



RLO Swipe Series Competition Rules and Regulations V.2 - 13/12/21

Table of Contents

Definitions	2
Tournament Format and Schedule	3
Roster Regulation	4
1v1 Series	4
2v2 Series	4
Roster Continuity (2v2 Series Only)	4
Player Eligibility	5
Tournament Protocol	5
Tournament Dates	6
1v1 Series (Tuesdays)	6
2v2 Series (Wednesdays)	6
Match Protocol	7
Game Play Rules	8
Player Conduct	8
Prizing	9
Weekly Distribution	9
Championship Playoffs Distribution	10
Investigations and Compliance	10
Amendments	11

The following document outlines the rules and protocols surrounding the RLO Swipe Series. Alongside this, players and teams competing in the RLO Swipe Series are required to abide by the [RL Oceania Player Code of Conduct](#).

RL Oceania Administrators reserve the right to make competitive rulings at any point during the tournament.

Any behaviour that breaches the following rules and regulations is punishable by, but not restricted to:

- ❖ Game disqualification.
- ❖ Series disqualification.
- ❖ Removal from the tournament.
- ❖ Temporary or permanent suspension from all RL Oceania events.
- ❖ Temporary or permanent suspension from all RL Oceania digital forums and platforms.

Definitions

Game - A single 2 minute period of gameplay.

Series - A set of either 3 or 5 games where the winner is determined by the team that achieves the majority of game wins.

Match Server - A server in which hosts the current private match for each tournament match.

Player - An individual competing in the tournament.

Bracket - The tournament progression for teams.

RLO Admin (Administration) - An individual who is arranging and supervising the current event.

Tournament - The competitive period of events between event start and event finish.

RL Oceania - The organisation in which an event is sanctioned under.

1v1 Series - The competition format within the RLO Swipe Series tournament for individual players that occurs on a Tuesday.

2v2 Series - The competition format within the RLO Swipe Series tournament for teams of two players that occurs on a Wednesday.

Weekly Stage - Stages within the RLO Swipe Series tournament, prior to the Championship Playoffs.

Championship Playoffs - The conclusive event of the Season following seven Weekly Stages.

Mobile Device Requirements - iOS requires version 11.0 or higher. Android requires version 6.0 or higher

Tournament Format and Schedule

The following is the format that will be run for the RLO Swipe Series.

Weekly Group Stage - Double Elimination Group Brackets

1. Each group will consist of 4 teams.
2. Seeding for the group stage will be based on the current points standings, in the case of the beginning of a new season it will be randomly generated.
3. Two Teams from each group will advance to the Weekly Playoffs, One both from the Upper and Lower Bracket.
4. All series will be a best of 3.
5. Teams will earn Circuit Points depending on placement.

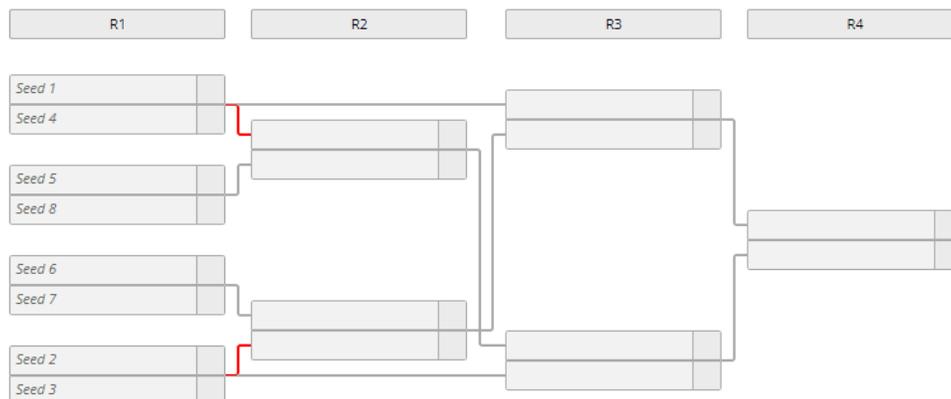
Weekly Playoffs - Single Elimination Bracket

1. All matches will be best of 3, except for the Grand Final which is best of 5.
2. Teams will earn Circuit Points and prize money depending on placement.

