

Campus **Recreation**

University of South Carolina Student Life

Rocket League Tournament

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

General Information

- Players should arrive 15 minutes before the tournament to check-in with the supervisor.
- All participants must display a valid Carolina Card before the tournament in order to play.
- You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- **All games will be played in either the STWFC Boardroom or the STWFC Wet Classroom**

Defaults

- Players entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament. If a player does not default in time, they will be assessed a **\$25 forfeit fee** on DSE.
- The USC Sport Programs Office can be reached:
 - By email at sportprograms@mailbox.sc.edu
 - By phone at 803.576.9387
 - In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- Players entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee** on DSE.

Sportsmanship

- Each player will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, on-site supervisor following each round matchup.
- Players must average a sportsmanship rating of 3.0 throughout the tournament.

Equipment

- Nintendo Switch consoles, controllers and games will be provided by the Sports Program staff.
- Players are not allowed to use their own joycons and must use the provided joycons in order to be eligible to play.

Gameplay

- **Players**
 - Each team will consist of two (2) players
 - There are no substitutions or switching of players between games or sets of games
 - Each team is allowed a maximum of one (1) coach to help the team
 - The designated coach will not be able to play at any point of the tournament and is only allowed to assist their team during halftime, or between rounds

- If a coach causes distractions during games or is suspected of unsportsmanlike conduct, they will be asked to leave the tournament and not be allowed back.
- **Timing**
 - All games will be normal two v two rules:
 - 5 minutes
 - One game per matchup
- **Game Specific Rules**
 - The tournament format will follow the 2v2 NIRSA tournament rule set for controller and camera settings:
 - Camera settings should be set to “Default”
 - Controller settings should be set to the default settings
 - Mutator setting should be set to the default settings
 - If any team wants to change their camera or controller settings the team is allowed to only before their first matchup. Teams must stick with the same settings from game 1 throughout the tournament.

Tournament Format

- **Pool Play**
 - The eight (8) teams will be placed into two pods of four (4) each.
 - Each team will play the other three (3) teams in their pod
 - The two (2) teams from each pod with the best record will move on to the single elimination bracket
 - If two teams have tied records the tiebreaker will be whichever team has the better goal differential
- **Tournament**
 - The tournament is a single elimination, four (4) team bracket
 - Teams will be placed in the bracket based on best record and highest goal differential.
 - The championship game will be conducted as a best two (2) out of three (3) game format