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 teams will play in a 3v3 format with a best of 5 series (depending on how many teams there are) round robin format.
- Each win is worth 1 point. Points will determine seeding for playoffs.
  - Teams with a higher point total will have a higher seed in playoffs.
  - When records are tied when deciding the seeding for the finals, goal differential will be used to determine the seeding order. If teams are tied still, then a game differential between the tied teams will be used.
- All teams will appoint a captain.
  - The captain will communicate with other teams and UND Esports Nexus officials through email and Discord.
  - Captains will attend the beginning of the league meeting or a makeup session.
- Team names, Discord names and images, and Rocket League names will be kept appropriate. Please reference the Intramural Handbook at www.und.edu/intramurals for team name guidelines.
- If a team forfeits, they must communicate to both the captain of the other team and a UND Esports Nexus official.
- All participants must have a Discord account and be a part of the UND Wellness Center Nexus Discord. All teams will have their own personal Discord rooms which will only be visible to their own individual teams.
- 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

- Teams will consist of 3 players with additional slots available for alternates for a total of 5.
- This is an Open League meaning there are no rules about the number of male/female players.
- Individuals may sign up as free agents allowing them to be placed into teams.
- All rosters will be frozen prior to the playoffs for all divisions. Players must have played at least one game with the team during the regular season to be eligible for the playoff roster.
- Players must give advanced notice to the other team when substituting players in and out.
- All players (even added after registration) must sign the waiver to complete registration.
- Players may only play for one team.

The Game

- 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.
- Matches will generally be scheduled for 2:00 PM (CT) on Sundays. Teams 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!
- Teams 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.