Championship Playoffs - Hybrid Elimination

1. The top eight teams based on Circuit Points will be invited to a hybrid bracket.
2. 1st to 4th based on Circuit Points will gain a second life in the First Round.
3. 5th to 8th based on Circuit Points will commence with a single life in the First Round.
4. Tie Breakers:
 - a. In the event of two teams being tied at the same amount of Circuit Points, the order of tiebreakers is as follows:
 - i. Best single event result during the season.
 - ii. Head-to-head series win/loss differential during the season.
 - iii. Head-to-head series win/loss differential during the last event.
 - iv. Head-to-head game win/loss differential during the season.
 - v. Head-to-head game win/loss differential during the last event.
 - vi. Best result in week 7.
 - vii. Series W-L Differential.
 - viii. Games W-L Differential.
 - b. In the event that three or more teams are tied at the same amount of Circuit Points, the order of tiebreakers is as follows:
 - i. Best single event result during the season.
 - ii. Series W-L Differential.
 - iii. Games W-L Differential.
 - iv. Best result in week 7.
5. All series will be a best of 5, including the Grand Final.
6. Every series will be broadcasted on the official RL Oceania Twitch Channel.

An example of the championship playoffs event bracket can be found here.



Roster Regulation

1v1 Series

1. All registered individuals must complete registration for the 1v1 Series, either via communication with RLO Admins, or through registering themselves on Smash GG.
2. Only registered individuals are permitted to compete during competition. Individuals who are not registered are not permitted to compete.
 - a. Any individuals found competing with unregistered or alternative players will be removed from the tournament.

2v2 Series

3. All registered teams must state their full roster, either via communication with RLO Admins, or through registering the team on SmashGG where the two (2) players who compete in the first tournament series will be considered the core roster.
4. Only a team's registered roster is permitted to compete under the respective team during competition. Teams are not permitted to compete with players who are not registered under their roster.
 - a. Any teams found competing with unregistered players will be removed from the tournament .
5. No owner or manager of a Team, or if a Team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one Team within the Eligibility Area in the Tournament.
 - a. Teams that RL Oceania and Psyonix, in its sole discretion, determine are directly or indirectly owned or controlled by a person or entity that operate sports (including esports), gambling, wagering, bookmaking or betting sites or platforms are not eligible to participate in the Tournament.

Roster Continuity (2v2 Series Only)

Mid-Season Trading.

1. Teams will forfeit all currently earned points every time they add a new player to their roster during a season.
2. If an individual player who was already registered under a team, competes for another team during the season, said player will be automatically removed from their original team and said team will have their points removed.
 - a. If a player wishes to compete for a different team, then return to their original team during the same monthly season, this will result in both teams forfeiting current points.
3. If a team wishes to make changes to their roster between week 7 and the championship playoffs, they must forfeit their championship playoffs qualification.

Player Eligibility

1. The RLO Swipe Series is open to all players currently residing in the Oceanic region. Oceania is defined as: Australia, Fiji, French Polynesia, Indonesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Papua New Guinea, the Philippines, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.
2. **All participants MUST be 15 years of age or older to participate in any stage of the RL Sideswipe Series.**
 - a. RL Oceania reserves the right to ask for confirmation of age from any participating player in the RLO Swipe Series in the form of a government provided ID. Participant details must match the details on the registered Smash GG account.
 - b. Failure to provide sufficient proof of age or refusal to do so will result in disqualification or removal from the tournament.

Tournament Protocol

1. To begin playing in the RLO Swipe Series tournament, players must have registered via Smash GG.
2. All teams and individuals, no matter whether they are competing in 1v1 or 2v2 series, will be required to be in the RLO Mobile Events Discord server, where all information regarding matches and brackets will be communicated.
3. All teams and individuals must follow the Match Protocol found below until they have either been eliminated from the competition or have won the final series.

