



# RLO Grand Slam Competition

## Rules and Regulations

The following document outlines the rules and protocols surrounding the RLO Grand Slam. Alongside this, players and teams competing in the RLO Grand Slam 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 5 minute period of gameplay.

**Series** - A set of either 3, 5 or 7 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.

**Qualifying Stage** - A stage within the RLO Grand Slam tournament, corresponding prior to the Main Event.

**Main Event** - A stage within the RLO Grand Slam tournament, corresponding after the Qualifying Stage.

**Substitution** - Is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one Player change per Match.

# Tournament Format and Schedule

The following is the format that will be ran for the RLO Grand Slam

## Qualifying Day 1 - Double Elimination Bracket - June 23rd, 2020

- All matches will be best of 5, excluding Round 1 and Round 2 within the Lower Bracket, which will be best of 3.
- Top 16 teams will proceed onto Day 2.

## Qualifying Day 2 - Double Elimination Bracket - June 24th, 2020

- All matches are best of 5.
- Top 6 teams move onto the main event.
  - The Upper Bracket final will be played to determine seeding between 3rd and 4th place.
  - The Lower Bracket final will be played to determine seeding between 5th and 6th place.
  - There will be a tie breaker match added where the two losers of the Lower Bracket final will play for the 7th/8th seed.

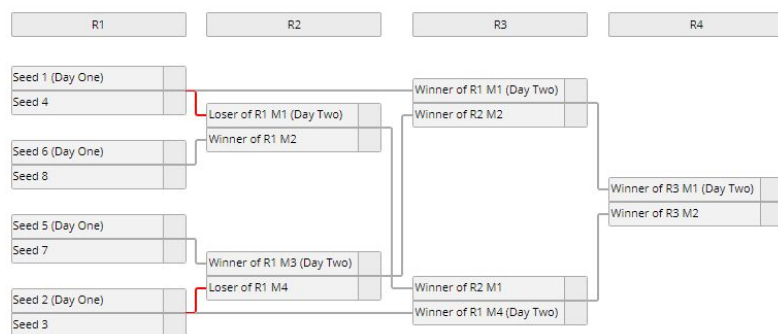
## Main event Day 1 - Hybrid Bracket - June 27th, 2020

- The first four series of the bracket will be played on Day 1 and all matches will be best of 7.
- All matches will be played one at a time on stream.

## Main event Day 2 - Hybrid Bracket - June 28th, 2020

- The final 5 series of the bracket will be played on Day 2 and all matches will be best of 7.
- All matches will be played one at a time on stream.

An example of the main event bracket can be found here.



## Roster regulation

- All participating players must be at least 15 years of age to take part in the tournament. (Please see Player Eligibility for more information)**
- All registered teams must state their full roster including substitutes, either upon registering the team on Smash GG, or upon receiving their invitation to the tournament.
- 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.
  - Any teams found competing with unregistered players will be removed from the tournament.
- 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.
  - Teams that RL Oceania and Psyonix, in its sole discretion, determines 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.

# Player Eligibility

- a. The RLO Grand Slam 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.
- b. All participants must be 15 years of age or older to participate in any stage of the RLO Grand Slam.
  - i. RL Oceania reserves the right to ask for confirmation of age from any participating player in the RLO Grand Slam in the form of a government provided ID. Participant details must match the details on the registered Smash GG account.
  - ii. Failure to provide sufficient proof of age or refusal to do so will result in disqualification or removal from the tournament.

# Tournament Protocol

- a. To begin playing in the RLO Grand Slam tournament, players must have either been invited via placing top 2 in the Rocket League Spring Series, or registered via Smash GG.
- b. All teams that have qualified for, or been invited to the Playoff stage, will be required to be in the RLO Events Discord server, where all information regarding matches and brackets will be communicated.
- c. All teams must follow the Match Protocol found below until they have either been eliminated from the competition or have won the final series.

# Match Protocol

## a. Entering a match

- i. At the commencement of a competition match, details for the corresponding match will be allocated by Smash GG. Teams are to follow instructions by Smash GG or the tournament admins.
- ii. Players may not join their designated side until three Players from each Team have joined the Game.
- iii. During broadcasted matches, teams are not to enter the pitch until an Admin instructs them to do so.

## b. Rehosts

- i. Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues.

## c. Reporting Scores

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

## d. Technical Pauses

- i. If a player suffers any form of network or technical difficulties during a match, their team may take up to a 5 minute pause period following the game in the current series, to either have their player resolve the difficulties, or replace said player by

any registered member of the team.

1. If the team fails to resolve the issue within the 5 minute period, they will be disqualified from the following game. Then, the team has another 5 minute period where they can attempt to fix the issue. If the issue cannot be fixed in this 5 minute period, the team will be disqualified from the series.

**e. Match Restarts**

- i. If a player falls subject to technical difficulties within the first minute of a game and no goals were scored, the game is to be restarted.
- ii. If a player falls subject to technical difficulties during a game, following either one minute of gameplay or a goal, the game is to continue regardless of the result.

**f. Spectators**

- i. Only official broadcasters and RLO staff are permitted to spectate competition matches. Substitutes and coaches are not permitted to spectate competition matches at any point in time.

## Game Play Rules

**a. Game Settings**

- i. Game Mode: 'Soccar'
- ii. Team Size: 3v3
- iii. Bot Difficulty: No Bots
- iv. Region: Oceania
- v. Mutators: None
- vi. Joinable by: Name and Password
- vii. Team names will be set to represent both teams in the given match.

**b. Arenas**

- i. Aquadome
- ii. Champions Field
- iii. Champions Field (Day)
- iv. DFH Stadium (Day)
- v. DFH Stadium
- vi. DFH Stadium (Stormy)
- vii. Forbidden Temple (Standard)
- viii. Mannfield
- ix. Mannfield (Night)
- x. Mannfield (Snowy)
- xi. Mannfield (Stormy)
- xii. Neo Tokyo
- xiii. Salty Shores (Day)
- xiv. Salty Shores (Night)
- xv. Starbase ARC
- xvi. Urban Central
- xvii. Urban Central (Dawn)
- xviii. Urban Central (Night)
- xix. Utopia Coliseum
- xx. Utopia Coliseum (Dusk)
- xxi. Utopia Coliseum (Snowy)
- xxii. Wasteland
- xxiii. Wasteland (Night)

### c. **Controllers**

- i. All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

## **Player Conduct**

- a. 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.
- b. Players must be respectful of other Players, Tournament Administrators, and fans.
- c. 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.
- d. 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:
  - i. 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.
  - ii. Hacking or otherwise modifying the intended behavior of the Game client.
  - iii. 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).
  - iv. Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
  - v. 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.
  - vi. Using distributed denial of service attacks or similar methods to interfere with another Player's connection to the Game client.
  - vii. Using macro keys or similar methods to automate in-game actions.
  - viii. Intentionally disconnecting from a Match without a legitimate reason for doing so.
  - ix. Interfering with the operation of the tournament, or any platform owned or operated by RL Oceania.
  - x. Betting or gambling on your own performance, the performance of your Team or the results of the tournament or any phase of the tournament.
  - xi. Making any modification to the Game that has not been disclosed to and authorized by the Tournament Organizers.
  - xii. Changing In-Game Player or User Name to a name other than Player's registered User Name.

## **Prizing**

Prizing for the RLO Grand Slam is as follows. All values are in US Dollars.

1st.	\$14,000
2nd.	\$9,000
3rd/4th.	\$6,500
5th/6th.	\$3,500
7th/8th.	\$1,500

## 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 Grand Slam organiser's may not be aware of. Screenshots and saved replays 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.