

SPORT. EDUCATION. PRIDE.



G M A A

Greater Montreal Athletic Association – 5925 Monkland Ave, Suite 101, H4A 1G7
Phone: 514-482-8555 Fax: 514-487-0121 Email: gmaa@gmaa.ca Website: www.gmaa.ca

GMAA Rocket League

Team Registration Deadline: Friday, November 12th by 11:59pm

Player Registration Deadline: Prior to the 1st game

All Registration is due through S1

Scheduling Meeting: November 18^h via Zoom at 3:30pm

League Format: Will be set at scheduling

Season start: November 29th

Season end: March 25th

Playoffs: The week of March 28th

Cost: Due to the legalities of Rocket League, the GMAA is not permitted to charge a registration fee to schools who wish to enter the league. However, it is recommended that schools offer to sponsor a team's participation in the GMAA league. Suggested sponsorship amount is \$150 per team.

Category: Boys and Girls, Open age category

League Format: A team consists of 3 players. Schools will schedule games vs opponents at the scheduling meeting. All games are a best of 5 series, no substitutions are permitted during the series.

Location: All games will be played through each students' PC or gaming console (XB1, PS4, Nintendo Switch).

Player Registration & Eligibility

All students at GMAA member schools are eligible to participate in GMAA Rocket League games, there are no specific eligibility requirements.

Staff Member

Staff Member - (Governing Rules: Rule VI, Section 4) There must be a staff member responsible for each school who is present with the team for the duration of each Rocket League game.

Regular Season Games

A school must enter a complete team in a classification (3 players). Teams require a minimum of 2 players to start a game, a team with less than 2 players, will default the match.

Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first tournament.

Substitutes are permitted if they are registered before playing with GMAA. Coaches are to inform the GMAA of substitutions prior to the match.

Substitutions cannot be made during the match, once the first round begins, those are the three players who must complete the match.



G M A A

Greater Montreal Athletic Association – 5925 Monkland Ave, Suite 101, H4A 1G7

Phone: 514-482-8555 Fax: 514-487-0121 Email: gmaa@gmaa.ca Website: www.gmaa.ca

Coaches of the home team must report the results of the games on S1 within 48 hours. Failure to do so will result in a \$10 fine.

Software Requirements

All players must be registered on Rocket League (game is free to play)

All coaches must create a recurring zoom link for all home games. This will be sent out to the opposing schools. At the start time of the tournament, both coaches will log onto zoom for the duration of the game. Any communication can be done through the chat feature. Coaches will be present at the school with their team.

NB – students' and coaches in-game names must reflect their actual name, include their school abbreviation and must not be offensive or inappropriate in nature.

Cheating

No outside assistance during games is allowed. Any manipulation of gameplay during match time will be considered cheating. Any team or player caught cheating will be subject to forfeiture of the match and further sanctions (suspension from the league, team suspension, etc). This will be decided on by the Rocket League Discipline Committee.

Awards:

Gold and silver medals will be awarded to the 1st and 2nd placed teams.

Championship banner will be presented to the winning team.

Rocket League Rules

Game Procedure

Supported Platforms are: PC, XB1, PS4 and Nintendo Switch. This game supports cross play. All players competing in this game will face each other, regardless of what console they play on.

Series

All games will be played as a best of 5 series including playoffs.

Game Lobby

The designated home team will create the lobby. The away team will have choice of which team is which color, which will not change for the duration of the match. The default arena played is DFH Stadium. Teams are free to change the arena at any time so long as both teams' consent, and the arena is playable as listed in the table below.

Accepted Arenas

Aquadome	Mannfield (Night)	Urban Central (Dawn)
Champions Field	Mannfield (Snowy)	Urban Central (Night)
Champions Field (Day)	Mannfield (Stormy)	Utopia Coliseum
DFH Stadium	Neo Tokyo	Utopia Coliseum (Dusk)
DFH Stadium (Day)	Salty Shores	Utopia Coliseum (Snowy)
DFH Stadium (Stormy)	Starbase ARC	Wasteland
Mannfield	Urban Central	Wasteland (Night)



G M A A

Greater Montreal Athletic Association – 5925 Monkland Ave, Suite 101, H4A 1G7
Phone: 514-482-8555 Fax: 514-487-0121 Email: gmaa@gmaa.ca Website: www.gmaa.ca

The game settings should be set to the following:

- Game Mode: Soccer
- Arena: DFH Stadium OR another arena agreed upon by both teams.
- Team Size: 3v3
- Bot Difficulty: No Bots
- Team Settings
- Team Names should be in accordance with the sides chosen by the away team
- Primary and accent colors should be set to Default
- Mutator Settings
- Preset Settings: Custom
- Match Length: 5 minutes
- Max Score: Unlimited
- Overtime: Unlimited
- Series Length: 5 games
- Game Speed: Default
- Ball Max Speed: Default
- Ball Type: Default
- Ball Physics: Default
- Ball Size: Default
- Ball Bounciness: Default
- Boost Amount: Default
- Rumble: None
- Boost Strength: 1x
- Gravity: Default
- Demolish: Default
- Respawn Time: 3 seconds
- Region: US East
- Joinable By: Name/Password (to be determined by hosting team)

If incorrect settings are loaded on the server, the match should be stopped and reset. Previously played games with incorrect format will not count towards the series.

Customization

Any customizations that are currently disabled in competitive 3v3 queues are not permitted for use in official matches.

Leaving and Rejoining Teams

Players are not allowed to leave their team and then rejoin to put them on the other side of the arena. This will be considered cheating and will be subject to sanctions.

Stoppage of Play

Should a player disconnect from the game less than 30 seconds into the match or before the shot to make the first goal of the game is taken the game will be restarted. If either of these events

SPORT. EDUCATION. PRIDE.



G M A A

Greater Montreal Athletic Association – 5925 Monkland Ave, Suite 101, H4A 1G7

Phone: 514-482-8555 Fax: 514-487-0121 Email: gmaa@gmaa.ca Website: www.gmaa.ca

has occurred, the game will continue.

Before the first game

All players:

- Must be registered on S1

All coaches:

- Must create a recurring zoom link for their home games and send the link to the GMAA by Wednesday, November 24th at 4pm

NB in-game names for all players must be appropriate

Before each game

- Both teams must log onto the Zoom at the scheduled start time.
- Home team will create the game lobby and invite opponents to play.
- Home coach must report final score only on S1 the night of the tournament and upload official scoresheet.