Tournament Dates

1v1 Series (Tuesdays)

Week 1 - December 14th, 2021

Week 2 - December 21st, 2021

Week 3 - December 28th, 2021

Week 4 - January 4th, 2022

Week 5 - January 11th, 2022

Week 6 - January 18th, 2022

Week 7 - January 25th, 2022

Playoffs - February 1st, 2022

2v2 Series (Wednesdays)

Week 1 - December 15th, 2021

Week 2 - December 22nd, 2021

Week 3 - December 29th, 2021

Week 4 - January 5th, 2022

Week 5 - January 12th, 2022

Week 6 - January 19th, 2022

Week 7 - January 26th, 2022

Playoffs - February 2nd, 2022

Match Protocol

1. Following the Smash.gg check-in process

- a. Add your opponent as an EpicID friend, via communicating name via the chat feature.
- b. Invite the player to join your party.
- c. Create a party match, equivalent to the gamemode in which you are competing in.
- d. Ensure S.C. Field is selected.

2. Entering a match

- a. At the commencement of a competition match, details for the corresponding match will be allocated by Smash GG. Individuals are to follow instructions by Smash GG or the tournament admins.
- b. During broadcasted matches, teams are not to enter the lobby until an Admin instructs them to do so.
 - i. Teams on broadcast are required to follow Match Protocol '6. Broadcasted Series'.

3. Reporting Scores

- a. After a Match is completed, individuals must submit the Match result to Smash GG or a tournament Admin. Taking a screenshot of the results screen of the Match is strongly recommended in case of disputed results.
 - i. If an individual disputes a Match claiming a win and submits proof of their claim, the other individual must submit proof of their claim to avoid an automatic forfeit of the Match.
 - ii. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the tournament and future RL Oceania tournaments.

4. Match Restarts

- a. If a player or game server falls subject to technical difficulties, the game is to be restarted.
 - i. Difficulties such as game bugs or disconnects. Players can mutually agree on a match restart or outline the issue to an RLO Admin, may enforce such restarts to occur.

5. Spectators

- a. Only official or approved broadcasters and RLO admins are permitted to spectate competition matches. Substitutes and coaches are not permitted to spectate competition matches at any point in time.

6. Broadcasted Series

- a. Selected matches will be broadcasted on RL Oceania's Twitch channel.
- b. A marked match found on the Smash.GG bracket **WILL REQUIRE** the team or individual as the **Higher Seed** to join RLO Mobile Events discord voice call provided by an RLO Administrator, where RL Oceania will request players to stream their perspective via Discord's implemented Screen Sharing feature.
 - i. Players that are the **Higher Seed** will join the call and will be able to communicate with teammates in the call, but the administrator will be muted during the matches proceeding.
 - ii. The user's perspective will be displayed on the RL Oceania's twitch channel.
 - iii. If you require assistance in being able to screen share via your mobile device, please inform or reach out to an RLO Administrator prior to the series commencing.
 1. NOTE: Whilst gameplay is being broadcasted, RL Oceania will monitor a 5 second delay on gameplay provided via discord, to prevent sensitive information from being unintentionally shared on broadcast.

Game Play Rules

1. **Game Settings**
 - a. Game Mode:
 - b. Region: Oceania
2. **Arenas**
 - a. S.C. Field - BOTH MODES ONLY!
3. **Controllers**
 - a. All standard controllers that are phone compatible are eligible to be used. Macro functions (e.g., turbo buttons) are not permitted.

