Rocket League Rules

PLAYER CONDUCT

To ensure we are providing the best experience possible, all players are expected to display Good Gamer Behavior as listed below.

Respect your opponents, team, and MSU-Billings staff.

Play with integrity in all MSU-Billings matches.

Don’t be toxic. This means NO:

- Cursing
- Sexism
- Racism
- Homophobic remarks
- Taunting
- Bullying
- Lewd/NSFW remarks or posts

MSU-Billings Staff reserves the right to disqualify any player/team that violates player conduct rules without warning. If a player/team is disqualified, the match is a forfeit and a loss is recorded for disqualified player/team.

Match Information and Communication

Match information emails are sent out all players: 48 hours before and on game day. Be sure to check your spam folder if you haven’t received these emails. All matches, results and standings will be listed in the Player Web App. Links will be included in the email. If you don’t receive an email, send a request in Discord Chat mod-help channel.

To register for event or login to MSU-Billings Esports Portal:

https://nextupsolution.app/login/msu-billing/0

Rocket League Requirements

- All players must have Rocket League installed on a device (Rocket League is cross-platform, so you may use any of your game devices to play)
- You must have a stable internet connection in order to play
Match Information

1. MSU-Billings will random generate matches. Tournament will start with Round Robin Play. All matches must be played by a specified date. Playoffs will be single elimination.

2. MSU-Billings will send out an email when matches have been scheduled.

3. You will need to login to MSU-Billings Esports Portal to see your matches [https://nextupsolution.app/login/msu-billing/0](https://nextupsolution.app/login/msu-billing/0)

4. Players must coordinate who will host each game using the Discord chat.

5. Players will play a best of five games with their opponent(s). *Make sure you take screenshots of your score at the end of the games in case of a dispute!*

Game Settings

- Map: DFH Stadium
- Team Size: v1
- Game mode: Private match
- Settings: Online friendly match standard settings
- Match duration: bo3 - 5 minutes per match
- Allowed cars: All cars

Reporting Scores

The winning player must report the score after the series has been played, the winner will report the score via the MSU-Billings Esports portal. Login and go to schedules. Your matches will show at the top of the screen as unscored games.

Playoff Information

After the regular season has concluded, the top players from your league will play in a single-elimination bracket. The number of teams that qualify for the bracket may vary from league to league.

The entirety of the bracket will be played the week following regular season. There are no reschedules for any matches in the bracket. Any team that is unable to attend or is a no-show for any match will forfeit their match(es).

Playoff Tiebreakers

In the case of a tie between teams for the playoffs, below are the tiebreakers.
1. Head-to-head
2. Individual games
3. A play-in playoff