

Rocket League – regulations

STEM Games 2022

Rocket League

- The competition is held in mixed competition.
- Each higher education institution may apply up to one team.
- A team of 3 players applies for the competition.
- All players play at their own risk.
- Players will take care of the periphery where they play and in case of damage will compensate the cost to the organizer.
- All players take responsibility for their items in the esports Arena, as the organizer is not responsible for lost, abandoned, or stolen items.
- The organizer will not be held responsible for any accidents, injuries and other damages.
- Competition regulations are made by the organizer.
- The leader of the competition has the right to interpret these regulations.

Competition system

The competition is held on Playstation 4 consoles.

A maximum of 16 teams compete in the competition. Teams consist of 3 members.

The tournament is divided into two phases (group and elimination phase).

In the first phase, the teams are divided into 4 groups consisting of 4 teams.

The two best teams from each group go in the elimination phase of the competition.

Tiebreakers :

1. Series won
2. Series won (mutual encounter)
3. Matches won (mutual encounter)
4. Matches won
5. Number of scored goals (mutual encounter)



6. Number of scored goals
7. Repeat of the series

The elimination phase consists of a quarterfinal, a semifinal, and a final. The quarterfinals and semifinals are played in the Bo5 format, and the finals in the Bo7 format.

If there are less than 8 registered faculties, the organizer will announce the competition system after the final confirmation of the number of participants.

The organizers reserve the right to change the structure of the competition.

Game rules

The duration of the match is five (5) minutes of pure-play, with the possibility of playing extra time in case of an equal number of goals in one match.

The rules for setting up the game before the match are:

1. Default Arena: DFH Stadium
2. Team Size: 3v3
3. Bot Difficulty: No Bots
4. Mutators: None
5. Match Time: 5 Minutes
6. Joinable By: Name / Password

The arenas that will be used during the tournament are:

1. Champions Field
2. DFH Stadium
3. Mannfield
4. Urban Central
5. Utopia Coliseum

Pausing the game and penalties



Destroying the tournament equipment is forbidden.

In case of violation of the mentioned regulation, the team will be disqualified.

It is forbidden to provoke opponents and to communicate with observers. In case of a violation of this regulation, the player will be warned. The second warning is followed by a penalty that results in the victory of the opponent only in that match.

The excluded player has no right to continue the tournament.

The meeting can be restarted:

- a) If a critical error occurred during the match that significantly affects the match.
- b) If bad playing conditions prevail during the match.

The use of any tools related to the Rocket League (various modes, and external utilities) is prohibited and will result in the disqualification of the team from the competition.

Delays will not be tolerated. During the game, all team members must be present until the end of the match.

If the competitor violates the rule of any article mentioned in these regulations, the organizer reserves the right to disqualify the competitor and the faculty he represents from further competition.

Likewise, if a participant violates the rule of any article mentioned in these regulations, the organizer reserves the right to assign defeat to the competitor and/or faculty he represents.

Leaders of the competition

Mirko Galić and Mateo Ivančić