Player Conduct

1. All Players must conduct themselves in a way that is at all times consistent with the general principles of personal integrity, honesty, and good sportsmanship.
2. Players must be respectful of other Players, Tournament Administrators, and fans.
3. In particular, Players may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity.
4. Each Player is expected to play to the best of her or his ability at all times during any match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:
 - a. Collusion, match fixing, bribing a referee or match official, or any other action or agreement to intentionally influence (or attempt to influence) the outcome of any competition match.
 - b. Hacking or otherwise modifying the intended behavior of the Game client.
 - c. Playing or allowing another Player to play on a Psyonix account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
 - d. Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
 - e. Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
 - f. Using distributed denial of service attacks or similar methods to interfere with another Player's connection to the Game client.
 - g. Using macro keys or similar methods to automate in-game actions.
 - h. Intentionally disconnecting from a Match without a legitimate reason for doing so.
 - i. Interfering with the operation of the tournament, or any platform owned or operated by RL Oceania.
 - j. Betting or gambling on your own performance, the performance of your Team or the results of the tournament or any phase of the tournament.
 - k. Making any modification to the Game that has not been disclosed to and authorized by the Tournament Organizers.
 - l. Changing In-Game Player or User Name to a name other than Player's registered User Name.

Prizing

1. Prizing for the RLO Swipe Series is as follows. All values are in US Dollars.
2. Upon formal notification by RL Oceania and Psyonix, a potential winning player/Team has 60 days from the date of notice to respond and provide any and all requested information or materials to RL Oceania and Psyonix. This information is used to verify eligibility and to determine and apply local tax laws related to the prize distribution.
 - a. Failure to return all requested information by the aforementioned deadline can result in the player or Team's disqualification and as such the player or Team will not be entitled to any prizes in connection with the Event. In such cases, no alternate winner will be declared.
 - b. RL Oceania will determine the payment method for all prizes. All prizes will be paid directly to the winning players, unless other arrangements are made between the winning players, RL Oceania and Psyonix.

Weekly Distribution

		Points	Prize Pool
1v1 Series	1st	101	\$300
	2nd	80	\$200
	3rd - 4th	60	
	5th - 8th	40	
	9th - 16th	20	
	17th - 32nd	10	
Total			\$500
2v2 Series	1st	101	\$500
	2nd	80	\$300
	3rd - 4th	60	
	5th - 8th	40	
	9th - 16th	20	
	17th - 32nd	10	
Total			\$800

Championship Playoffs Distribution

		Prize Pool
1v1 Series	1st	\$2,000
	2nd	\$1,000
	3rd - 4th	\$700
	5th - 6th	\$500
	7th - 8th	\$300
Total		\$6,000
2v2 Series	1st	\$3,000
	2nd	\$2,000
	3rd - 4th	\$1,250
	5th - 6th	\$800
	7th - 8th	\$400
Total		\$9,900

Investigations and Compliance

1. If any players find another team's or player's behaviour suspicious or outside of the rules and protocols, it is the player's responsibility to report any issues that RLO Swipe Series organiser's may not be aware of. Screenshots and saved screen recordings are recommended for providing evidence of any illegal behaviour with the event.
2. Players must fully cooperate with the tournament administrator in the investigation of possible violations of these Rules. If a tournament administrator contacts a player to discuss a potential violation, the player must be truthful in the information that he or she provides to the tournament administrator.

Amendments

2.0

Amendment to 'Game Play Rules' on the 12/12/21

- Shortstack removed from competitive map playlist rotation for RLO Sideswipe Series 1v1 Series.
- S.C. Field added to the competitive map playlist rotation for all modes of RLO Sideswipe series.

2.1

Updated 'Match Protocol' on the 12/12/21

- Outlined that all players will be required to add each other as EPIC friends to participate in a party match.
 - Party match - Only available private match feature currently available.
- Additional outline that S.C. Field is to only be used.
- Updated broadcasting step procedures for matches marked on official RL Oceania twitch channel.
 - Individual players are welcome and encouraged to stream their own perspectives if able to do so.
- Updated 'Match Restarts' expressing that any game bugs experienced by players if informed to an RLO Admin will grant a restart of the match.

2.2

Updated 'Definitions' on the 13/12/21

- Outlined version requirements for mobile devices on iOS and Android.

2.3

Updated 'Match Protocol - Broadcasted Series' on the 13/12/21

- Updated terminology of which player or team will be required to stream their perspective of the match, via Discord.
- Changed from Blue Team to Higher Seed.