



## SOILL Unified esports League Rocket League Fall 2021 Season Rules & Expectations

### **Affiliation**

Each participant must be affiliated with either Special Olympics Illinois or their school; either as a Special Olympics Athlete or Unified Partner. Athletes & Partners will be required to complete the [Virtual Event Waiver](#) for participation in the SOILL Fall League.

*ALL OF THE TOPICS LISTED BELOW ASSUME UEL WILL MEET THE 16 TEAM MINIMUM.*

### **Regular Season**

The UEL Rocket League Season runs from **September 29, 2021 to November 3, 2021 (6 weeks)**.

### **Rosters**

Teams must submit their roster through the SOILL eSports registration portal after they opt-in to the tournament. Teams consist of 3 starters (**TWO athletes and ONE Unified Partner**) and additionally up to 3 substitutes.

Players listed on a team's roster CANNOT play for any other team or be listed on another roster; unless in the substitute role. Substitutes may sub in for their schools teams (if multiple teams registered) but may not sub for another school/agencies team.

**Teams need to register for the league have a roster of at least 3 players submitted to [Mac Dougan](#) by Wednesday September 22, 2021. Registration is open via the [SOILL esports website](#).**



## **Coaching Position**

- Duties include but are not limited to communicating with team members, facilitating practices to help players improve, making sure attendance is 100% on game days or coordinating an alternate player when needed.
- Must commit to all game days listed on page 1, it is suggested additional practice time be added to improve player development and teamwork. Practice schedule to be set by the coach.
- Location is entirely remote. Should be familiar with Rocket League, Twitch, and Discord.
- Be connected to the [Special Olympics Illinois Discord](#) – this will be the primary hub for all coaches education and information.
- Coaches are expected to be a non-playing position

## **Schedules**

Each Rocket League team will play one pre-season matches and five regular season matches. Teams **may** be split into divisions (A and B) based on their region and regular season matches will be predetermined before the season begins. SOILL will attempt to division teams appropriately based on skill-level throughout the season, depending on number of teams registered for the league.

## **Rescheduling**

Matches may be rescheduled to begin at another time, but every effort should be made to play on Thursdays. Only extreme circumstances communicated to your state program's lead & SOILL staff will allow matches to be played on a different day. Teams may agree to reschedule



their matches to a different time and rescheduling will occur via communication between coaches & the SOILL Discord. Teams may only reschedule matches with their opponent's permission in writing (discord or email). If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits. If teams cannot agree on a different time, the match must be played at the default match time (6 pm CST). If neither team can meet at the default match time and cannot agree upon a new time, both teams will forfeit that week. This applies to all online matches in the regular and postseason.

### **Standings**

Standings each week will be determined using the following criteria:

1. Overall match record
2. Round differential (out of best of 5 or best of 7)
3. Head to Head result (if applicable)
4. Goals for / against ratio

A bye will count as a match win and +0 for the round differential and +3 goals for. A forfeit will count as a match win and +3 for the round differential and goals for. A double forfeit will count as a loss for both teams with -3 round differential and 3 goals allowed. In the event of a forfeit happening in the middle of a series, the games that were already played will be counted and all forfeited games will be ruled a 1-0.

### **Match Structure**

**HOSTING AND TEAM COLORS** The left team (VIA Match-Day Codes/Schedule) will create the lobby. Teams can request to have custom team colors and both teams need to agree to it. After colors are determined, they will not change for the duration of the match.

**GAME START** Players may not join their designated side until three Players from each Team have joined the Game.



Mid-Match Break Teams are entitled to a short break of at least 10 minutes between games of a multi-game (e.g. best-of-five) match. Coaches and SOILL Staff will inform Players of the remaining amount of time before the next game begins. Teams are subject to lateness penalties per Section 5.7 if they are not ready to begin after the break time ends.

RE-HOSTS Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues. Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

SUBSTITUTIONS A “Substitution” is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and teams can substitute as many players as they want during a match

If a team is beyond 15 minutes late to their scheduled or rescheduled match time, they will **forfeit** the match

## **Match Details and Settings**

### GAME SETTINGS

Default Arena: DFH Stadium

Team Size: 3v3

Bot Difficulty: No Bots



Mutators: None

Match Time: 5 Minutes

Joinable By: Name/Password

Platform: PS4, Nintendo Switch, Steam/Epic, or Xbox

Server: US-East

### **Arenas**

During the Regular Season and Playoffs, all matches are played on DFH Stadium or Random Standard Stadiums.

### **Controllers**

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

### **Score Reporting**

Both teams need to take screenshots of the post-game scoreboard for each game. Those need to be uploaded to the Discord score reporting section as well as submitted each week via the SOILL eSports website. Coaches should be checking that your teams are reporting scores after each game.

### **Disputes or Match Issues**

Tournament administration must be notified IMMEDIATELY of any issues during a match or of any disputes with the results. Matches should be paused/delayed to resolve issues. Contact through Discord is the preferred method for a timely response.

### **Code of Conduct Violations**

The SOILL Athlete Code of Conduct will be enforced throughout the season. Violations will be handled accordingly and any steps may be skipped depending on the severity of the infraction. Multiple SO staff members will be consulted to rule on violations to ensure fairness.



Rocket League Specifics: As with other games, the goal here is to create a great community and compete at the same time. Any and all toxic behaviors will not be tolerated. Toxic behaviors specific to Rocket League include:

- Repeated use of quick-chat
- Disrespectful speech in chat

Players have the option of using a clan tag in game using the built in club system. If a player chooses to use a clan tag, the tag must be school appropriate AND representing the school or SO Program name (i.e. SOILL or LHS). Clan tags are optional and do not have to be used by the entirety of one team.

1st Official Violation: Team will receive a warning

2nd Official Violation: Team will forfeit a game in an upcoming match

3rd Official Violation: Team will forfeit the match

4th Official Violation: Team will be suspended from the season until mediation is applied

## **Streaming**

Teams/players are encouraged to stream their matches, but please be mindful that in a 3's match, there can be only up to 2 spectators due to maximum lobby size. Everyone must stream with at least a 1-minute delay. Spectators may not actively communicate with players on either team while the game is in play. Tournament administrators may revoke the right to stream tournament matches at any time.

Coaches and substitutes who are in their respective team's voice chat/discord need to be muted during game play. Coaches and substitutes may not add/convey real time information during a match.



Once a game is complete, everyone may then communicate freely with each other before the start of the next game. This emulates how programs at all levels compete as well as how LAN events are conducted.

The Tournament Administrators (SOILL) will also be streaming matches every week on the [SOILL Twitch Page](#). SOILL Stream times are at 6 pm CST and the teams will be asked if they are willing to be on stream a week prior so there is time to rearrange schedules.

### **Postseason (Tentative Plans, may change due to number of teams)**

The top 8 teams from the regular season will be placed in a playoff bracket. In the first round, seeds will play teams from the other bracket (A1 vs B8, B1 vs A8, A2 vs B7, and so on)

Tournament Playoffs Rounds will all be played on Wednesday, November 3 utilizing the regular season start time (6pm default).

Postseason matches will be a Best-of-5, following the regular season ruleset.