



Rocket League Rules and Regulations

Victory Up High School Esports NZ rules and regulations apply to all individual game title.

This rule set is for Rocket League only.

Basics

Best of 3 match per round (per week)

Matchday- Thursday

Time- 5pm (unless stated otherwise)

1. Cross-Play

Rocket League supports cross-platform play across PS4, Xbox One, and Steam. Players can team up or play against other teams from all the platforms used by High School Esports NZ except for Mobile phone players.

Cross-play is enabled by default. If you need to re-enable it, follow the steps below:

- Launch Rocket League
- Select Settings from the Main Menu
- Select the Gameplay tab
- Check the Cross-Platform Play box

2. Rocket League Epic games account

To play Rocket League, players will need an Epic Games account which you can sign up for free here- <https://www.epicgames.com/id/login>

You will be prompted to sign in when you download the game.

2.1 Account name

When students enter their account name for their Epic Games account and displayname, you must adhere to the Code of conduct of the High school/ Institute you attend. You must also abide by Victory Up's code of conduct.

Victory Up and High School Esports, will not tolerate offensive, derogatory, or distasteful language when students create their account. If you think your current account name will not be tolerated by the WSSL admin and officials, you should change that name before submitting your account name when you sign up for this League.

2.2 Personal account but representing school.

Students will compete and train on their own personal account but while playing in the High School Esports students must remember that they are representing their school. Students must conduct themselves in accordance with their own school's rules and code of conduct.

3. Match Day

Matches will be best out of 3 at 5 minutes per game.

3.1 Schedule

The draw for the Victory Up High School League will be released prior to the competition beginning.

3.1.1 Schedule changes

Rescheduling of matches must take place 48 hours before match is to take place.

Teachers from the school who wishes to reschedule will contact the opposition school and come to an agreement on a date for the match to take place.



If the two schools cannot come to an agreement on a date to reschedule to, the team who initiates the reschedule will default the match and the points will be awarded to the opposition for that match.

3.2 Pre-Match Set Up

3.2.1 Online

All matches played online will be run through the Victory Up website <http://www.victory-up.com/>

3.2.2 Login

All team members playing in the tournament will sign in on the Victory Up website. Teams must check the league page on the Victory Up website no later than 30 minutes before match starts.

3.2.3 Home team/Opponent

Team Captains must stay in contact with the opponent right up to the match start time. The 'home' team is the team stated as 'Home' on the tournament schedule. The Home team is required to set up the match and invite their opponents.

3.2.4 Game Settings

Create a match by going to 'Play', then 'Create Private match'. Team setting up match is to use the following settings:

Custom game options settings:

- Game Mode- Soccer
- Arena- DFH Stadium (Day)
- Team Size- 3v3
- BOT difficulty- No BOTS
- Region- Oceania
- Joinable- Name/ Password

All Mutator settings must be set to Default.

3.2.5 Lobby name and Password

The 'Home' team will then provide their opponents with the lobby name and password. On the Platform where you check-in there is a 'Match Chat' where you can talk to your opposition. Post the lobby name and password here so your opponent can see it.

If you are waiting for the lobby to be created please keep an eye on the 'Match Chat' function on the platform. The match can begin as soon as the lobby is created.

3.2.6 Restrictions on Gameplay Elements

Restrictions may be added at any time before or during a match if there are known bugs with any items, champions, skins, runes, masteries, Summoner spells, or for any other reason as determined at the discretion of tournament admins.

3.2.7 Spectator Slot

Teams are allowed one spectator per team with an exception for streamed games where we will require all slots for our stream. Code of conduct and fair play rules apply.

(teams may not sub in a substitute during the match)

3.2.8 Wildcard Rule

If teams wish to agree to 2v2, 2v3 or start the match earlier than the scheduled time they may do so at the agreement of both teams.

If both teams do not agree, the team lacking the correct number of players will default the match.

3.3 Start of Match.

3.3.1 Online

Once setup is complete it is time to begin the match. All matches must start at the allotted start time given to each team.



3.3.2 Location

All students/ players, when playing online, will do so from their school grounds, nominated location or from home. It is the responsibility of the schools themselves to provide a location capable of allowing students to compete if they wish for the students to play from school.

Live venues may become available before or during the season, where schools can compete weekly at a live LAN venue. Team managers/ schools will be informed if Venues become available.

4. During Match

Once the match begins, teams and officials fall under Victory Up's code of conduct. Teams must also abide by its own school codes of conduct and rules, and the rules of this document.

4.1 Stoppage of Play

You cannot pause a game of Rocket League. If one of the following happens the match may be restarted depending on how far the match has progressed.

If a problem occurs all members of the team must stop playing, this will indicate to the opponents that a problem has happened.

Message the problem to your opposition using the 'Match Chat' function on the www.Victory-up.com platform.

4.1.2 An Unintentional Disconnection

- A hardware or software malfunction (e.g., monitor power or peripheral disability or game glitch).
- Player illness or injury during the match must be reported to Victory Up. The decision will be made whether to continue the match or to restart the match with a substitute.
- If both teams agree to finish the match in a handicap situation i.e., 2v3... then they can do so but must screenshot the agreement and inform Victory Up support HSESL@victory-up.com

4.1.3 Restart the Match

Both teams may restart the match if any of the following occurs:

- Lag or connection issues creating an unplayable match
- Both teams have players disconnect within the first round
- At agreement of both teams due to another unforeseen issue

4.1.4 Resuming the Game.

If the match must continue after an unintentional disconnection, then both teams must be ready before the match restarts.

4.1.5 Substitutions

Teams may make substitutions between rounds but not while the match is underway. The match must be finished before you sub another player in before the start of the next match.

4.2 Method of Victory

Victory is achieved according to the standard rules of the standard non-ranked mode. Method of victory include:

- The team with the most goals after 5 minutes has expired, wins.
- If teams are tied, they will play a golden goal extra time.
- If a team leaves the match and does not return the win will be awarded to the remaining team.

5. Results

Victory Up will collate results each week. Results will also be posted on Victory Up website as part of the tournament ladder. Victory Up will upload results with the new ladder standings 48 Hours after Match Day. Each division and region will have its own table.



5.1 Online Match Results

Victory Up will record results and match outcomes through their website www.VictoryUp.com

Entering Results using your 'Team Manager Profile'

- Select game you just played in 'My Tournaments'.
- Select win or loss.
- Send screenshot by clicking on 'select file'.
- Start the next match if required or select submit results.

5.3 Types of Matches/ Points scoring

Best out of one

The points system for best out of one game to make up the match. Teams will earn points in the following manner:

- The winning team will be awarded 3 points.
- The losing team will be awarded 0 points.

Best out of three

The Points system based on best out of three games to make up the match. Teams will earn points in the following manner:

- The winning team, which is the team that wins two out of the three games, will be awarded 3 points.
- The losing team will receive either 1 point or 0 points.
- For the losing team to be awarded one point, they must force a third game in the match. The third game only happens if neither team manages to win both first two games.

6. Broadcast

Times of the broadcast may change during the season depending on availability of teams and the schedule. The below will be the default times that the broadcast will happen.

First Broadcast- 5:00pm. Teams and lobby will be setup by 4.30pm.

Second Broadcast- 6:00pm. Teams and lobby will be setup by 5.30 pm.

Teams will be contacted by Victory Up and passed onto the broadcast Team.

Teams starting at 6.00pm will be asked if they can make themselves available for this broadcast.