any dispute must be reported to an administrator as soon as possible.
2. Teams should continue playing unless an administrator instructs otherwise.
3. Teams must not intentionally leave a match because of a dispute.

4. Evidence should include:
 - Screenshots
 - Video
 - Replay files
 - Match lobby information
 - Relevant communications
 5. Disputes will be reviewed on a case-by-case basis.
 6. False or intentionally misleading dispute claims may result in penalties.
-

Dispute Evidence

Teams are strongly encouraged to retain:

- Match screenshots
- Match replays
- Video recordings
- Stream recordings
- Relevant Discord messages

Failure to provide evidence does not automatically invalidate a dispute, but the absence of evidence may limit the league's ability to verify a claim.

Power of Admin

The Lead Event Administrator has final authority to interpret and enforce this ruleset.

Administrators may issue:

- Warnings
- Game forfeits
- Match forfeits
- Rematches
- Standings penalties
- Suspensions
- Disqualifications
- Other competitive sanctions

Administrative decisions will prioritize competitive integrity, fairness, player safety, and the continued operation of the league.

Other Policies

All players, coaches, and teams are expected to follow the Activate Varsity Esports League Code of Conduct.

This Rocket League ruleset is supplemental to the league-wide rules and policies.

In the event of a conflict between this ruleset and an official Activate Varsity Esports League policy, the league-wide policy will control unless otherwise specified.

All rules are subject to amendment following review by Activate Varsity Esports League.

END OF ROCKET LEAGUE RULEBOOK