ROCKET LEAGUE SERIES RULES

General
The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/intramurals. Key Handbook items include:

- Registration & Payment – Handbook pg. 7
- Captain Responsibilities – Handbook pg. 9
- Team Name Requirements – Handbook pg. 10
- Playoff Requirements – Handbook pg. 12
- Default/Forfeit Instructions and Consequences – Handbook pg. 14
- Participant Eligibility/ID Requirements – Handbook pg. 15
- Adding Players to Roster/Participation Limits – Handbook pg. 18
- Team/Participant Conduct – Handbook pg. 21
- Nexus Policies – UND.edu/esports

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Wellness Center Esports Nexus, or at remote locations.

Questions
Please feel free to contact UND Esports Nexus staff with any questions or concerns.

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**Rules**

- All games will be played in a 1v1 format with a best of 3 series (depending on number of participants).
- The tournament will be a single-elimination bracket, however, depending on the number of participants, we may have the opportunity for double-elimination.
- Player names, Discord names and images, and Rocket League names will be kept appropriate. Please reference the Intramural Handbook at [www.und.edu/intramurals](http://www.und.edu/intramurals) for team name guidelines.
- If a player forfeits, they must communicate to both the other player and a UND Esports Nexus official.
- All participants must have a Discord account and be a part of the UND Wellness Center Nexus Discord.
- By participating you agree to allow the University to film, take photographs, or stream you and/or your matches. The media may be used for social media purposes.
- Players are allowed to bring in controllers if needed for tournament play.
- Players must show good sportsmanship while playing.

**Players, Rosters, Divisions and Substitutions**

- All players (even added after registration) must sign the waiver to complete registration.

**The Game**

- Games will be 5 minutes in length.
- No items will be used.
- There will be no timeouts. There may be rematches available if a player disconnects or has equipment issues. High ping will not be an excuse to pause the game.
- Players will have 15 minutes from match start to be ready in the lobby to play.
- The winner of the match will report the match through Discord. Winners must screenshot the winning match and submit it to the appropriate Discord channel.

**Penalties**

- Bad manner: Players who excessively BM or have poor sportsmanship as determined by Wellness staff will receive a warning. Another instance beyond that warning will result in removal from the tournament.
- Any instance of cheating will result in an immediate removal from the league. Cheating includes but is not limited to hacking, ghosting, stream sniping, or the use of a 3rd party program that gives one player an unfair advantage over another.

**Miscellaneous**

- **All officials’ calls are final!**
- Players must report their own scores by sending the results of their game through the UND Nexus Discord.
  - This must contain a screenshot of the end screen
- Discords may only be populated by the 3 players playing during the games.
- All players must use the UND Nexus Discord.
- Teams that utilize the Nexus must adhere to Nexus policies.
- After each game please try to leave as quickly as possible so that the next teams can get ready.
- Rules are subject to change at the discretion of the Wellness & Health Promotion staff.